

CS427 - Game Development and Visualization

Final Project Report

Summer 2019 – Submission date: 31/08/2019

1. Game name: Shade of life
2. Storyboard: A boy who have a family like others. His mother died from long time ago. He continued to move on, bad things and good things happened. One day, he was hit by a car. In the frontier of live and death, he have to choose his own destiny.

At a very moment of time, he will be memorized what reminiscence he have forgotten in the past. These memories will help him get a better decision.

To live or to die, some people said that it was destiny while some think you can make yours... Who know...

3. Main game idea:

“Life is miserable, fun, sad and happy at the same time. How you die is how the life affect you and how you live is how you treat the life.”

You will be played as a boy who have a family. Use the character to discover more about his life-memory which was forgotten. You can decide the story in which you want it to happen.

Our game use First-person view so use key W, A, S, D for control the character to move forward, left, backward, right. In some scenes, you will force to play some 2D-based game for regenerating character's memory. It is fine to win or lose the game because every result you get caught you a different memory.

4. Features:

- 2D & 3D combination: You start as a character in 3D environment, but some mini-game will be played in 2D scene.
- Obstacles & Rigidbody: To help the character stand on specific terrain.
- Triggers: Step into triggers to find help and know what you should do next.

- Player-counter: You have to beat yourself (as an enemy, but in opposite game control) in some scenarios, or else you will be considered as loss.
- Keyboard and mouse detect: To move and interact with the character, items.
- Mouse movement detect: Change point of view in 3D scenes.
- Models: Items, human body with animation.
- Text effect.
- Background music and sound effect.

5. Techniques:

- Rigidbody
- Rigidbody2d
- Unity physics
- UnityEngine
- UnityEngine.UI
- UnityEngine. SceneManager
- TMP – TextMeshPro
- Standard assets
- ProGrids
- ProBuilder
- Furniture And Interior Props

6. Resource references

- Free music and audio effect by © Youtube
<http://youtube.com/audiolibrary/music>
- Free 3D Model and Animation by © Mixamo <https://www.mixamo.com/>
- Images by © Devianart.
- Some others got referenced right on the game.