

Team Name: Trash Pandas V2

Team Members: Komalpreet Dhinju, Nick Lotierzo, James Robinson, Matthew Tobino

Team Specialties:

- Komalpreet Dhinju:
 - Computer Vision, Flask, Java, HTML, some JavaScript, Databases, Machine Learning
- Matthew Tobino:
 - Java, Python, Unreal experience, Node.js, 2D graphic experience, Databases, HTML
- Nick Lotierzo:
 - Java, C++, Minor Game Engine Exp, Minor Blender Exp
- James Robinson:
 - Java, C#, Unity experience, Databases, PHP, HTML/CSS, some Python, some JavaScript

Tech Stack:

- Server: This is a single-player game and does not require a server to host.
- Model: Custom-made models and assets, Free Assets from the Unity store, Royalty-free sounds from Pixabay
- View: Unity Camera
- Controller: Unity Game Engine with Scripts written in C#

Product Description:

We will be developing an immersive 3-dimensional multiplayer horror video game, consisting of a single player engaging in an escape room-style experience. The player navigates a map where the ultimate goal is to escape from an enemy controlled by an AI we developed. The player will be granted a special ability to help aid them in their tasks.

The enemy will track the player through sound and make its way toward the player. Once it is within a certain range, the enemy will chip away at the player's health by attacking them. Their goal is to put the player out of commission and cause the player to lose the game.

The player's goal is to use their chosen ability to meet the requirements of escape for each level. Once the player meets the requirements, they will then be able to progress to the next level or meet the win condition. The player must be able to complete their tasks before the enemy AI can track them down and stop them.

Changes as of 5/1/24:

- Reason for changes: We switched to a single Player game and therefore had to adjust the following sections accordingly
- Original Versions of the section
 - Tech Stack: Server

- Old: Local hosting ([Netcode in Unity](#)), or [Photon for Unity](#)
- Tech Stack: Model
 - Old: Free character models & animations from [Mixamo](#), Additional free assets from Unity Student Pack, Unity comes with starter assets
- Product Description
 - Old: We will be developing an immersive 3-dimensional multiplayer horror video game, consisting of 2+ players engaging in an escape room-style experience. The players navigate on a map where the ultimate goal is to escape from the enemy, where one of the players is designated as the enemy. The enemy player will have certain special abilities that the other players won't have access to, assisting the enemy player in impeding progress for normal players. The enemy player will have limited vision in seeing and reaching the normal player(s). The enemy will be armed with a short-range blunt object to dent the players' progressions. The ultimate goal of the enemy player is to eliminate the normal player(s) using the tools at their disposal. The normal player(s) will have superior vision, but will not have an inherent way to fight against the enemy. They will have to outsmart and outmaneuver the enemy and hide from them at all costs. The ultimate goal of the normal players is to locate items that advance their progress and escape from that area. Some of the items may be used to stun the enemy player, however, most of the items will forward the progression of the normal player's team.