

Report for CS427 Midterm

My idea for the game is a platform quiz solve with hidden trap and chasing monster AI. Most of the game is inspired by Maplestory mobs and character

Basically the player has to understand the hint and follow it because the trigger to next level is hidden somewhere in the scene.

**In this project I use basic physical controlling with 4 directional keys and space bar
Collision and trigger, animation control with animator**

Right click is used to show the hint for each level

For the AI part i simply write a script that make the monster capture player transform position and move with a static speed

Reference:

In class video

<https://www.youtube.com/watch?v=rhoQd6lAtDo> for the AI