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Final Report: Isle

Game concept and core mechanics

Isles is a 2D fishing simulator game with character progression the more you fish. The player plays as a fisherman that is trapped on an abandoned island. The main controls of the game are w or d keys to walk left or right, spacebar to fish, p to stop fishing, tab for inventory, and finally e for shrine interaction. The main mechanics are being able to fish, eat the fish, and offer the fish up to a shrine. The player has a hunger bar on the bottom left of their screen which depletes slowly over time. Eating captured fish through the inventory can replenish hunger. If the player goes near the shrine and interacts with it, they are greeted with an offering UI. If three fish are placed in the offering then the player receives a movement speed buff. If another offering is done then the player receives a hunger bar capacity buff. The fishing system is inspired by stardew valley and so is some of the art style.

Target audience and design goals

While Isle was originally a survival fishing game, we eventually had to lower the scope of the game due to time constraints and complexity. We turned Isle into a more relaxing game, a fishing simulator where you can progress in without any stress or too much action. It's targeted towards people who want a relaxing game that you don't need to try too hard to play.

Technologies and tools used

We used Unity to create our game and C# to code scripts for the game. Used online web resources to better learn Unity.

Team contributions

Jerold: Created the game mechanics, fishing system, and animations

Eric: Created the menus and UI, hunger bar, and instructions

Challenges faced and how they were addressed

There were lots of bugs and learning to go through to make this game. The fishing system in particular was a big challenge and took a lot of work to fix bugs and make the system functional. Animations were tough to get right as well. Unity as a whole was new to both of us so it definitely took some time and patience to get familiar with the software and learning how to use Unity efficiently. Time management was also tough as there were work from other classes to balance in addition to this project.

Any known bugs or limitations

Currently there aren't many bugs except for occasionally it doesn't let you select a fish from your inventory. Other bugs that were fixed before include UI resizing issues and animation glitches.

Future improvements

We did have to lower the scope of our game over the semester, so hopefully in the future we can go back to some of the originally planned features. This includes something like a shop and a currency system, where the user can sell fish and in turn buy equipment, such as stronger fishing rods. We also just want to expand on the game as a whole, improving whatever aspect we can. This includes adding more shrine buffs, a level and exp system, or being able to save progress.