CS 4555: Assignment 07: Beta

Team Game: Odyssey

Team Name: Team 02

Team Number: Team #2

Team Members: Daniel Gonzalez, Norberto Gomez Rosales, Winston Pham

Devices needed: Mouse, Keyboard

Control Key	Function
Movement	
W	Move Up
A	Move Left
S	Move Right
D	Move Down
Shift + WASD	Run
Spacebar	Jump
Mouse	Rotate player and camera around
Fighting	
Mouse Left-Click	Swing
Miscellaneous/etc.	
Q	Quit
E	Interact / Pick up items

Logline:

You are a crash-landed adventurer who needs to collect rocket shards for your ship while fighting off scavenger enemies that attack you and the villages you encounter.

Story:

After crash-landing on Planet Meridia, the adventurer finds himself in a tricky situation where he must find parts to fix his ship and continue his journey back home. As an adventurer, he explores the planet and finds material suitable to repair his ship. Upon collecting these rocket shards, he encounters villagers who confuse him for the enemy scavengers who have been threatening and taking their resources. To help these villagers, he fights off the scavengers so that the villagers are no longer bothered. In return, he can keep his rocket shards and leave the planet. The adventurer travels from village to village to defeat the different scavengers terrorizing the villages.

Gameplay:

The player uses a keyboard and mouse to play the game. The game is in third-person, and the genre of the game is platform, action/adventure. The player can walk, run, jump, hit, and collect items. Each attack from the player deals randomized attack damage to the enemies. The player is limited to their surroundings and where they may traverse. The player's walking and running speed increases as they collect power-ups spread throughout the map. There are set requirements to proceed to the next level. The player must defeat a sufficient number of enemies and collect the necessary amount of shards for that level. Upon encountering the enemies, the player needs to use the adventurer's weapon to defeat the enemies. The shards would be dropped by the enemies and collected by the player by pressing the interact key. After collecting the specified amount of shards, the player can move on to the next level by finding and exiting through the portal.

Technology:

One of the significant technical features that were challenging was developing the terrain and the environments overall. To create an open world and linear story gameplay, the terrain must intuitively guide the player around the map before they find the exit. This has to do with the leveling of the terrain and obstacles preventing the player from reaching the end too soon. Another one of the challenges was creating the enemy AI which controls the NPCs movement. It was challenging to create enemies that followed and attacked the player the way we intended. We developed the enemies to have a radius where they will chase the player if they are within its range. The player's distance to the enemy is constantly being tracked and once the player has entered the enemy's range, it will lose interest in chasing the player once they are out of it.

Link to ZIP:
https://drive.google.com/file/d/1pnig4_aS-S0ujeHUyetFRk3E368OUKIb/view?usp=sharing