Treasure Hunt

Source

This document informs about the various assets that have been used in this assignment and their URLS from the Unity Asset Store and free sound.

A) Assets

1. Mountains and Terrain:

Source URL: https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605

2. Trees:

Source URL: https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605

3. Grass:

Source URL: https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605

4. House:

Source URL: https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605

5. Gems:

Source URL: https://assetstore.unity.com/packages/3d/props/sets-gems-19902

6.Stone Monster:

Source URL: https://assetstore.unity.com/packages/3d/characters/stone-monster-101433

7.Fantasy Monster:

Source URL: https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy-monster-skeleton-35635

B) Sounds

1. Level 1 ambience (Birds):
   Source URL: https://freesound.org/people/VKProduktion/sounds/231537/

2. Gem collection:
   Source URL: https://freesound.org/people/Timbre/sounds/221683/

3. Player Steering:
   Source URL: https://freesound.org/people/JanKoehl/sounds/85601/

4. Fire:
   Source URL: https://freesound.org/people/dobroide/sounds/65748/

5. Monster:
   Source URL: https://freesound.org/people/soykevin/sounds/213509/

ReadMe

The Treasure Hunt project consists of a Scenes, Scripts, Assets, Audio, VRTK, Steam VR, 5UDE packages. There are three levels in this project and has a different theme for each level and the steering controls are handled using the Vive, 5UDE package.

Level 1:
- The Level 1 has a forest theme which consists of Mountains, Stones, Fire place, Houses, Trees, Grass, Wood Logs and Green terrain.
- It also contains the gems which have to be collected by the player as the player moved through and monster attacking or following the player within a certain radius.
- It consists of minimap showing players position in scene and health bar in the top left corner which decreases when a monster attacks.
- The score will be updated on gem collection on the right top corner and after all the gems are collected player is moved on to level 2.
- Ambience sound of birds chirping in a forest can be heard and sounds like gem collection, monster attack are heard accordingly.

Level 2:
- The Level 2 has a desert theme which consists of Mountains, Stones, and Sand Terrain.
- It also contains the gems which have to be collected by the player as the player moved through and monster attacking or following the player within a certain radius.
- It consists of minimap showing players position in scene and health bar in the top left corner which decreases when a monster attacks.
- The score will be updated on gem collection on the right top corner and after all the gems are collected player is moved on to level 3.
- Ambience sound of winds howling in a desert can be heard and sounds like gem collection, monster attack are heard accordingly.

Level 3:
- The Level 3 has a snow land theme which consists of Mountains, Stones, Trees, ruined structures and Snowy terrain.
- It also contains the gems which have to be collected by the player as the player moved through and monster attacking or following the player within a certain radius.
- It consists of minimap showing players position in scene and health bar in the top left corner which decreases when a monster attacks.
- The score will be updated on gem collection on the right top corner and after all the gems are collected Start over/Quit screen is displayed.
- Ambience sound of wind and snow in a snowy land can be heard and sounds like gem collection, monster attack are heard accordingly.

How to play the game:

- ➢ Open the project in Unity
- ➢ Click Play
- ➢ **Steering** of the player in X-Z axis is simulated on the keyboard using WASD and rotate the player with the mouse.
- ➢ The right hand controller is used for **object manipulation**
  - ○ Use IJKL to simulate the translation in X-Z axis
  - ○ Hold the left mouse button to hold the object and move it.
- ➢ Press ESC to pause the game.
- ➢ Navigate through the scene and collect the gems.
  - ○ Collect all the gems before the health level reduces to zero.
  - ○ Avoid Monsters.

Result:

Gems:1/10

Gems:1/10

Object Manipulation:
Move the right controller using IJKL on keyboard.
Once it is in contact with the sphere, hold the mouse to hold the object.
Move the mouse to move the object.

Gems:0/10

Gems:0/10

Resume   Quit   Menu

START OVER   QUIT