Tasks

1. Allow the player to switch tools using keyboard
2. Show the hints only after the prerequisite hint is found
3. Show the amount of materials collected in the UI
4. Warning text when the player tries to eat when he’s full; when the player wants to eat without having any apples
5. Display a text to inform the player when woods and rocks are being collected/removed from player
6. When the player submits wood and rock materials, show warnings when materials are not enough.
   1. If both wood and rock are enough, beat the game
   2. If wood enough but lack of rock: accept the wood, warn the player that he is lacking rock; only accept rock the second time
   3. If rock enough but lack of wood: accept the rock, warn about the lacking wood; only accept wood the second time
   4. If lacking both wood and rock, warn the player that he needs to collect materials
7. A main menu, a setting menu
8. A victory screen
9. A failure screen
10. A splash image and a game icon
11. A timer that let the player know how long they spend to beat the game
12. A best time record that records the shortest time used to beat the game
13. A “your time” record that shows the player how much time they spend to beat the game (can also helps the player to compare themselves to the best time record)

External Resources

Assets:

* Medieval barrels and boxes from the unity asset store
  + https://assetstore.unity.com/packages/3d/props/exterior/medieval-barrels-and-boxes-137474
* Rust Key from the unity asset store
  + <https://assetstore.unity.com/packages/3d/props/rust-key-167590>
* Treasure Set - Free Chest from the unity asset store
  + <https://assetstore.unity.com/packages/3d/props/interior/treasure-set-free-chest-72345>
* Survival Kit Lite from the unity asset store
  + <https://assetstore.unity.com/packages/3d/props/tools/survival-kit-lite-92549>
* Gardening Tools Pack - 26 PBR objects from the unity asset store
  + <https://assetstore.unity.com/packages/3d/props/tools/gardening-tools-pack-26-pbr-objects-183477>
* Bush-Craft Starter Pack from the unity asset store
  + <https://assetstore.unity.com/packages/3d/props/tools/bush-craft-starter-pack-56928>
* Terrain Tools Sample Asset Pack
* Standard Assets (for Unity 2018.4)
* Terrain package downloaded from class

Note: some asset packages are imported as whole into the project but only some are used:

* Shovel from gardening tools pack; axe, log, and wedges from bush-craft starter pack; stones from terrain package; apple from survival kit lite; chest open and chest closed from the treasure set pack; all prefabs from the medieval barrels pack; rust key pack.

Music:

* Battle Axe Swing Sound recorded by Mike Koenig from soundbible.com
  + <http://soundbible.com/1163-Battle-Axe-Swing.html>
  + Attribution 3.0 Certificate
* Woodcutting sound by ryanconway from freesound.org
  + <https://freesound.org/people/ryanconway/sounds/240804/>
  + Attribution 3.0 Certificate
* Bite (Apple) by wadaltmon from freesound.org
  + <https://freesound.org/people/wadaltmon/sounds/275015/>
  + CC0 1.0 Universal
* Digging ground by shneak from freesound.org
  + <https://freesound.org/people/Shneak/sounds/543524/>
  + Attribution-NonCommercial 3.0

Image

* Big Red Apple from purepng.com
  + <https://purepng.com/photo/29043/food-big-red-apple>
* Key’s from purepng.com
  + <https://purepng.com/photo/10790/objects-keys>
* Axe from purepng.com
  + <https://purepng.com/photo/20041/objects-axe>
* Shovel from purepng.com
  + <https://purepng.com/photo/20869/objects-shovel>
* Scroll from purepng.com
  + <https://purepng.com/photo/2804/objects-scroll>