The True Trail

2017

Table of Contents

Purpose and Description

Purpose:

The purpose of "The True Trail" is to provide the player with the virtual experience of a sole survivor in an ecologically devastated world and to teach through gaming, the social value of the importance of family.

Description:

The True Trail is an arcade game featuring 3 different gameplay dimensions, each targeting young kid's thinking skills and hand-eye coordination and teens on the undergoing philosophical investigation of human nature, and the moralistic values of family. In "The True Trail," the player is to embody a divorced father, named James Jordan, who survived a global-scale spore release and woke up 5 years prior to the "extinction" of humanity.

Backstory:

Jordan was a 38-year-old (before he went into a coma), blue collar worker who lived in a New York apartment. Due to marital problems, he was divorced from his wife when he was 33 and lost custody of his daughter. Now, he could only be with his daughter five days each month, and to make matters worse, his ex-wife and daughter moved to Boston. One day, at work, Jordan tumbled down from a tall ladder and had his legs badly injured. Jordan was then brought to the hospital and was later told that he wouldn't be able to use his legs anymore. Jordan was devastated by this fact, but there was nothing he could do. Time passed with no improvement and no visitor; not even his ex-wife or his daughter visited him. That is until February 25th, 2017, some sketchy individuals showed up and proposed a rather intriguing request to Jordan. They said, "Would you like to get your legs back? We can help you. Just sign here." Jordan took the paper and read it thoroughly. The lengthy document seemed to indicate that a bionic experiment would be conducted on the consenting party. Jordan would've surely not signed, but fearing that he'd be forgotten by his daughter, and his desire for seeing his daughter again with his two good legs made him sign the contract. After signing the contract, Jordan was taken into a private operating room, where the human experimentation was conducted. The rest is a blur.

Time passes and Jordan wakes up, the first thing he sees is the window. There seemed to be an unusual amount of vegetation out in the city. Jordan then sees that his IV bag was empty. "What has happened?" thought Jordan. He then glances at a newspaper by the desk with large prints, "Fungi is Overgrowing? People in a panic. March 4th, 2017." This report was announced after a week of him signing that contract. He then spots his medical chart which read, "Patient 0: Positive. Able to mutate with the desired gene." What does all this mean? Jordan can't remember anything… All he can remember is that he had a daughter he wanted to see. So, hoping she would be alright, he packs up and heads for his ex-wife's house in Boston.

How To Play

In the game, since you're playing a genetically mutated human, you can heal your wounds at a slow rate. This makes the game a bit more viable during the first level since you can't defend yourself.

The game contains three different gameplay styles, thus there's three different things you must do to complete the level:

- o Level 1- Collect at least 2000 points worth of food you can before the timer runs out and survive until the timer runs out. Then follow the instructions present on the screen.
    - o Story: You barely woke up from 5 years of sleep (protagonist doesn't know) and your untrained but genetically mutated body can barely move around. Breathing Heavily, you must dodge the enemy dogs and get enough food to make it to Boston. But, because of your genetically mutated body, after a short amount of time, you're able to move slightly better for a moment. Hint: Try to use the knockback to your advantage.
- o Level 2-Knockout as many dogs as possible to gain score (minimum of 4000 including the first level score) and survive the onslaught of dogs until the timer runs out. Then follow the instructions present in the game screen.
    - o Story: Now feeling better, while on your way to Boston, you need to fight your way through waves of dogs, who have now adapted to a wild-like lifestyle (Natural Selection), one after the other.
- o Level 3-Find the key to your ex-wife's house and find other story related items (score is unimportant here but you gain score for searching).
    - o Story: After 7 days of fighting all the way to Boston, you finally are in your wife's neighborhood. You find your house but the door seems locked. You remember that once you and your daughter hid a key in the neighborhood so if things got bad, he would be able to enter the house. The location of the key was recorded in his phone but now with no phone he's forced to look for the keys on his own.

Third Level Design Meaning:

In the third level, you are not attacked by any enemies. All you need to do is look for the key to get into your house. Now, if you look at the level design. All the houses look nice. There's no vegetation growing into them and they seem to look clean and maintained. The backyards of the houses also seem to look all nice and trimmed. Why is this? Why does everything look fine? Well, this is used to emphasize that Jordan is going crazy. The lack of human interaction, and the prime motive that keeps him going (his daughter's well-being) make Jordan believe that the neighborhood where his daughter lives is fine. Without anyone to help him out of his delusions, he's forced to either wake himself up to reality or stay in his fantasy bubble until he perishes (this is decided by the player).

Keys:

- Level Selection:
  - Return Key = Selecting level
  - WASD = Moving through levels
- Level 1:
  - Return Key = Advancing text in textbox
  - AD = Movement from side to side
  - Space = Jump
  - Up-Arrow (Near the stairs) = Moving floors.
  - Right Shift = Use Power up (Due to his mutated genes)
  - Left Shift = Dodge Roll
  - Number Pad "1" = transition to the level selection map (after requirements are mentioned before are met)
- Level 2:
  - Return Key = Advancing text in textbox
  - WASD = Movement
  - Arrow Keys = Attack (weapon = stick)
  - Number Pad "2" = transition to the level selection map (after requirements are mentioned before are met)
- Level 3:
  - Return Key = Advancing text in textbox
  - WASD = Movement
  - Right Shift = Search
  - Up-Arrow (Near your house after finding key) = End the game.

Screen Captures

Level 1:

Level 2:

Level 3:

Press Up To Enter House.

Level Select:

Press Enter to Choose Level
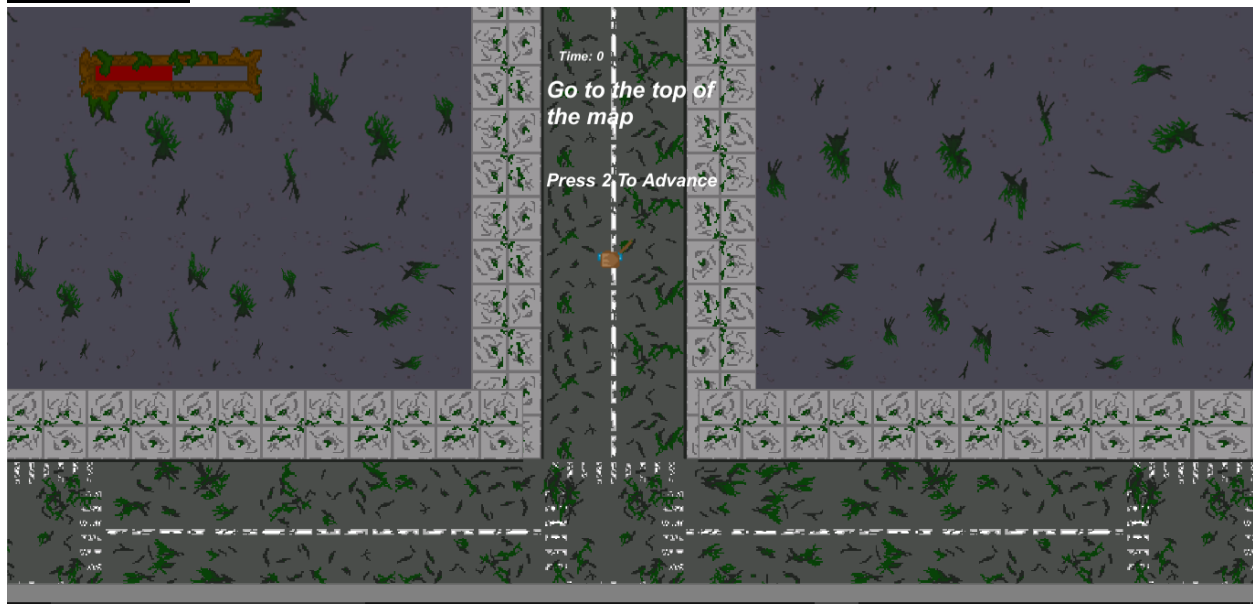
Hardware and Software

Software Used:

- Unity3D game engine
- Adobe Photoshop CS6

Hardware Used:

- HP Notebook (AMD A10 Processor, 8GB RAM, 1TB Hard Drive)
- HP Probook 4545s (AMD A6 Processor, 4GB RAM, 500 GB Hard Drive)
- Mac

<u>References</u>

- <u>List of References:</u>
    - Deadpool (Idea of using different gameplay styles throughout the game)
    - The Final Station (Idea of having the father looking for his daughter)
    - I am Legend (Idea of a Ecologically post-apocalyptic world)

PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
10/11/16 - 10/18/16 1	(Level 1) Work on the Main Player script and enemy scripting	5 hrs.	Programmer: Jorge Gonzalez	The programming took longer than expected. Made script ready for further editing.
10/19/16 - 10/25/16 2	(Level 1) Work on the Main Player script and enemy scripting	5 hrs.	Programmer: Jorge Gonzalez	Still need refining to do but the basics are already coded.
10/26/16 - 11/1/16 3	(Level 1) Work on Graphic Design	3 hrs.	Graphic Designer: Jorge Gonzalez	Finished the wall sprites. Finished the protagonist and Hospital Door.
11/2/16 - 11/8/16 4	(Level 1) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished Doing Misc. Items, Side Walls, Roofs, Floors, Stairs, and Grass.
11/9/16 - 11/15/16 5	(Level 1) Work on Level Design	5 hrs.	Level Designer: Jorge Gonzalez	Finished putting the Hospital together and outside.
11/16/16 - 11/22/16 6	(Level 1) Work on Level Design	5 hrs.	Level Designer: Jorge Gonzalez	Finished working with Lighting for the level and putting the background of the outside.

PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
11/23/16 - 11/29/16 7	(Level 1) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished doing torn posters and Health Bar and animations for enemies and player (Only Level 1) and food(score)
11/30/16 - 12/6/16 8	(Level 1) Work on Programming	5 hrs.	Programmer: Jorge Gonzalez	Finished on UI scripts, Spawner script, and Level transition.
11/23/16 - 11/29/16 9	(Level 2) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished Street sprites, sidewalk sprites, and misc. items.
11/30/16 - 12/6/16 10	(Level 2) Work on Programming	5 hrs.	Programmer: Jorge Gonzalez	Finished doing a Main player 2 script, new enemy script, and new Spawner script.
11/23/16 - 11/29/16 11	(Level 2) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished doing all the building sprites.
11/30/16 - 12/6/16 12	(Level 2) Work on Level Design	5 hrs.	Level Designer: Jorge Gonzalez	Finished doing the map for the second level.

PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
12/7/16 - 12/13/16 13	(Level 3) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished doing Suburban streets and suburban street. Started the top view animations for enemies and the Protagonist.
12/14/16 - 12/20/16 14	(Level 3) Work on Programming	5 hrs.	Programmer: Jorge Gonzalez	Finished Main Player script 3, searching script.
1/10/17 - 1/17/17 15	(Level 3) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished doing all the Houses sprites.
1/18/17 - 1/24/17 16	(Level 3) Work on Graphic Design	5 hrs.	Graphic Designer: Jorge Gonzalez	Finished doing all the different bushes sprites. Finished the enemy's top view animation.
1/25/17 - 1/31/17 17	(Level 3) Work on Level Design	5 hrs.	Level Designer: Jorge Gonzalez	Finished doing half of the level
2/1/17 - 2/8/17 18	(Level 3) Work on Level Design	5 hrs.	Level Designer: Jorge Gonzalez	Finished doing the other half of the level.

PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
1/10/17 - 2/14/17 19	Documentation	30 hrs.	Documentator: Jorge Gonzalez	Finished all of the documentation. Additions will be made if there's any change made to the game.
2/15/17 - 2/21/16 20	Beta Testing	5 hrs.	Supervisor: Jorge Gonzalez	Gathered feedback from beta testers.
2/22/17 - 2/28/17 21	Debugging	5 hrs.	Programmer: Jorge Gonzalez	Finished fixing the problem where the life UI would disappear and the problem where you would keep getting knock backed even if you are not in contact with the enemy
22				
23				
24				