

CS427 – FINAL PROJECT – REPORT

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I/ Introduction:

- As mentioned in the header of the GitHub page of the project, this game is made as an attempt to introduce a horror puzzle game in 3D made with Unity, featuring a high school girl as the protagonist whose mission is to explore and find a way out of an abandoned school where she was left behind. While exploring for a way to escape, she may find the place has more things being out of place, incomprehensible and unwanted.

II/ Features & techniques

1. Terrain:

- There are 3 scenes in this game: 2 floors and a terrace
 - The first and the second floor use the same overall structure, with differences in number and rooms' arrangement:
 - The first floor consists of 3 rooms: 2 classrooms and an art room. Classrooms are made from the oneDoorEmptyRoom prefab, including many objects, some of them are interactable for the story. The artRoom is made from the twoDoorsEmptyRoom prefab, has different arrangement and an interactable NPC.
 - The second floor contains only 1 presidentRoom (well...maybe) with some interactable objects and some quests.
 - The terrace basically leaves our protagonist alone with the one who was haunting us through the game, leading to the ending.
 - Details of these structures are described in prefabs inside /Assets/Prefabs folder.
- Scenes use the same Night Skybox with a small point light represent the Moon.

2. Protagonist & Antagonist model:

- Both the protagonist and antagonist uses the same model, imported from Mixamo Fuse and animated by the Fuse animations.
 - The flash light is not included in the model since adding details will require remaking the whole one.
- The antagonist is the protagonist's model, repainted with blender for the extra details as demonstrated by the image below:



3. Movement & Interactions:

- We use the tools from StandardAssets:
 - 3DThirdPerson control for the character.
 - FreeLookCameraRig for the camera work.
 - WSAD is using for moving the character, while
- We use Dialogue System from Unity to create many interactions, such as opening and closing doors, picking up items, searching,... and quests, triggers for the player. E is used for interacting with characters, items and open doors.

III/ Resources:

- Unity version: 2018.4.7f1
- Resources: These are the sources where models and objects are collected
 - Money Safe with Padlock - Blender 3D Modeling (<https://www.youtube.com/watch?v=WDNLS1-OaKA>)
 - TurboSquid (<https://www.turbosquid.com/>)
 - Unity Asset Store
 - <https://free3d.com/3d-model>
- Tools for the models:
 - Mixamo Fuse for Windows
 - Blender 2.8.
- Tools for the scripting and events:
 - Dialogue System from Unity (Evaluation Edition) for dialogues, trigger cutscene and items.
 - Standard Assets from Unity Assets store.