

Design of human interface game software



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Overall design

- **Development tool**

Unity Engine

- **Rule**

The main rule of this game is to run away from opponents. These opponents chase players. Players can choose several actions that can be helpful to achieve player's goals such as jump, acceleration, changing directions.

- **Collision detection**

Also, there are collision detection situations when the player collides with these opponents and other obstacles. To be specific, if the player collides with opponents, the game will be ended. Or obstacles are the wall, the player will be pushed from the wall.

- **Viewing point**

Considering that what kind of viewpoint can improve player's interestingness, we concluded the third person timing is suitable.

Characters



- **Person**

He was a war hero, but he was framed and put in jail. After all, he has to escape from the lion here at the Colosseum and survive to the end. The player manipulates the hero and helps him survive.

- **Lion**

For three days the hungry lions are well prepared to run for your hero.

Storylines



You were a war hero who completely prevented foreign invasion. But what came back to you was to be put in a cold prison. Your emperor, who you once devoted his allegiance to, ordered you to enter the Colosseum filled with hungry lions. The only option you have is to run away from the lion and survive. Lions are tired. If you get your head together, you'll survive enough.

Interfaces

← : Move left

→ : Move right

↑ : Move forward

↓ : Move backward

Mouse : Change view angle

Additional Information

- **Github**

<https://github.com/comnamu18/MingMingSaligi>