4332 Project Document
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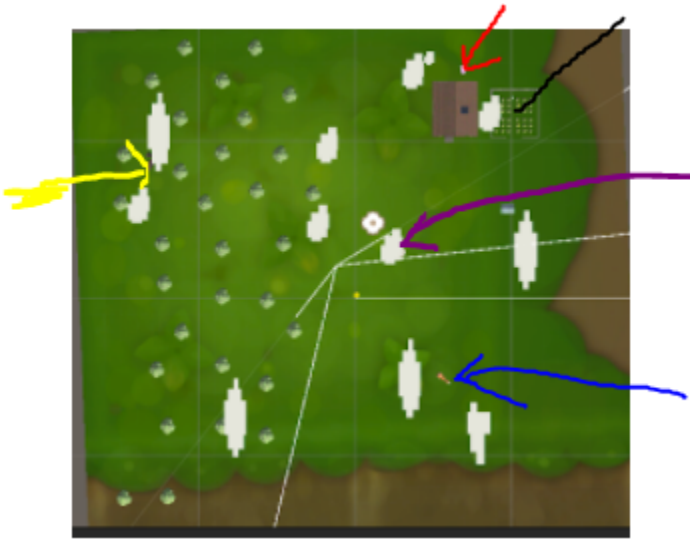
Game Title: Dr. Quack's Adventure

Map Description-

The map consists of a house, trees, a garden, a fountain, a well, clouds, and 5 'friends' (Cat, Sheep, Fox, Rabbit(black line), and Eagle). The friend NCP's are hidden around the terrain for the player to find scattered across the map.



The lines show where the friends are.

How to play-

The player controls a duck named Dr. Quack. The objective of the game is for Dr. Quack to find all of his friends across the whole map. The player uses the WASD keys or the arrow keys to move and space to jump. There will be five of his friends to find. When all of them are found and collected by touching them, the player will win the game.

Game Contents-

Includes a Main menu that lets the user choose to start the game, read the instructions, or quit the game. When playing the game, the player can pause the game by pressing escape and choose to resume the game, restart the game. Go back to the main menu, or to quit the game. There is no lose condition so the game is played until the player quits or wins the game. There is music that plays while the player plays the game, there is a sound for collecting the friends, and there is a sound for winning the game as well as a screen for winning that allows for the player to restart if they press any key.

Character Introduction-

Dr. Quack was a normal duck with lots of friends, but one day he woke up and he couldn't find them! He quests to search for his friends and hopefully be reunited with them.

Timeline:

Planning-

We did this soon after we submitted the first project assignment back in the beginning of March. We used the first project assignment as an outline for the game with some changes that were made to adapt to the requirements for the project. We chose the assets that we wanted to use around this time for our project, and decided the objective of the game.

Modeling-

We thought of what we wanted in our game for the planning and applied other games' ideology into our own around Mid-March. Here, we finalized on our player and "friend" assets as well as which animations we would use for each character. The game starts out with a main menu screen that allows the user to play the game, read the instructions, or to restart.

Implementation-

We used the outline that we already had planned as well as the assets that we had already picked out to create the game. We adjusted the objective of

the game a bit because we thought that it would prove to be a better experience for the player. We consulted tutorials on youtube and previous lectures in order to overcome coding obstacles that we faced along the way. We used the Cinemachine Freelook camera to implement the third person perspective. We began implementation in April.

Debug-

We did this as we implemented the game. This proved to be very time-consuming and there were a lot of problems that arose from the implementation. Collision detections, scene management, and character animations proved to be the most difficult challenges to debug. We continued to debug until the day the project was due with mostly successful results.

Summary of experience:

This experience was very rewarding as we ended up with a game that was cute and pretty nice, despite its short length. Although it was difficult to learn certain aspects of the project, it felt great to see everything come together into a concrete representation of our efforts. If there was more time in the semester, we would have enjoyed creating multiple levels and additional game mechanics, but overall we are happy with our game, and grateful to have had the experience in learning how to create it.