

Final Project

Group Report

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I. Ideas

- We borrow the idea from old game 'Pacman' but translate it into 3d horror version.
- The story is about an archaeologist. One day, he tried to discover the ancient maze built since Roman Empire. Unfortunately, he was stuck. The only way to escape the maze is collecting all spell books. However, life is not easy. There is something evil and cruel waiting for him to take his life.

II. Features

- Using **WASD** for basic movement, **Spacebar** to jump, hold **Shift** to run and use **mouse** to navigate.
- At first, monsters just walk randomly. When distance between their position and player's position is in specific range, monsters can "smell" the player and start chasing him.
- There are some cabins for the player to hide from monsters. When meet the cabin, press **E** to hide.
- The game also has a minimap for you to easier navigate. In minimap, you can only see your current position and cabins positions.

III. Technology

- Most of the time, we follow guides from Youtube so here are some references:
 - + Building map:
https://www.youtube.com/watch?v=rXzfFN_VsgQ&list=PLZ1b66Z1KFKiaTYwyayb8-L7D6bdiaHzc&index=3
 - + Create a minimap:
<https://viblo.asia/p/tutorial-tao-minimap-trong-unity-Ljy5VdVbZra>
 - + Create a hiding cabin:
https://www.youtube.com/watch?v=GTtW57u_cfg
 - + Using NavMesh in Unity to create chasing monster. Just like I said, when "out of range", we create random positions for monster to go within specific interval of time.

Otherwise, we give the monster the current position of player to chase. NavMesh will find the shortest path from the monster to destination.

<https://www.youtube.com/watch?v=CHV1ymlw-P8&t=603s>

IV. Resources

- Monster

<https://assetstore.unity.com/packages/3d/characters/humanoids/mutant2-140937>

- Spellbook

<https://sketchfab.com/3d-models/arcane-spellbook-d3be15f30054493ab2bf5490426467b2>

- Sound

<https://assetstore.unity.com/packages/audio/ambient/horror-ambient-sounds-pack-4151>