The House on the Hill

CS 328 Final Project

Team KTF:

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Technical Manual

Design Decisions

When we were discussing the game, we realized that we all enjoyed playing the game Clue. We wanted to go for a unique feel to the game, not just the run-of-the-mill guy-murdered-in-the-mansion. Unfortunately, the level of complexity that game with developing in 3D limited the amount of unique features we were able to implement. There is still ghost code and objects of ideas past, but at its core it's essentially a who-dun-it.

Deficiencies

Our graphics missed the mark by a long shot. Despite our best efforts, none of us are good enough at drawing to create 3D models, and the models we found online couldn't be imported into the version of Gamemaker available to us. We couldn't get the experiment plotline to work out. At one point we tried to get footsteps, but that was another thing we couldn't do.

Potential Changes

Had we given ourselves enough time, we would have put in better graphics, implemented the experiment plot better, and added more sound effects. Early in development we wanted to do lightning, but that was quickly scrapped. Code could stand to be consolidated.