**D other world**

Game Engine 1 Project

3PS

**Report**

Assignment presented to

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**Where to download the Project:**

Manual:

[**https://drive.google.com/drive/folders/1dPllAblxgpbOvTiw\_f-3SyVKLbZTl6OL?usp=sharing**](https://drive.google.com/drive/folders/1dPllAblxgpbOvTiw_f-3SyVKLbZTl6OL?usp=sharing)

[**https://www.icloud.com/iclouddrive/0KTHyadUEKs9MoHO7xgCvmO0Q#MANUAL**](https://www.icloud.com/iclouddrive/0KTHyadUEKs9MoHO7xgCvmO0Q#MANUAL)

Build: [**https://www.icloud.com/iclouddrive/02WWmnEkuogoOnbtCAN0TnCow#dOtherWorldBuild-V1**](https://www.icloud.com/iclouddrive/02WWmnEkuogoOnbtCAN0TnCow#dOtherWorldBuild-V1)

[**https://www.dropbox.com/sh/ck8vokpwllkaidk/AAA3EaqGgJf3oa\_dpUFJXffqa?dl=0**](https://www.dropbox.com/sh/ck8vokpwllkaidk/AAA3EaqGgJf3oa_dpUFJXffqa?dl=0)

Project:

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

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

**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