

Walking Simulator Prototype (3/15)

The exploration game/walking simulator prototype is due on 3/15. Use the topics we've covered so far to build a world that can be explored:

- Environment: water, trees, grass, realistic terrain, abstract terrain, skyboxes
- Objects: appropriated 3D models, sprites
- Audio: ambient sound, 2D sounds, 3D sounds, sound triggers
- Controllers: First person, third person, flying
- Image effects

We haven't covered scripting yet, so focus on what you can do with what you know. Think about ways you can use those to create a story told through environment:

- Objects - fragments that reveal a larger story
- Audio - recordings spread throughout an environment
- Pieces of 3D text embedded in a world

Use the limits of your knowledge as creative constraints. Examples:

- Don't know how to add animated characters to your world? Create a narrative about everyone being frozen in time.
- Don't know how to make the 3D models you want? Find available 3D models and build a story around them. (You can modify their materials/textures.)

Instructions

Specific things to focus on:

- What "information" is there for the player to discover (explicit narrative, beautiful vista, etc.)? There should be *something* to explore.
- What are the breadcrumbs that you will use to *gently* guide the player through your world (lights, mountain in the distance, etc.)?
- Does your choice of controller fit the experience you are creating? You should tweak the speed/size/movement properties.
- Make the world your own. Change the default skybox & lighting, tweak the materials on appropriated 3D models, apply image effects, etc.

Presentation and Critique

For Wednesday (3/15):

- Create an itch.io page that has a download link to a windows build and a mac build. Post your secret URL for your itch.io page on #sharing.
- Be ready to play and critique your peer's projects.
- Be prepared to speak about what kind of experience you were trying to create with your game.