

Underworld

What Kills You Makes You Stronger

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1. Team Members

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- Developer, Audio Engineer
- Using three (3) late days

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- Developer

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2. File Locations

Local Build ZIP

<https://www.dropbox.com/s/9a187xfxa9uf137/Underwold-EECS494-Tuesday-Final.zip>

Source ZIP

https://www.dropbox.com/sh/cxjgg2mc43px6ft/Qt8RVey_t5

Web Build

3. Playing the Game

3.1 Scenes

After extracting the source zip file, navigate to:

UnityProject -> Assets -> Scenes

From there load the scene *Menu.unity*. This will load the main menu which displays the art title screen and playing instructions. Upon pressing the “Play” button the scene *Main.unity* will be loaded automatically.

3.2 Playing Instructions

3.2.1 Controls

Once in the game, the player will spawn at the start point of the level. To control the character, use the keys:

- Left and Right - Moves the player left and right
- Space - Jump, only once if both feet on ground
- Down - While in the air, holding the arrow key down will increase the players acceleration back to the ground.
- Q - Activate the ability in the Q slot. Will always be basic attack.

- W - Activate the ability in the W slot.
- E - Activate the ability in the E slot.
- Escape - Pause the game. Can reload the scene from the pause menu.

3.2.2 User Interface

- Health Bar - In the top left corner, the green bar represents the players current health.
- Death Counter - Below the Health Bar, there is a counter for player deaths.
- Ability Icons - In the top left corner, there are the Ability Icons. Upon use of an Ability, the cool down timer will start and is represented on the icon, with a greyed-out clock motion.
- Breath Bar - If the player enters water a blue bar will appear over the players head. If a player loses all their breath they will start losing health. Breath can be replenished under water by swimming into air pockets with bubbles.
- Bonus Announcer - If the player gains a new ability or kills an enemy to gain health, it will be announced in the center, upper-half of the screen in green text.

3.3 Interesting Features

- Custom artwork by Vicki Li
- Music and sound effects created by Jacob Hash
- Players respawn at most recently passed check point when they die. The activation range is quite large intentionally.
- Three Enemy Types
 - Flying Bird
 - Throws javelins
 - Give player Javelin ability
 - Imp
 - Shoots fireballs
 - Gives player Fireball ability
 - Rock Giant
 - Charges at player
 - Give player Rock Form ability
- Three Environmental Hazards
 - Water
 - Drowns player
 - Give player Gills ability
 - Spikes
 - Kills player when they touch them

- Gives player Spike Shield ability
 - Lava Drops
 - Damages player if they touch them
 - Gives player Dash ability
- Seven Abilities
 - Basic Attack
 - Player swings staff forward and damages enemies within a short range.
 - Use with the fast drop in the air to quickly attack enemies from above.
 - Javelin
 - Player can throw three javelins forward that damage enemies.
 - Fireball
 - Player shoots three fireballs in rapid succession that also have a small push back force.
 - Rock Form
 - Player turns into a rock, temporarily becoming heavier and invulnerable
 - Water Breathing
 - Player can breath underwater and can heal himself.
 - Spike Shield
 - Player is engulfed in spikes that harm enemies, that shoot outward in all directions after a period of time.
 - Dash
 - Player shoots forward as a fireball that damages enemies for a limited distance.

4. Third Party Usage

4.1 Scripting Libraries

- Parse
 - Used for storing game data events like player deaths and abilities on external servers.
- GameAnalytics
 - Used for additional game event storage as well as heat-mapping of those events back into the world.
- NGUI
 - Used for additional User Interface support.

4.2 Additional Assets

- Hellscape background & Water Sprites
 - From image search

5. Change Log

5.1 Audio Changes

- Audio loop changed to 3 minute song which raises in volume until the end, then repeats
- Quiet and ominous track which plays when the player reaches the final checkpoint - hints at impending doom
- Final boss track and code for fades and transitions
- Preexisting Audio Clips used in Inspector (Hurt sound, death sound, some water sounds)
- Unity manipulation of volumes and events when loops start

5.2 Xbox 360 Controller Support

- Controller support for the Demo, X to jump, top 3 buttons for abilities, and left joystick for movement

5.3 Minor Collision Changes

- Crouch now avoids enemy fireballs
- Boss' collider modified to new size

5.4 Sprites

- Boss Animation Added!