

Final Assignment Pitch

Game Name: Android Enigma

Game Genre: Third-person platforming

Number of players: 1 player

GitHub Repository Link: https://github.com/crod95/CristianRodriguez_FinalAssignment121

Game Overview:

Android Enigma has the player take control of multiple androids who are trying to escape from their creators who constantly use them for testing and experiments. The player can switch freely between each of the androids as they try to solve various puzzles and challenges that may or may not require multiple androids to complete properly. If any of the playable androids are caught by creators, then the player loses that android and will have to make do with the androids he/she has left. The player must get through all the levels and challenges to finish the game and free the androids!

Task List:

Assignment 7 Tasks:

- Basic level layout
 - Level design
 - Create the general layout of the first level and maybe even the second level if time-permitting
 - Atmosphere
 - At night in a dark laboratory where one android has escaped from its cage and is now trying to free its friends from other cages
 - Environmental Objects
 - Things to fill up the space in the game (either from the assets store or make them)
 - Going for a cartoony atmosphere for this game so less attention towards realism and detail and more towards fun
 - Puzzle ideas and locations
 - Needing keys to open certain doors to new areas
 - Pressure plate puzzle where the player must leave androids on pressure plates in order to activate certain doors and use the other androids to complete them (optional)
 - Turning on power for sections of the map to make them accessible

- Using various parts scattered across the map to create contraptions traps (optional)
- Android character
 - Character meshes
 - Basic mesh for the android like a small robot with cool texture for it (either from the assets store or make it)
 - Controls
 - Basic rigid body movement using either the directional keys or 'w'-'a'-'s'-'d' keys
- Creator character models
 - Meshes
 - Evil scientists
 - Basic pathing
 - Moving in patrol paths for most of the games
- Camera and character controls
 - Swapping between various androids in a certain order (maybe through one key press or have them assigned to different number keys)
 - Switching between first-person and third-person (optional)

Assignment 8 Tasks:

- Advanced level layout
 - Starting Locations
 - Spawn locations
 - Doors
 - Sensors (optional)
 - Buttons (optional)
 - Add more details to the level and more environmental objects
- Pickups
 - Keys
 - Contraptions (optional)
 - Puzzle pieces
- Creating puzzles and challenges
 - Create start state, end state, and most of the states in between
 - Enemy Spawns (optional)
 - Mechanics
- Android character
 - Mechanics
 - Jumping
 - Interactions (optional)
 - Animations
 - Idle
 - Jumping
 - Moving

- HUD
- Game Over conditions
 - Win
 - Lose
 - Menu

Assignment 9 Tasks:

- Character polishing and tweaking
 - Optimizing movement
- Creator polishing and tweaking
 - Optimize AI and pathing
- Camera polishing
 - Optimizing movement and how it follows the player
 - Finishing the HUD
- Level Polishing
 - Textures
 - Replace all placeholder art
 - Scale and move properly on the meshes
 - Remove all debug and testing parts from the game (scripts and in-game)
- Bug fixes
 - Checking that the puzzles work properly
 - Makes sure everything works properly and there are no glitches left

*Any parts marked as (optional) are time-permitted features/stretch goals for this project

**Most objects for this game will be made from scratch or downloaded from the Unity Asset store, any other resources found from other sources used for this project will be marked in README.txt file