

Monster Maze Project

Project Directory: www.github.com/evangallo

List of Goals (Please realize the latter steps are more optional than required):

1. Make 2D Maze
2. Transform 2D Maze into 3D Maze
3. Camera Views
 - a. 2D top view for development purposes
 - b. 3D FPS view for playing purposes
4. Create character model (does not have to be animated skeleton)
 - a. Player is a camera that moves through maze
 - b. Player has a gun
 - c. Player's gun has a flashlight attached, which is powered by batteries (Directional/Point light?)
 - d. Cursor (crosshairs) is focus of both gun and light
 - e. Cursor (crosshairs) is attached to player object (cube or sphere) where cursor will move when object (player) is rotated, etc.
5. Notable maze points (initial state to goal state)
 - a. Player spawns at GREEN cube location
 - b. Player moves to next level at RED cube location
 - c. Batteries scattered throughout maze randomly with frequent intervals down any given path
 - d. If we use ammo, ammo will spawn like batteries
6. Add Player controls (Unity has pre-developed settings somewhere)
 - a. WASD for player movement
 - b. Mouse for player rotation
 - c. Mouse left click to shoot
 - d. (Optional) Mouse right click to throw grenade
 - e. (Optional) Mouse scroll wheel to zoom gun (scope)
7. Add Monster models and scripts (Unity Asset Store for free)
 - a. Easily add skeletons to models (unless already attached)
 - b. Animate skeletons (C# scripts)
8. Add Music (Public domain)
9. Add Cut-scenes (Intro to game, death, level completion, etc.)
 - a. Blood-curdling noises, lots of blood drops, horror sounds, etc.
10. Add GUI
 - a. Player HUD (stats on player like ammo count, battery count, battery life timer, etc.)
 - b. Start menu and if death, options menu to restart game, quit, etc.
11. Add textures to maze

- a. Windows 95 screensaver brick maze theme
 - b. New 3D cool maze theme (more textured and discrete)
12. Add power ups at dead ends of maze
- a. Script for finding dead ends of maze
 - b. Add power ups at these dead ends
 - i. Power-ups include new guns, maze maps, unlimited/longer lasting batteries, unlimited ammo, invincibility, etc.
 - c. Have player hold multiple guns
 - d. Gun models in Asset store
13. Add flashlight power ups
- a. Unlimited batteries
 - b. Whole maze turns light (maybe God mode?)
14. Add invincibility (if we have a lot of free time at this point)
- a. Walk through enemies
 - b. See solution to maze
 - c. Best gun
15. Add more thoughts here..

List of Duties thus far:

Brian: Create player and controls

Ian: Texturing, most notably on maze

Thomas: Look up online FPS tutorials for better ideas

Evan: Wall/gameplay features like colliders, etc.

James: Lighting and weapons

Rachel: Death transition screen, sources for sounds and media on the public domain, etc.

Shaun: Documentation, GUI development, menu options, display resolution, etc.