

Final report

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The feature i have in this game

Three main clues in three room is included in this game, although the NPC's patrolling and health design is implemented in this game.

Story review

Mr Robot is a very excellent agent and hacker of Belgium. However when he is retired, he feels bored about his own life. One day, he attempts to search some deep networks and if finding, he will hack them. Unfortunately, a website of a secret organization "Evil" is found. According to his pass agent experience, he finds the products of the organization is kind of weird. Hence he design a plan to hacked the website depending on his professional knowledge for examining whether the products belong to terroristic organization. He submits his findings to Belgium Security Department. However, the government does not care about it as usual. Mr Robot is angry with the attitude of government, he decided to collect providences by himself. He hacked a phone of the Evil and tracking it to an abandoned secret military base. He plan to sneak on an office area of the base to cheat secret file or products. The secret file is at a sanctum, the key of it is put in another office. Mr Robot should find the key of the sanctum and avoid be kill by guards. The guards will patrol the area and fire intruders. Mr Robot should solve some puzzle to get the key and secret files, but he should avoid some snare and the snare will trigger alert and notice guards. The player should play as Mr Robot and find the file as soon as possible, the winner will be the one use less time. Fight with guards will waste time or be killed.

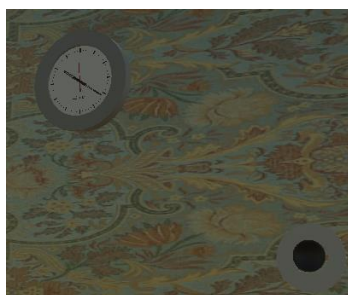
Game mechanism

When the program is firstly run, there appears the main game scene on the game scene. The player will be firstly arranged in the corridor. There are seven rooms in this scene.

Room 101

At the beginning, only the password of room 101 is told.

When player enter this room, they can choose open or close this room. If they close the door of room 101, the risk of meeting guards can be decreased. In room 101, they should find the password of secret pads on every room according the clues. In room101, firstly they should press the button to adjust the time of the clock, once the pointers on the clock point to the right minute and hour, a box on the wall will open. Then player should take the key in the box.

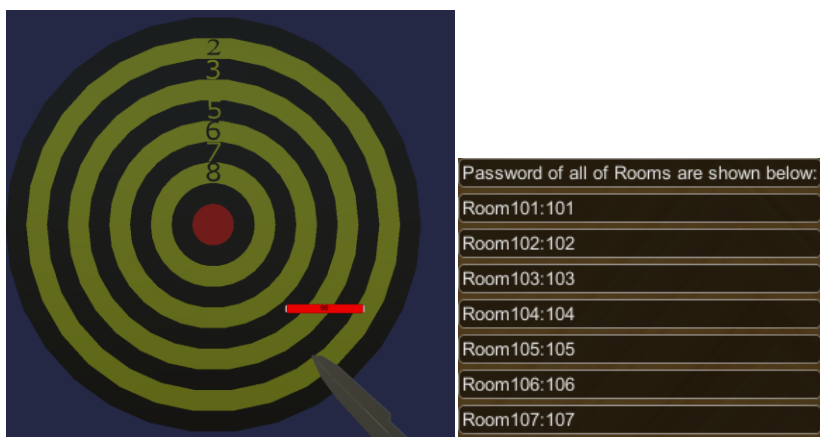


(double click the first button to let hour pointer and minute pointer of clock are on the same line)

The key is used to open the box of the computer. Once they open the computer using the key, the computer will be automatically connected to the virtual servers and a mini game will appear on the computer's monitors.



Then, if player win in the mini games, they will get every room's password, if they fail, the alarm clock will be activated, Then, the guard will run to this room to try to kill the player.



Although player know every room's password, the location of secret file is not informed. Hence, player still intuitively guess the location of the file. However, to get the final secret file, the player should collect all of essential props in three core rooms which are room 101, room103, and room107. The final secret file is in room107. However, if player input password of room 107's secret pad without authority card, the alarm bell will ring out.



Hence, to acquire authority card, player should go to room103 look for the clue. After player finish inputting the password to enter the room103, the first prop player should utilize is a flowerpot. When player is near the flowerpot, a remind that press "e" to water the flower in the flowerpot appears on the center of scene. After the flower is watered, the electricity is succeeded conducted. Then the effect of electricity is displayed in the scene. Adjacent to flower, there is a button. When pressing the button, player should adjust the time of five clocks according to the wall paints in this room. If succeed adjusting the time, player will obtain the authority card.



(water the plant)



(press button to let the gear rotate)



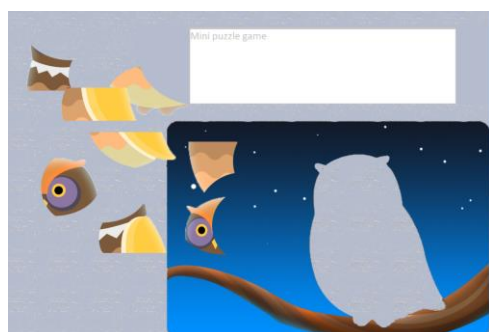
(authority card)

After player uses the authority card to enter the room 107, player should find the final file. Moreover, the file is divided into 8 pieces, user should collect five pieces to combine them together. If they finish collecting task and successfully combine them, they will win.

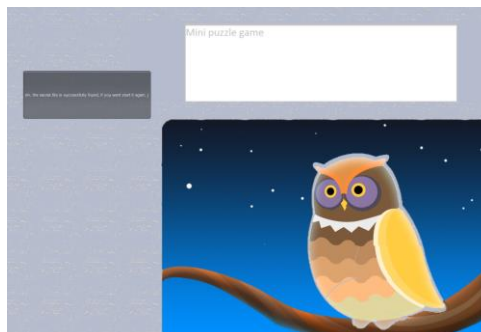


(use the computer to combine them.)

It can be seen from the following picture that different pieces represent different part of a owl, to combine it, just click mouse to drag the parts to the corresponding blank area.



(before combine)



(successfully combine)

When player succeed match the puzzles, they will win the game. If they want to play again, they should press the black button.

Play Test

The game of sneak man of our group is designed for old men gamer. After completing this game, our group did play testing with some potential gamers.

Details of potential gamers for this play testing are as follows:

Age	20 years old~ 65 years old
Total numbers	30 informants

Informants are including 18 XJTLU students, four XJTLU teachers, and 8 old men from internet. The age of 18 students are from 18 years old to 23 years old; the age of four teachers are from 40 years old to 60 years old; 8 old men from internet are 65 years old.

- Aims:

Firstly, our group wants to know the background story of our game is attracting gamers or not;

And then, we want to know old men can accept this game scene or not;

Thirdly, we want to make sure that gamers can easily find organs in this game;

Finally, we want to make sure that this game is fair.

- Survey materials:

1. Our group's game;
2. A video of our group's game;
3. Background story of our group's game;

4. A questionnaire.

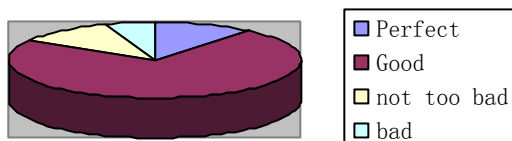
- Survey method:

In our survey, gamers firstly read the whole background story of our game. And then, players would watch a video to know the game scene of our group's game. Thirdly, we made informants try to play our group's game and test the game complexity. Fourthly, informants would watch a video with game clearance method. Finally, informants will play our group's game again, and we recorded informant the time of informants complete the game.

- Result analysis:

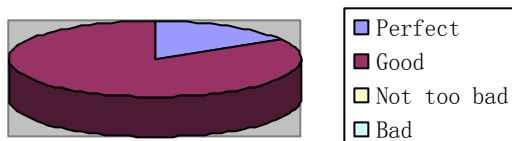
The result of gamers read the background story of our group's game is as follows:

1. Age from 18 to 40:



There are 18 informants with age from 18 years old to 40 years old. After testing, there are 13 informants feel our game background is good; 1 informant feel our game background is perfect; 3 informants feel our game background is not too bad; and 1 informant feel our game background is bad.

2. Age from 40 to 65:



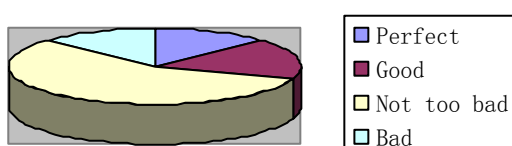
There are 12 informants with age from 40 years old to 65 years old. After testing, there are 10 informants think our game background is good, and there are 2 informants think our game background is perfect.

3. Result:

Thus, the background story with our group's game is suit to old men to play, because most of old men like our game background story. Also, many young people are like our game background story, and young gamers can as potential gamers to develop.

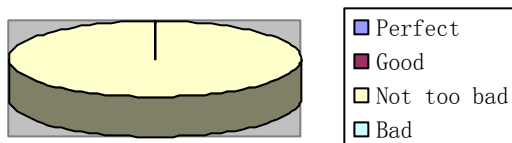
The result of gamers feeling with game scene is as follows:

1. Age from 18 to 40:



There are 12 informants with age from 18 years old to 40 years old think the game scene is not too bad; there are 2 informants think the game scene is good; there are 2 informants think the game scene is bad; and there are 1 informant think the game scene is perfect.

2. Age from 40 to 65:

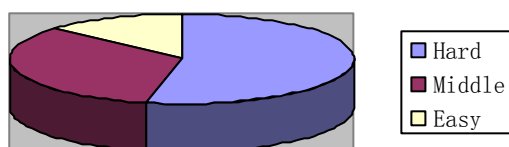


The whole informant with age from 40 years old to 65 years old think the game scene is not too bad.

3. Result:

Young gamers have played many 3D games, and they can suit the 3D game module. However, many scene details of our game scene are rough. That is why many young informants think the game scene is not too bad. In addition, many old gamers have 3D dizziness, so they cannot suit to play 3D computer game, so they all think the game scene of our game is not too bad.

The result of game complexity is as follows:

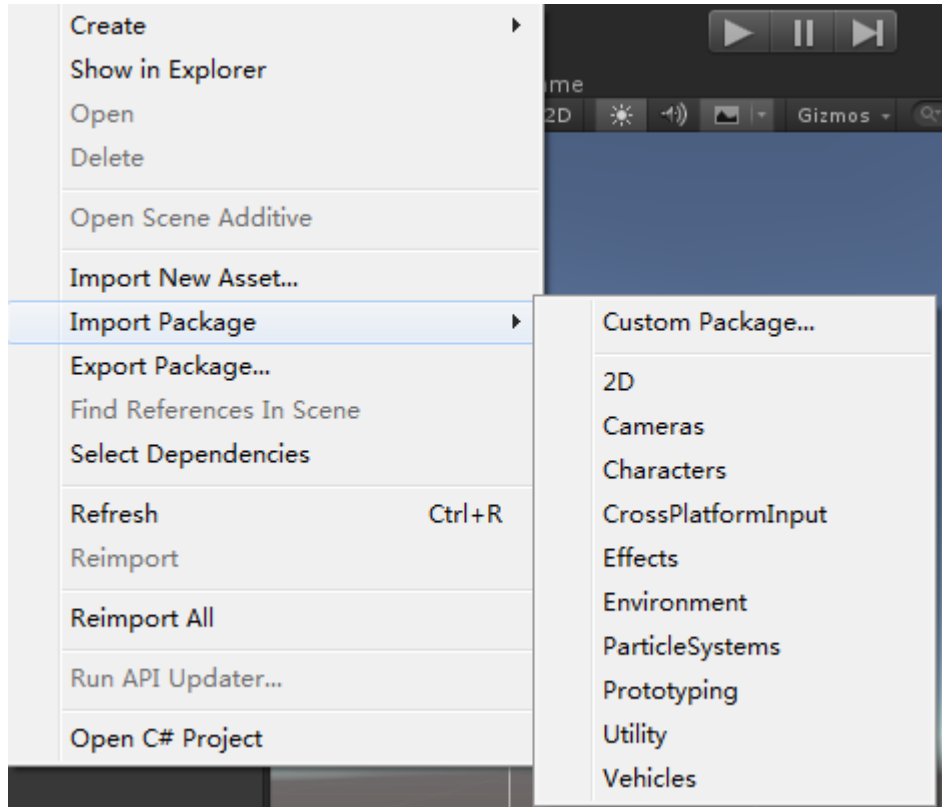


There are 16 informants think our game is difficult; there are 10 informants think our game is middle; and there are 4 informants think our game is easy.

All informants can not find the gun when they first play our game, and they be dead after NPC shoot them. After informants watch a video with clearance method, they can easily find the gun and kill NPC. Young gamers can find organs fast and complete the game, and old players should play again and again to find organs and complete the game.

Third party reference

The movement of FPS controller in this game is developed by the unity. Some of codes of implementing NPC navigation are written by unity. Actually, when i use them i just import the unity stand asset package "Characters".



Except the package "characters", other codes are done by myself.

Describe briefly your experiences working on the game

During this group project, our group worked together well and learned a lot of knowledge of game design and implement. From design theory, we conceived the target players, story synopsis, game sense and implement technology with earnest. At first, we seriously survey and research the target people and investigate their experience and habit to conceive what will they like. We found that our target people, the elderly people, most of them ever experience the cold war or similar event. Hence, most of them care about national interests and national security. Based on these survey, we designed our story synopsis by combining historical memory and the current hot topics: anti-terrorism.

Secondly, we choose role play game and leisure game as our genre. We made this decision because we thought that although elderly people are not suit for action game, but some difficulty of game can help them keep thinking and a positive attitude about life. Finally, we designed our sense in detail and the techniques will use.

We really enjoy the process of game implement and feel well about making a game by ourselves. While designing the sense, we really found that creating an excellent sense is a super difficult work. We learned the whole processing of 3D modelling, texture mapping, and animation procedure. With Maya and 3DMax, we create the model by one cube, one cylinder, and one line. It is a really hard time but we feel happy about it and interested how these simple element combine a wonderful sense. After modelling, we search some textures from Internet and learn to map them. With the knowledge we learned from Graphics last year, we carefully clipped the texture and applied on the model. It is also a hard processing and need patience. As for animation, we use both Maya and Unity to make movie. Maya has better animation function about the products cannot be directly used by Unity. Therefore we choose two methods to overcome this problem. Firstly, for some simple animation, we made it in Maya and export to Unity. But for some difficult animation which need particular system, we cannot export and only can implement it in Unity. Making every animation also is a hard work which need you choose some moment of movie and transform model for them to combine a whole animation. In a word, the animation making is a time cost job and asking for patient and loving of game.

Let me know how you would approach creating the game if you have a second chance to do it all over.

As this our first time to design and game, we made many mistake and feel at a

loss as to what to do. Firstly, we did not well design a game sense with a blueprint. On the contrary, we added sense and object during implementing and waste huge time. Secondly, we made most sense and object by ourselves, the texture and animation are not perfect. In addition, due to the time limit, the weapon and shooting action were not ideal and look simple.

If we have a one more chance to create a new game, we will spend at least half a month to design a whole blueprint about all sense and all objects in it at first. We will divide each sense to many module and every one implement few module with schedule. We had schedule in this module, but due to lacking of a good blueprint, we did not follow it really. Secondly, after us familiar with the game design tools, we will widely use some third part library to create more realistic sense and save more time. Finally, if we have more time, we want to learn more about special effects and implement more wonderful action like shooting.

Describe briefly any ethical issues that may be relevant to your game.

In our game, we did not concern many ethical issues. Briefly, we only involve national security and laws in game synopsis. In it, we mentioned that Mr Robot is an agent, and he take action by himself. This may is a problem due to him did not get any permission for his action. However, we do not think this is a large problem because this is a classical plot in many movie even in Chinese movie. Many hero take action by themselves and finally commended by government. In addition, we also criticize Belgium government breach of duty, this also will make some problem. But, this is a fact that Belgium government really made some mistakes in recently events of Paris, we think game should has some attitude of justice and not only games.