Unity Final Project 2016

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**Noteworthy Inclusions:**

*NPCs:*

*Tip: if you press E on them and their speech bubble doesn’t pop up, first look above their heads to make sure it actually didn’t cause sometimes it spawns right above you, otherwise just get a little closer and hit E again. I made the colliders reasonably close range.*

* Three NPCs, the informant, cop, and guy in the destroyed house (Winston).
* The interaction levels of these NPCs vary, but each will have something to say.
* Winston:
  + Light on barrel fire to illuminate his face.
  + Added my beer bottle to his hand, and my cigarette to his mouth
  + Used a model, and a separate animation pack for his idle.
  + Colliders and dialogue all put in by me, same with his script.
  + 4 responses based on what state you talk to him in (intro, before helping, completing quest, after completing). He is necessary to completing the level.
  + Provides an objective and helps to complete the main objective.
  + Interacted with using E.
* Cop:
  + Can’t be interacted with, but when player comes within range, dialogue will pop up.
  + This dialogue will change from before and after the player goes into the first building.
* Informant:
  + Dialogue is automatically triggered when the player comes within range.
  + Interacting with her will finish the level.

*HUD:*

* Displays the players health (which was to be increased on medpack pickups, but this was not fully implemented.)
* Displays an image when the flashlight is turned on vs off (F to toggle)
* Displays the type of gun the player is carrying (switching these has not been implemented yet, but had planned to do so with a simple array of images)
* Ammo counter that works and accurately tracks how much ammo is in the clip, how much the player has, and how much is put in the clip when reloaded (R).
* Reloading is done automatically if the clip gets down to 0, takes 1.5s and plays a reloading sound. The player is unable to fire if they do not have ammo, or are in the process of reloading. (feel free to test this out)
* On the top right corner of the HUD the players objective is shown and will change dynamically based on what the player has activated so far. (eg the objective will change after speaking to Winston the first time)

*Security Cameras:*

* The model for these is **not** mine. But the scripts, lighting, and functionality **is.**
* The cameras are set to rotate using a coroutine, if the player steps into their light, the light changes color and the cameras stop running, upon stepping out, they will resume.
* The cameras are turned off via the computer nearby after receiving the password and completing Winstons objective.
* Turning the computer off will trigger the cameras to shut down, their lights to turn off, and the gate doors to open as well as the gate collider being disabled. This allows the player to continue through the gate.

*Controls:*

* Besides the basics I added in just a couple of my own controls.
* Space is used to jump, this is a bit wonky.
* T is used to slow time down.
* Shift is used to sprint, this also changes the model and player speed.
* C is used to crouch, this changes the model and player speed.
* F is used to toggle the flashlight on and off, this will cause the HUD image to show up.

*Materials, Textures, Particle Systems:*

* The following were all designed by me: Barrel fire and smoke, the terrain fog, the snow, Winstons cigarette (the entire prefab), the bottles on the cop car/in Winstons hand.
* The fire hydrant is not mine, but the water spraying out of it is.
* While the models for the buildings are not mine, almost everything inside of them was manually placed by me (eg. Inside the shack, the original model was completely empty, the ATM, toilet, loot, computer, light, etc was all placed by me). Same with everything on top of the cop car.
* The bong on top of the cop car was also made and placed by me.

*Miscellaneous Extras:*

* The level boundary triggers an auto-kill.
* I made a custom script to change the background colors of the menu (do not watch if you’ve got epilepsy)
* Scripts on the building, computer, cameras, NPCs, that all trigger when level conditions are met.
* A small fade in and fade out script anytime a level is loaded – *this script was learned from a youtube video, I did not come up with it myself.*
* A script keeps track of the players progress throughout the level and updates the HUD objective accordingly.

**Bugs and Unimplemented code:**

* The Quit buttons don’t work in the editor unfortunately, though apparently that’s just how the function works.
* Enemies don’t react to the cameras unfortunately. I tried setting it to alert them all, but I think the EnemyAI script is overriding it. If I had more time I would have done this.
* Occassionally, and at random times, the trigger colliders on the Cop NPC and Winston NPC will change into actual colliders and prevent you from getting closer. This is a bug I can't seem to reproduce every time, it may be because I'm using the OnTriggerStay vs OnTriggerEnter method but I can't imagine why that would cause an issue. I double checked all their colliders and didn't find anything that should be conflicting, so not sure what the deal is.
* The player jump is a little too quick, I also left it so that the player could jump even when not grounded (This is so you can easily make it across the bridge)
* If you speak to Winston again after completing the quest, his text doubles up, this is a problem with the method used to call his final response, it's fixable, but I ran out of time.
* Unfortunately the NPCs don't react to you shooting at them and you can't kill them. This was something I really wanted to put in but didn’t get a chance to.
* Enemies across bridge go into the water unfortunately, I tried setting the water to be unwalkable, they go into it anyways somehow
* You'll see a loot script in there, I wanted to make the medpacks and ammo packs usable, but again, ran out of time to fix the issues with it.
* Going outside the level bounds will immediately kill you. given some more time I would've made this a little nicer, but I figured I could just pull a Battlefield and kill you if you go off the beaten path.

The music is from the Mr. Robot soundtrack by Mac Quayle in case you wondered, which by the way, is an awesome show and I totally recommend you check it out. It’s also where the “fsociety,” name and image came from.

Hope you enjoy the level Sav, spent a lot of time on it!

Thanks!