

JAMES COOK UNIVERSITY

# COLLEGE OF BUSINESS, LAW AND GOVERNANCE

*CP3311 – Simulation*

ASSIGNMENT 1 – Game Project – Enzo's Adventure

JAKE DIXON, BLAKE HOBBS AND ZACHARIAH MINNIECON OF INFORMATION  
TECHNOLOGY

WEEK 14 | JUNE 2 |

## Chapter I: Team Members

- Jake Dixon – 12828309
- Blake Hobbs – 13018039
- Zachariah Minniecon - 13023904

## Chapter II: Game Name

### II.I: Enzo's Adventure

### II.I: GitHub repo

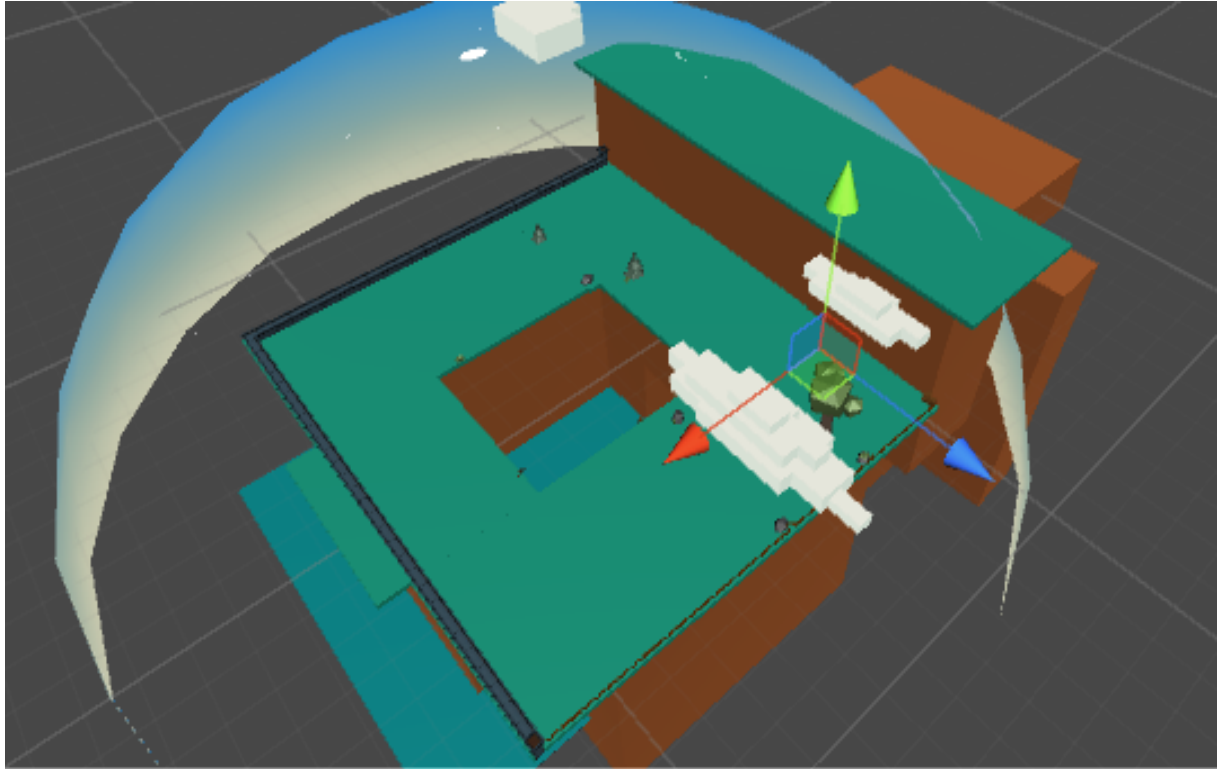
[https://github.com/jedixo/CP3311\\_simulation\\_a1\\_game](https://github.com/jedixo/CP3311_simulation_a1_game)

## Chapter III: Maps

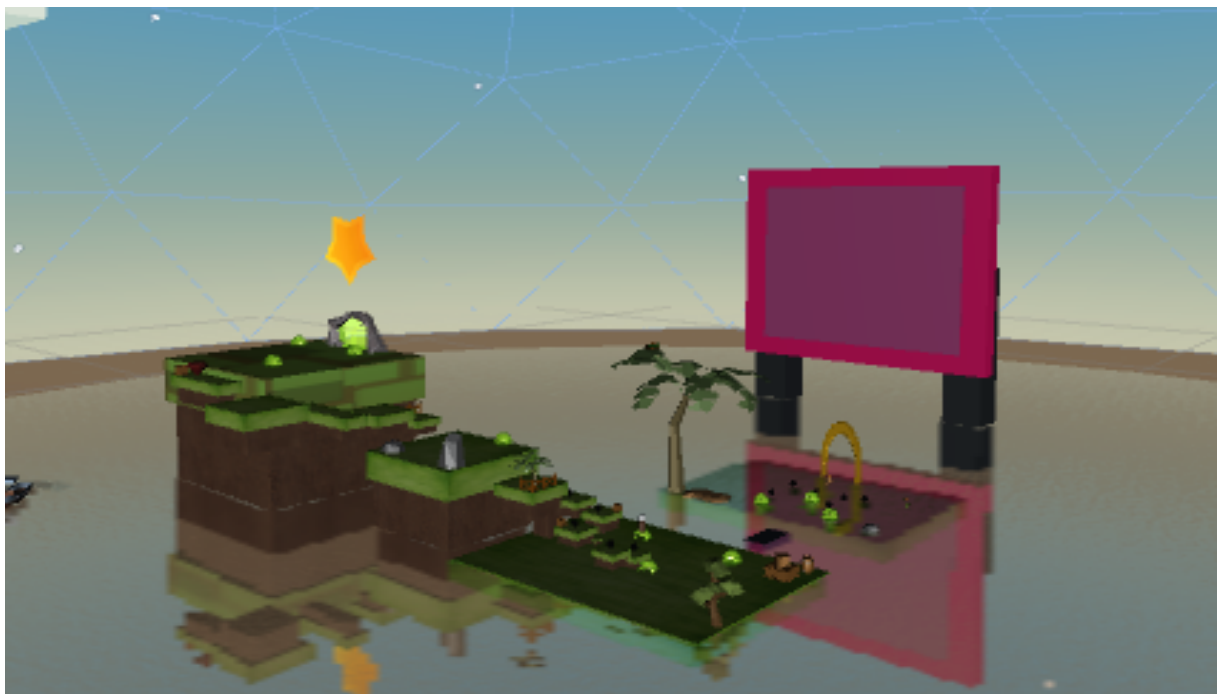
### III.I: Lava Level – Jake Dixon



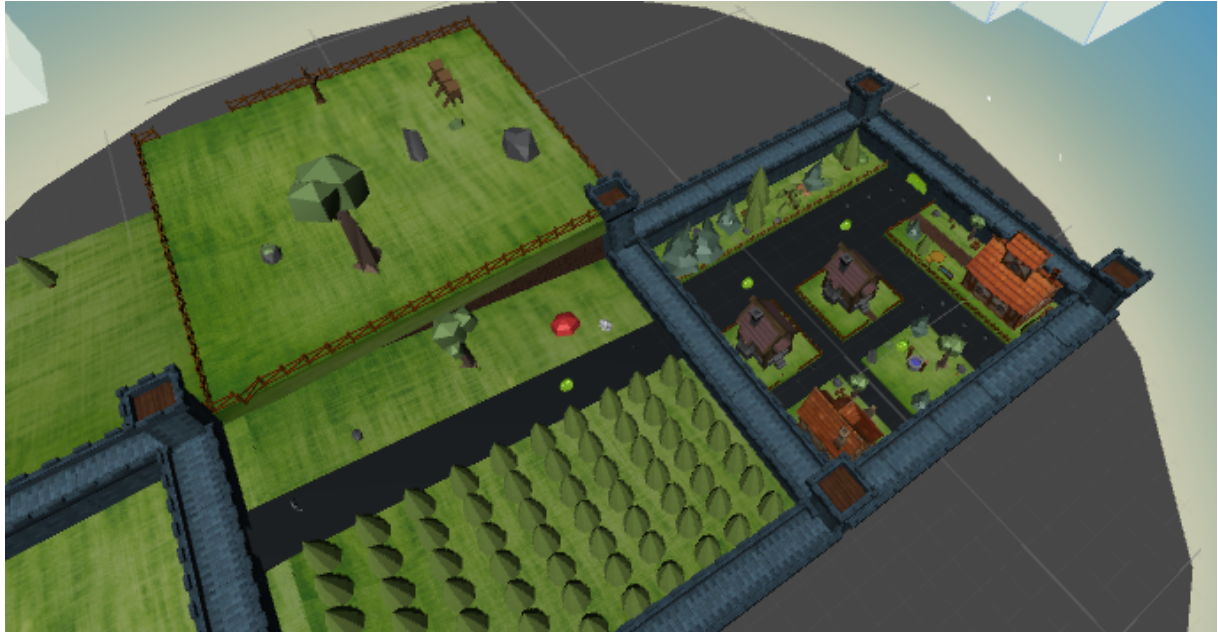
### III.II: Cenote Level: Blake Hobbs



### III.III: Tropical Level: Blake Hobbs



### III.IV: Hub Level: Blake & Jake



## Chapter IV: Background Story & Goals

### IV.I: Story

- Evil forces have come into our protagonists town and stolen all the 6 secret gems that keep the balance of peace in the world. Without them the world falls apart, they have been scattered to each of the 6 far lands and our protagonist the protector of the gems must return them before the world falls into chaos.

### IV.II: Goals

- Short term
  - Collecting coins increases health
  - Collect gems in the level
  - Defeat all enemies
  - Get to the portal at the end of the level
- Long term
  - Collect all gems in a hub-zone to get to the next hub zone

## Chapter V: Player Controls

- forward - w button
- Back - s button
- Left - a button
- Right - d button
- Jump - space button
- Crouch - ctrl button
- Camera - mouse look

## Chapter VI: Scripting Implementations

### VI.I: Unique scripting implementations for player controls

- Mouse camera controller
- Changing camera
- Long jumping (run + jump)
- Crouching

### VI.II: Unique scripting implementations for game Mechanics

- Moving platforms
- Coin and gem collection
- Passing objects between scenes

### VI.III: Unique scripting implementations for AI

- AI proximity detection
  - 1st stage – undetected
  - 2nd stage - has been seen
  - 3rd stage – attack


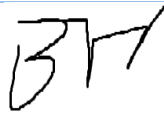
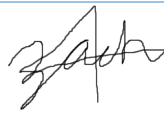
### VI.IV: Unique scripting implementations for camera, UI and effects

- Having camera mouse controlled
- Effect when taking damage / under water

## Chapter VII: Bugs

- Sometimes a gem will respawn after being picked up
- Enemy hit detection is a bit iffy
- Enemy attacking can be iffy
- Player has a turning circle

## Chapter VIII: Team Contributions

	Jake Dixon	Blake Hobbs	Zachariah Minniecon
Game World	40%	50%	10%
Game Play & Mechanics	40%	40%	20%
Control & UI	30%	50%	20%
Aesthetics	40%	50%	10%
Technical Complexity & Innovations	50%	20%	30%
Documentation	60%	30%	10%
Assets List	33%	33%	33%
Signature:			

## Chapter IX: Assets

	Asset File Name	Asset type	Source	License/ other info
1	Animated Knight and Slime Monster	Models and Animations	<a href="https://www.assetstore.unity3d.com/en/#!/content/24471">https://www.assetstore.unity3d.com/en/#!/content/24471</a>	
2	Baker's House	Model	<a href="https://www.assetstore.unity3d.com/en/#!/content/26443">https://www.assetstore.unity3d.com/en/#!/content/26443</a>	
3	Fancy Tavern	Model	<a href="https://www.assetstore.unity3d.com/en/#!/content/52113">https://www.assetstore.unity3d.com/en/#!/content/52113</a>	
4	Fishing Boat	Model	<a href="https://www.assetstore.unity3d.com/en/#!/content/23181">https://www.assetstore.unity3d.com/en/#!/content/23181</a>	
5	Low Poly RTS House	Model	<a href="https://www.assetstore.unity3d.com/en/#!/content/17748">https://www.assetstore.unity3d.com/en/#!/content/17748</a>	
6	Low Poly Styled Trees	Models	<a href="https://www.assetstore.unity3d.com/en/#!/content/43103">https://www.assetstore.unity3d.com/en/#!/content/43103</a>	
7	Simple Sky - Cartoon assets	Skybox/Models	<a href="https://www.assetstore.unity3d.com/en/#!/content/42373">https://www.assetstore.unity3d.com/en/#!/content/42373</a>	
8	Mobile Power Ups Free Vol.1	Models	<a href="https://www.assetstore.unity3d.com/en/#!/content/36106">https://www.assetstore.unity3d.com/en/#!/content/36106</a>	
9	Medieval Castle Pack Lite	Models	<a href="https://www.assetstore.unity3d.com/en/#!/content/51230">https://www.assetstore.unity3d.com/en/#!/content/51230</a>	
10	Low Poly: Free Pack	Models	<a href="https://www.assetstore.unity3d.com/en/#!/content/58821">https://www.assetstore.unity3d.com/en/#!/content/58821</a>	