

# **D other world**

Game Engine 1 Project

3PS

## **Report**

Assignment presented to  
M. Marc-Andre LAROUCHE

by Philippe Gouveia  
LaSalle College – Montreal  
December 4<sup>th</sup>, 2019

## **Where to download the Project:**

Manual:

[https://drive.google.com/drive/folders/1dPIIAblxgpbOvTiw\\_f-3SyVKLbZTI6OL?usp=sharing](https://drive.google.com/drive/folders/1dPIIAblxgpbOvTiw_f-3SyVKLbZTI6OL?usp=sharing)

<https://www.icloud.com/iclouddrive/0KTHyadUEKs9MoHO7xgCvmO0Q#MANUAL>

Build:

<https://www.icloud.com/iclouddrive/02WWmnEkuogoOnbtCAN0TnCow#dOtherWorldBuild-V1>

[https://www.dropbox.com/sh/ck8vokpwlkaidk/AAA3EaqGgJf3oa\\_dpUFJXffqa?dl=0](https://www.dropbox.com/sh/ck8vokpwlkaidk/AAA3EaqGgJf3oa_dpUFJXffqa?dl=0)

Project:

[https://www.icloud.com/iclouddrive/0btYQar79L3YYTU70rt\\_zgpaQ#Dow-project](https://www.icloud.com/iclouddrive/0btYQar79L3YYTU70rt_zgpaQ#Dow-project)

## **Contents:**

User Stories	3
Resources and References	5

## Production Process User Stories

Nr	Description	Completed
1	STORY - As a player I want to play a 3P game with a good story to feel immerse. Tasks: 1 – elaborate an interesting and immersive story 2 – connect story with an interesting character	1 @ DONE 2 @ DONE
2	UI - As a player I want an in-game UI so I can manipulate the game during my play session 1 – implement and design an interesting UI 2 – implement an interruptive system for the game 3 – implement the in-game menu with Quit, Resume, Option. 4 - Extra – Save Option	1 @ DONE 2 @ DONE 3 @ DONE 4 @ PARTIAL
3	UI – As a player I want a Main Menu on the Game 1 – implement a main menu to be accessed before the stages 2 – implement features, such as: OPTION, CONFIGURATIONS, START, QUIT 3 – Extra - implement a Collectables system	1 @ DONE 2 @ DONE 3 @ NOT DONE
4	IN GAME – As a player I want to have magic system on the game so I can cast at least two magics 1 – elaborate animations using <b>ParticleSystem</b> for the magics 2 – implement at least a Regular and a Recover magic 3 – Extra – implement a Special Magic	1 @ DONE 2 @ DONE 3 @ DONE
5	IN GAME – AS a player I want different enemies on the game to feel more challenged 1 – elaborate an enemy AI system 2 – implement a regular enemy 3 – implement a boss enemy 4 – implement a <b>navmesh</b> system for the enemies	1 @ DONE 2 @ DONE 3 @ DONE 4 @ DONE
6	IN GAME – As a player I want to be able to recover my HitPoint and Mana 1 – elaborate a recover system 2 – implement a potion system to recover mana and HP on the in-game map	1 @ DONE 2 @ DONE
7	IN GAME – As a player I want to have immersive scenarios on the game 1 – elaborate and design an environment using <b>terrain editor</b> 2 – elaborate and design interesting scenario assets 3 – implement all features to have at least two stages	1 @ DONE 2 @ DONE 3 @ DONE

8	<p>As an audiophile, I want to have a good audio experience when playing the game</p> <p>1 – implement <b>AudioMixer</b> system accordingly</p> <p>2 – select audios to be implemented as SFX in the game</p> <p>3 – select audios to be implemented as environment audios</p> <p>4 – implement footsteps audios</p> <p>5 – implement menu audios</p> <p>6 – implement character features audios</p>	<p>1 @ DONE</p> <p>2 @ DONE</p> <p>3 @ DONE</p> <p>4 @ DONE</p> <p>5 @ DONE</p> <p>6 @ DONE</p>
9	<p>As a professional, I want the application to look legit</p> <p>1 – implement an icon for the executable file</p> <p>2 – implement a splash screen</p> <p>3 – implement a signature identifying the developer</p>	<p>1 @ DONE</p> <p>2 @ DONE</p> <p>3 @ DONE</p>
10	<p>As a player, I want to be able to tweak the configurations of the game so I can rescale the windows, adjust the audio and select graphics quality.</p> <p>1 – implement fullscreen selection;</p> <p>2 – implement graphics quality selection;</p> <p>3 – implement music sound adjust;</p> <p>4 – implement sfx sound adjust;</p> <p>5 – all of above items need to be saved in the <b>userprefs</b>.</p>	<p>1 @ DONE</p> <p>2 @ DONE</p> <p>3 @ DONE</p> <p>4 @ DONE</p> <p>5 @ DONE</p>
11	<p>As a developer, I want to have and organized coding structure.</p> <p>1 – implement class accordingly to OOP standards</p>	<p>1 @ PARTIAL</p>
12	<p>As a player, I want the scenario to look graphically immersive</p> <p>1 – implement a professional lighting system</p> <p>2 – implement a Light Probes when possible</p> <p>3 – use the <b>In Door Lightmap</b> concept when possible</p>	<p>1 @ DONE</p> <p>2 @ DONE</p> <p>3 @ DONE</p>
13	<p>As a player, I want to have a graphics management system in the game</p> <p>1 – implement the <b>Level of Detail</b> whenever possible.</p>	<p>1 @ DONE</p>
14	<p>As a designer, I want to have interesting animations for the game characters</p> <p>1 – implement correctly the animation on the player</p> <p>2 – implement correctly the animation on the AI</p>	<p>1 @ DONE</p> <p>2 @ DONE</p>

## **Resources:**

- scenarios assets from:
  1. designed by Philipe Gouveia
  2. <https://sketchfab.com/>
  3. <https://assetstore.unity.com/packages/essentials/tutorial-projects/book-of-the-dead-environment-121175>
- magic ground circles
  1. by Luke RustLTD, at <http://www.opengameart.org/content/4-summoning-circles>
- Audio resources:
  1. Supplied by Music Producer @champs.music;
- Coding:
  1. by Philipe Gouveia
- Font:
  1. Heroes Legend by imagex Wanadoo at dafont.com