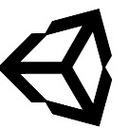
**Game development with Unity and Blender**

RedMarker proudly presents MazeCrawler™

Team members:

Riku Laukkanen, Georgi Yanev, Pontus Pankka, James Narraway, Wenhao Wu

1. Preparation and tools needed

Unity 3D - Game engine

Blender - 3D modeling software

GIMP - 2D image processing

Google Drive - file sharing

2. Concept and desired outcome

Fully functional 3D maze/dungeon crawler game

* Epic adventures inside mysterious mazes

Fun combat mechanics

* Physics based projectiles and breakable environments.

Smooth animations

Nice textures

* 90% of textures are actually from photos of walls, ground etc., taken in Metropolia Leppävaara campus

Fun random mazes

* Generated by our randomizer script

Challenging gameplay

* Traps, multifunctional weapons, enemies

3. Project Specifications

Physics influenced weapon system

* Objects have weight to them

Play modes - Story and Endless

* Features two different play modes: A story driven, constructed campaign and a randomized maze that can go on forever.

Three dimensional maze/dungeon crawler

* Different themes in the levels eg. Egypt.

Self-made 3D models

* Crafted using blender and brought to life by Unity.

Self-captured and edited textures

* Brings variation to levels made using the same models
* Textures from Leppävaara campus

Hundreds of enemies

* Fighting against hordes of enemies

TONS of completely randomized levels

4. Timetable and work division

February - April

James Narraway - AI scripting, Shooting, Rigidbodies work

Pontus Pankka - AI scripting, randomizing levels script

Riku Laukkanen - Models, Story, Themes

Georgi Yanev - 3D Models, Textures, Animations, Storymode, CGI Intro

Wenhao Wu - GUI, Main Menu, HUD