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## Evaluation Document

The intent of our game was to create a simple 3d action game where the player uses light to fight against darkness. We accomplished this by adding fog and low lighting to make the game environments seem very dark. The player is given a flashlight and a lightsaber with bright light sources attached, creating a bubble of light in a dark environment. The player finds themselves in their home with an enemy inside. After defeating the enemy the player escapes into the woods where they find even more of these enemies and defeats them. The player then has to defeat one more wave of these monsters, although it is apparent that they are making a difference with the fog starting to get a little less dark.

The player is able to move using the wasd keys and look around with the mouse. With a left click, the player draws and swings the lightsaber. With a right click, the player draws the flashlight. If the lightsaber comes into contact with an enemy then they will take damage and if the flashlight shines on them, they will get pushed back. Our original plan was to have the enemies freeze in the light, but we couldn't get it to work on a consistent basis so we resorted to the "light" pushing the darkness enemies away.

Our aesthetics were pretty basic colors and low-poly objects with a focus on the light and darkness of the player and enemies, respectively. The fog helping to dim the players to give the sense of creepiness along with our music choices was to create a slight fear of the plague doctors closing in.

Loading in the multiple animations for the enemy and the many models we used occasionally gave us trouble as some things wouldn't import correctly. As mentioned above, the

flashlight interactions with enemies were still a pain up until the end. It was very satisfying to be able to move around in the more open outdoor areas and watch several of the enemies move with the animations.

Attributions:

Models:

- Flashlight - RR Freelance <https://poly.google.com/view/bJaT8R5j3uD>
- LightSaber - Martin Calviello <https://poly.google.com/view/5KfCxHvAVcJ>
- Plague Doctor, Trees, Rocks - Polytope Studio  
<https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/lowpoly-medieval-plague-doctor-free-pack-176809>
- Buildings: <https://opengameart.org/content/modular-industrial-kit>
- Furniture: <https://opengameart.org/content/furniture-kit>

Sound FX:

- Flashlight click <https://freesound.org/s/457463/>
- Lightsaber ignition <https://freesound.org/s/557194/>
- Lightsaber swing <https://freesound.org/s/47125/>
- Indoor footsteps <https://freesound.org/s/366111/>
- Damage taken <https://freesound.org/s/404109/>

Images

- Background Image - The Digital Artist -  
<https://pixabay.com/illustrations/forest-night-trees-landscape-dark-5167158/>

## Music:

- Closing In 3  
<https://soundimage.org/wp-content/uploads/2021/02/Closing-In-3.mp3>
- The Front Door of a Haunted House  
<https://soundimage.org/wp-content/uploads/2019/10/The-Front-Door-of-a-Haunted-House.mp3>
- Midnight Fog  
<https://soundimage.org/wp-content/uploads/2019/07/Midnight-Fog.mp3>
- More Sewer Creepers Looping  
[https://soundimage.org/wp-content/uploads/2019/05/More-Sewer-Creepers\\_Looping.mp3](https://soundimage.org/wp-content/uploads/2019/05/More-Sewer-Creepers_Looping.mp3)
- Music by Eric Matyas  
[www.soundimage.org](http://www.soundimage.org)

## Contributions:

Ian Campbell - Found enemy and weapon models, animations, NavMesh

Cooper Grimes - Audio, SoundFx and Music

Sammy Gaskins - GUI, interactions between player and enemies

Trey Hoopchuk - movement, camera controls, basic attack animation, minor flashlight and lightsaber edits

Brandon Casey: Level design, models, meshes on environment