# Fungal Fright

## Concept

Group 1's 3D Hallway Guard Game is titled *Fungal Fright, a* first-person survival horror. In this title, the player must evade a mushroom monster and escape an abandoned cabin.

## Gameplay and Mechanics

*Fungal Fright* has the player running through a cabin trying to escape the monster, who patrols the cabin on a set path. The player can alternate from a slow walk to a quick run. The game features two main items: the rocks and the mushrooms. The player can pick up rocks and throw them at the monster to temporarily stun it, allowing the player to continue evading the monster. Mushrooms, on the other hand, alert the monster of the player's location, and will immediately move in on the player's location. Running near the monster also alerts it of the player's location.

## Basic Requirements

*Fungal Fright* meets all the requirements necessary for this assignment as per mentioned by the rubric. The game was created in Unity 3D and is in first person. The game is playable both with a Keyboard and a standard controller (Xbox One), and falls between the required time limit, taking around 60-90 seconds to complete. The game features a guard which performs all the actions that were required in the rubric. There are sound effects present throughout the level, such as when rocks are thrown at the monster, as well as background music. The game has a clear win and lose state: the player wins when they escape the cabin, and loses if they are caught by the monster

## Code Requirements

All code present in the game was implemented by team members. The game supports keyboard, as well as joystick and gamepad controls. There is a significant mechanic in place with the monster's AI, as well as the rock throwing and mushroom signals. The game can be paused using the "ESC" key on the keyboard, featuring a pause menu that can display controls and the options menu, as well as taking the player back to the main menu. Additionally, the game features options to scale difficulty and mute the game. All game mechanics, main character controller scripts, backend code, monster scripts, and item scripts for the game were written by Carter Wilson.

# Tech Requirements

All level assets were created by team members. The game has two interconnected levels as was required in the rubric, confirmed by the Professor when questioned by the team. The game includes a main menu including the start game, how to play, options, and exit game buttons for the player. The options menu features a difficulty setting, which toggles from normal to hard, fulfilling the one distinct option requirement per the rubric. The pause menu allows for the player to view controls or go back to the main menu. There is a game over screen and win screen present in the game, with a clear condition to reach both present. The level presents no dead ends as well as no dead ends in the menus. All UI requirements and the cabin level were handled by Chirstopher Mccort, while Kyle Desjarlais was responsible for the basement section of the game, as well as implementing animations and particle effects

# Art Requirements

All art assets were created by team members. The game fulfills the requirement of utilizing 10 unique models, 2 animations, and 1 particle effect, all of which were made by team members. Both Kelvin “Kel” Diaz-Acosta and Justin Strum were responsible in creating the models to be used in the game. Particularly, Kel was responsible for modeling the monster (as well as animating it) and creating the particle effect used when stepping on a mushroom. The mushroom monster features two unique animations for walking and running, which fulfills the animation requirements for the game. Justin was particularly response for the menu art which fits in with the tone the game is aiming to achieve.