Fire Escaper

The game is designed to put players in a scenario where they need to escape from a fire and need to bypass obstacles to do so. Various obstacles include needing a key to open a door, needing to hack the door down with an axe, falling beams that block the players path, etc. The objective of each level is to reach the glowing green orb to advance.

NOTE: This game is currently only built for Windows. Mac support and supplemental screenshots for the bonus level will be added shortly.

Known Issues

- The controls are difficult at first. It's hard to face the player in the right direction because he turns too much with each keypress. Practice and patience are key.
- Also, the game is built for 1280x800 resolution. Any other resolution may not display the health bar in the right position. Connecting to an external monitor during testing always displayed the health bar lower than it's intended position. This is likely because I did not anchor it correctly.
- Playing with lower graphics quality does not allow the player to experience all components of the game. The explosions never happen, so some beams do not fall as intended. Play on medium or above to prevent this.
- The bonus level. The entire level. I made it way too big and included way too many items. The rendering and physics requirements kill the gameplay by making it unbearably slow. Hopefully with higher quality graphics cards this isn't an issue. But the best graphics card used to test this game was a mediocre one when it was released ten years ago, so there's still hope.

Getting Started

These instructions will get you a copy of the project up and running on your local machine.

Prerequisites

None, it is designed so that you download the prebuilt files and simply run the executable.

Installing

Here's what you do to play the game:

Download the project from GitHub.

```
Use command line to clone the repo
OR
Download via the download button on GitHub's U.I.
```

Run the game.

```
Double click the .exe file, choose your desired settings on the pop up menu, and
click play.
```

Built With

- Blender – Modelling for all objects such as tables, chairs, kitchen appliances, etc.
- Unity3D – Everything else

Contributing

The source code will be uploaded in the future but GitHub doesn't like repos over 1GB, and I have 3.5GB of data to upload.

Authors

- **Frank Lubek** – *Everything not listed below*

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- Macrobian Games for the [Industrial Truck](#) from Level 3
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- Aquarius Max for the [Town Creator Kit LITE](#) for the room shell that I reused in various ways to make the buildings in Levels 1-3
- [Fire material](#)
- [Road Material](#)
- [Door Material](#)