**Cyber artists**

Team members:

Designer: **Austen** Programmer: **Danial**

Artist: **Johnathan** Artist: **Jack** Artist: **Koby**

**Development environment**

The game engine used for this project is unity version 3.8f1 and the language used is C#. The IDE used to write the codes is Visual studio version 2017.

**Google drive** is used for source control to upload and maintain the project assets. Maya is used for modeling and animating the characters. Substance painter and photoshop are used for texturing.

**Game overview**

The game is in pc platform, endless runner genre and the game is viewed as third person view. The user can move the character to left and right by A, D and <-, -> arrow keys and jump with the space bar. The game is built for PC platform.

The technical goal of the game is to promote a brand of coffee and show the effect of it on a person’s vision and exaggerate them.

Game objects include:

. The character

. Road blocks

. Coffee beans

. Commercial posters

. Cars

. Road

**Game flow**

The game objects have different collision detection checks for the winning and losing stage. The player loses by stop collecting the coffee beans which will make him to fall asleep.

**UML Diagram**

Start

Player keeps running on a platform and the platform gets generated ahead of the player.

Can’t get enough coffee after a certain time

Game gets restarted

Dead (going to sleep). The screen starts to get darker.

**Mechanics**

Mobility: the player can move by using AD keys and <-, ->arrow keys, by pressing the space key, the player can jump.

Losing state: the player can lose by not collecting coffee for a certain time.

Scoring system: the player can collect objects along its way, the number of objects collected will be displayed as UI and it increases the awakeness of the player.

**Graphics**

The game graphics has a stylized hard style which looks less realistic and more like a game. The character has an animation style to it. All of the game objects have a rigid body component attached to them.

**Physic engine**

The physic engine used to produce this game is unity’s game engine which is integrated inside the engine itself. This makes it easier for implementing the game mechanics because there won’t be a need for an external physics engine.

**Game flow**

The player object is a character which is running along an endless platform. the game is played in third person view. The player collects coffee beans along its way and has an energy meter which increases by collecting more coffee beans.

**Interface**

The main menu contains two options: play and help. The play button starts the game, the help button displays user inputs for player movement.

**Asset list**

Most of the assets have been created by the artists with the use of Maya, unity asset store has been used for simple assets.

**Technical risk management**

Lack of programming knowledge and skills, lack of time.

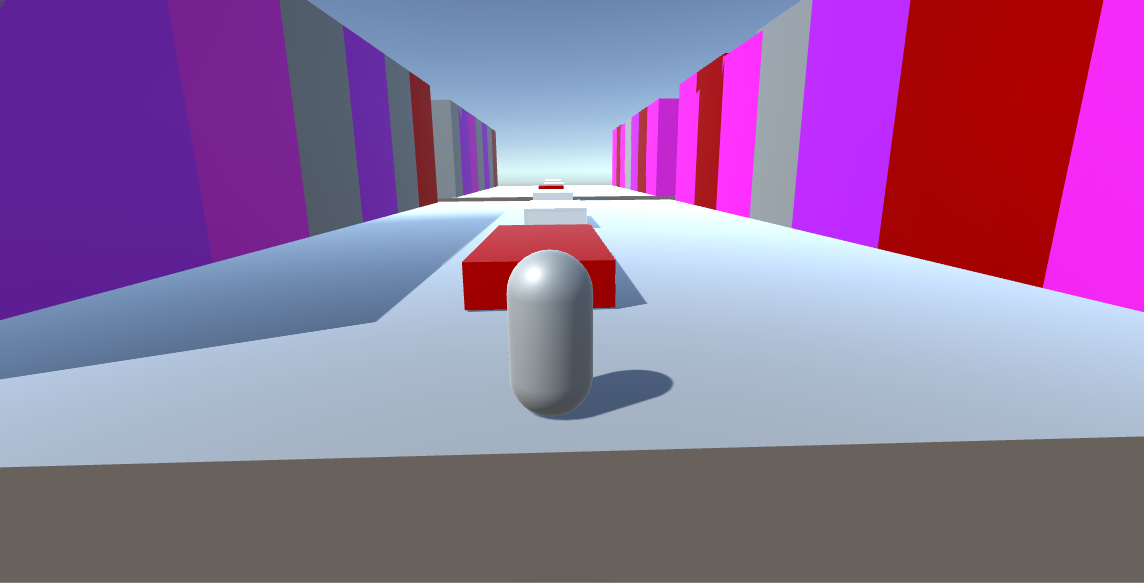
Not enough time to watch the tutorials.

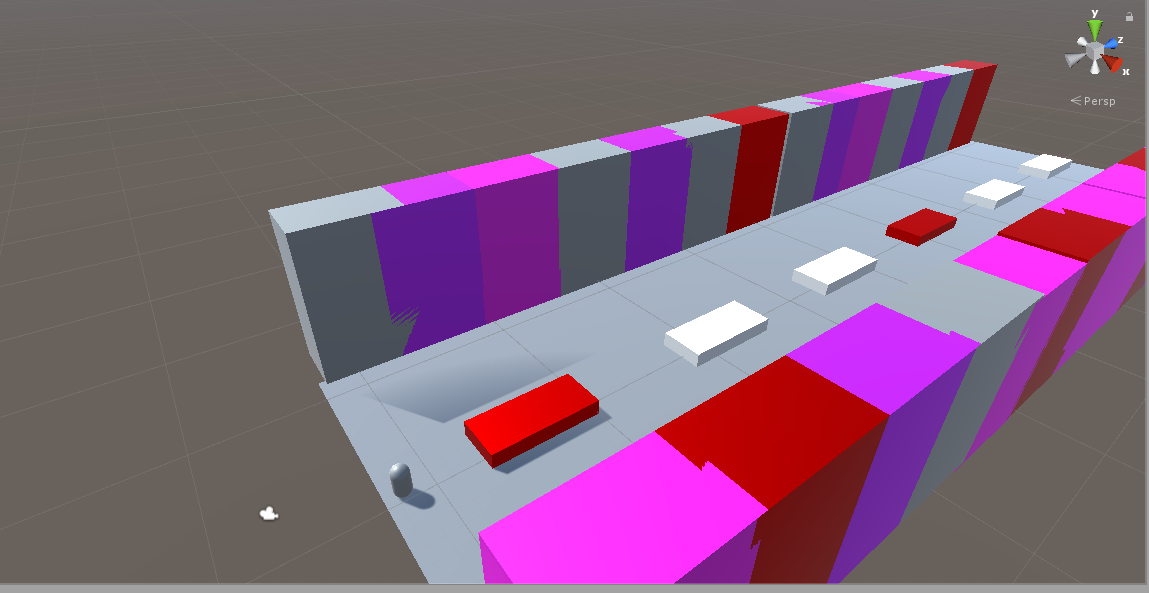
Risk avoidance management:

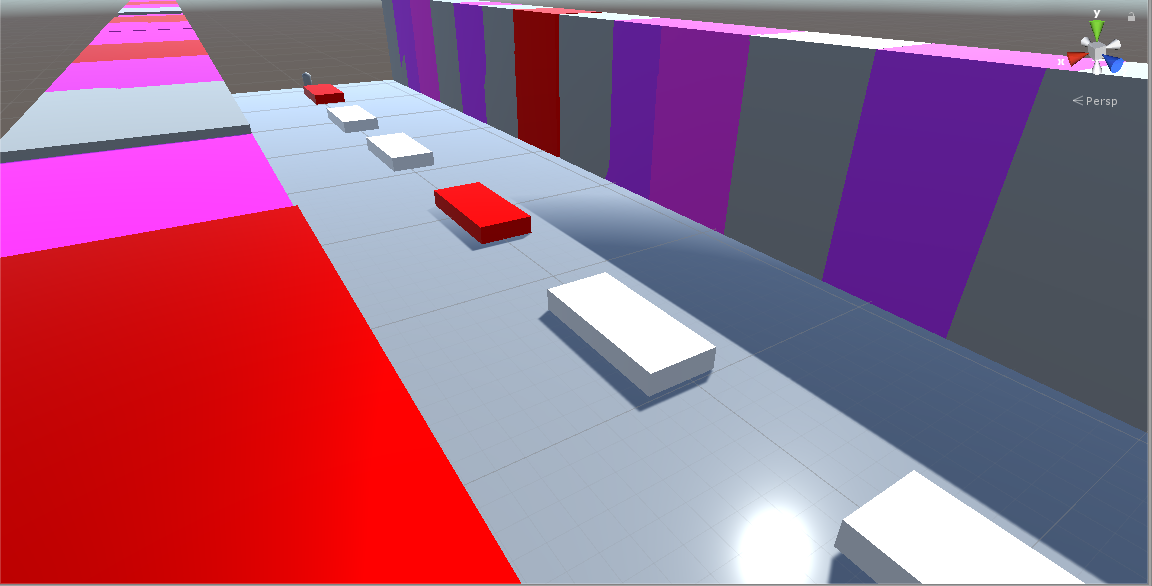
Coming up with simple ideas, planning, asking the client about features and make them clear, and setting realistic time frames for realistic objectives.

Having a look at tutorials during preproduction and make sure I can do it.

**Pictures:**

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