**Game Title:**  Marooned

**Summary:** A player finds himself in a rather deserted building where he is made to find clues to his mission. His mission is to find some amount of money to *pay* his way out. He gets trapped at some point and needs help but could not get help from people who could help but would rather give excuses. When help is offered to him at some cost, he either gets scammed or freed which leaves him with some money less. Upon getting to the final check, he is accused wrongly and casted away.

**Concept Development:** Marooned is a game that is intended to subject the player to a helpless situation coupled with betrayal and distrust. The game was inspired by the daily scenarios of how people have normalized overlooking the helpless; and worsened by inflicting more damage intentionally. Therefore, it aims to teach a user that:

* Helping a person can come at a cost (time, material etc). Help regardless!
* Taking advantage of a person in need of help does more damage.
* Having a little trust for someone can help

A simple concept was developed having the following event flow:

* Player is placed in the living room where he finds a spot to step on for a clue to his mission and a door to the hallway is opened
* The Player enters the hallway, finds another spot which is meant to open the door to the bathroom but the player is prompted for a key
* Player then proceeds to the last room down the hallway to get a key by entering the spot
* Player now with a key return to the bathroom and the door opens. He enters the spot in the bathroom to get the money. Player gets trapped and is unable to move
* Player then gets help after meeting a number of persons who were unwilling to help and eventually paying some amount of money. The delay experienced here can not be ascertained as strangers are randomly generated
* Player can now move to the last room where he presents the rest of the money
* Player is then constrained to the basement for not presenting the required sum
* Game ends

**Development**

**Stage 1:** Assets build and Import

The Autodesk 3dsMax was used to prepare the assets for the game. Assets were modeled and exported as OBJ files. Assets which required no animations were made into one asset while those requiring animations where individual assets. Free Human models were downloaded for use. All models were prepared and imported into Unity game engine.

**Stage 2:** Coding

The game coding was done in C# using Visual Studio IDE. The game is designed to use the computer keyboard for player control while being view in a VR headset.

**Stage 3:** Sound Import and Coding

Free sound samples were downloaded, edited (cut), converted to WAV format and imported into the Unity engine. Coding to integrate the sound clips was done on the respective scripts.

**Stage 4:** Materials

Materials were imported and prepared in the Unity game engine. These were applied to the respective game assets and adjustments were made where necessary.

**Stage 5:** Testing and Adjustments

Various tests were carried out and necessary corrections in codes and 3D models were made.

**Stage6:** Cleaning Up

The Unity engine hierarchy was cleaned up with assets properly grouped and named. Unused assets were deleted. Commented sections of the codes that were no longer needed were deleted.

**Stage 7:** Backing Up and Build

A backup file was created and copied to an external hard drive for redundancy. A build was also generated for Windows platform.

**Improvements**

Due to time constraint, a number of features were not included. However, the following improvements/additions can be made to the game in the future:

* More UI functions: Show *player has key* status, *money remaining*
* More models: 3D assets such as money, key and player hands
* Animations: The strangers offering help should actually walk up to him and with gestures. This helps make the game better interactive
* Lighting: Dramatic lightning should be done with flickering effects
* Controls: The game should be suited for oculus controllers
* Voice: Text should be made into speech for better interaction