

Blazing Quarantine

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Logline:

Try 'Blazing Quarantine'! It's a cool 3D game where you control a ball through a maze full of dangers. You have to be quick to get to a safe place, but moving too much makes the ball sick and loses health. If you stop, the ground vanishes and you can fall! Plan your moves, find special spots to heal, and don't run out of time. If you fall, run out of health, or time, you lose! It's all about moving smart and fast!

Theme:

Infection

Twist:

It's a 3D infection platformer game with a twist in time, health, and movement restriction.

Prototype Description:

Blazing Quarantine is a tension-filled 3D platformer set against the backdrop of a lava environment ridden with infections. Players navigate the avatar with the objective to reach the safe point while overcoming the dual challenge of infection and disintegrating platforms. The avatar's movement accelerates the infection, decreasing its health, and staying still can lead to an irreversible fall into the abyss. The journey is a race against time, requiring strategic maneuvers through hazardous terrains filled with water and traps, and occasional health restoration spots.

Core Mechanics:

Movement: Players control the avatar's movement to navigate through the platforms. The avatar can go Up, Down, Right, Left and Jump.

Infection: Movement causes the avatar to get infected, depleting health progressively.

Terrain Dissolution: Staying still results in the disintegration of the platforms, leading to a fall.

Health Restoration: Specific spots restore the avatar's health progressively. The health restoration spots will not collapse if the avatar stays on it.

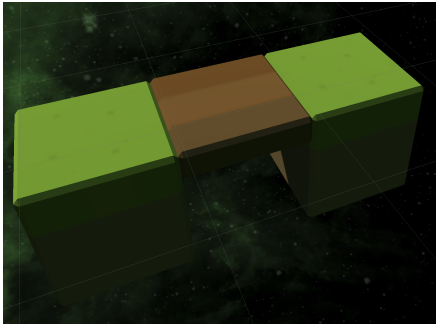
Timer: Players must reach the end before the time runs out.

Victory: Reach the safe point, marked by a blue cube, to claim victory.

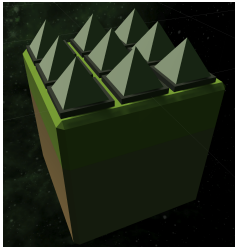
Defeat: Falling into the abyss, or using up all the time, or allowing health to dwindle to zero

Game Objects Examples:

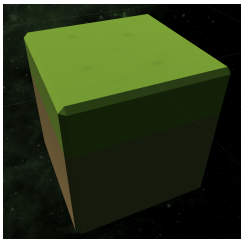
Bridge:



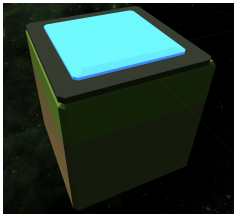
Trap:



Land:



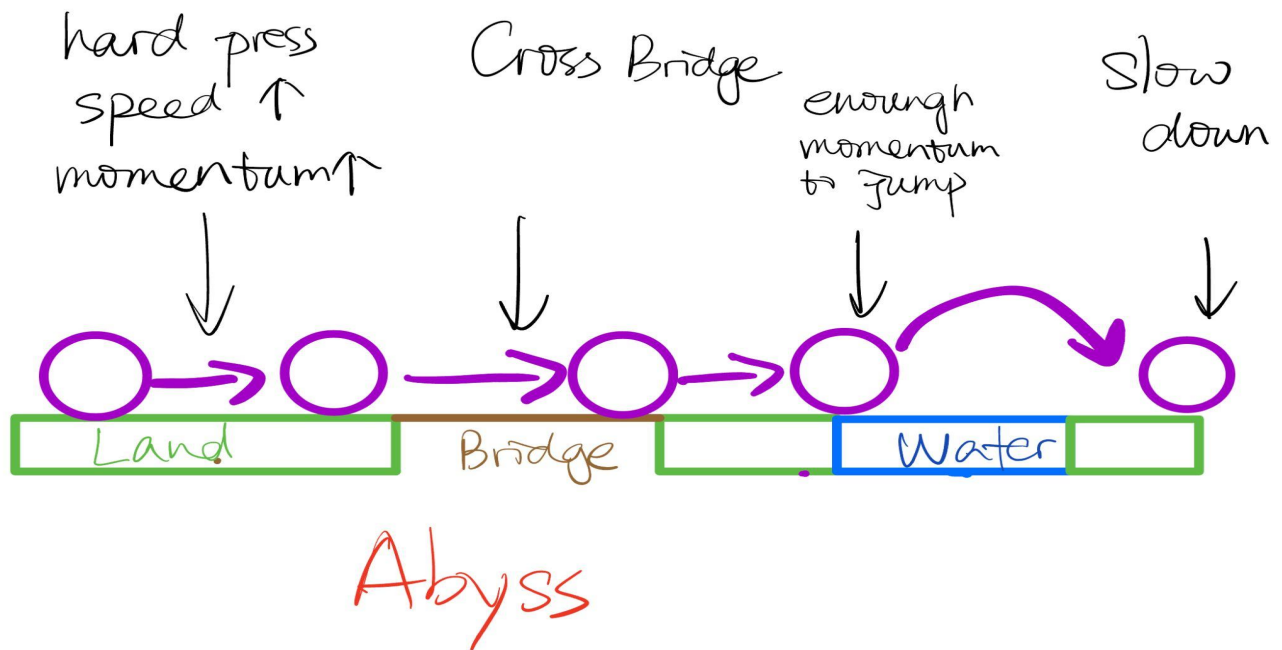
Safe Point:



Health Restoration Spot:



Prototype Sketch:



Links:

Youtube: <https://youtu.be/EUw6w-c88yY>

WebGL: <https://lmntrixsid.github.io/Prototype1/index.html>

Github: <https://github.com/lmntrixsid/InfectionPlatformer>

Assets Used:

Land/Water/Trap Cube:

<https://assetstore.unity.com/packages/3d/environments/meshtint-free-tile-map-mega-toon-series-153619>

Lava:

<https://assetstore.unity.com/packages/2d/textures-materials/floors/lava-rocks-texture-2-hand-painted-seamless-tileable-232056>

Individual Contribution:

Siddhant Singh: Implemented the health system mechanism, movement mechanism, collision mechanism, land falling mechanism, and time mechanism. Implemented the respawn system.

Gefei Yan: Designed and implemented the map. Wrote test scripts for the environment, including camera following set-up, gravity set-up, and player control setup(test version). First draft of Game design document.