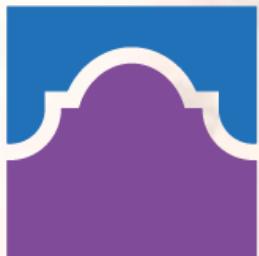




For My Parents

A Puzzle Adventure Game

For My Parents



ALAMO
COLLEGES

NORTHWEST VISTA COLLEGE

NOVi FACTORY

LEARN HARD PLAY HARD



Notes and Gratitude

For My Parents was created as part of a single semester capstone course that brought together students finishing Associates of Applied Science degrees in Game Programming, Game Production, and 3D Art and Animation. We were lucky to have a pretty balanced group with a wide variety of talents consisting of three Production students and four each of Artists and Programmers.

We had a faculty that was fully invested on letting us do our own thing...even when our own thing was to fail miserably, misstep and scrap large portions. Perhaps that's what makes the end result so much more satisfying as a student. It was ours. All the choices—good and bad—were ours. Sure, some were influenced (positively and negatively) by faculty that saw us panicking, but in the end, it's something every student on the team is willing to own up to.

We couldn't have done it without our faculty mentors who were there at 2 am when we had an insane question. And of equal importance, we couldn't have done it without our testers. While we tested in-house, every week we opened up our room for free play to any person on campus (or the internet) willing to play and give us feedback. The results were many times disastrous and at best laughable. But it made for a better game that grew so much from "a girl afraid of the dark" to what it is now.

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Technical Specs

This game was built for PC usage and requires a mouse and keyboard for operation. It is played on a 16:9 canvas.

Controls

General Controls

- ❖ WASD for movement
- ❖ Mouse for POV
- ❖ Q to switch character
- ❖ ESC for pause

Kira Controls

- ❖ Left click to shoot
- ❖ Right click to target (right click again to untarget)

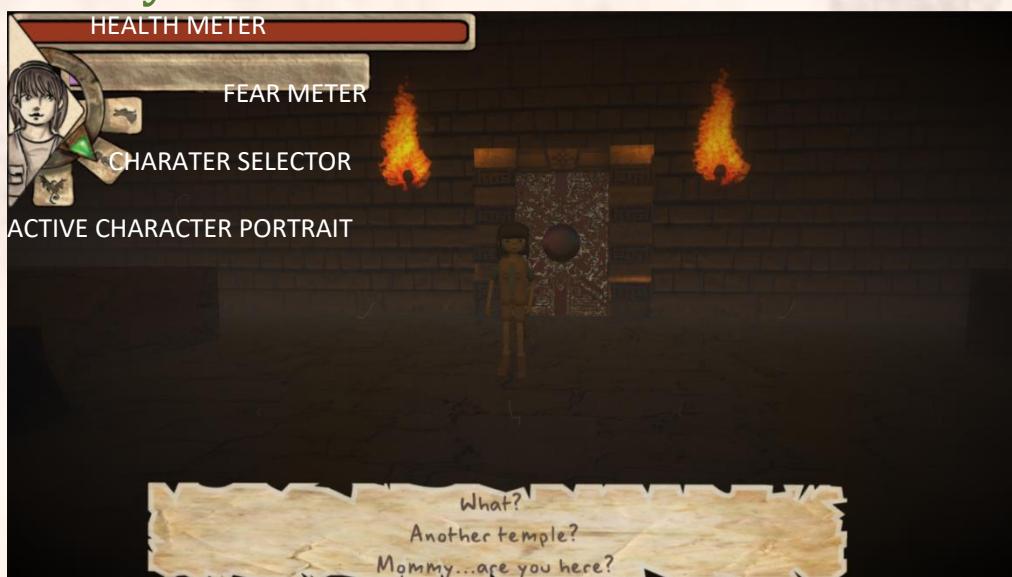
Bunny Controls

- ❖ Space Bar to Jump

Quetzal Controls

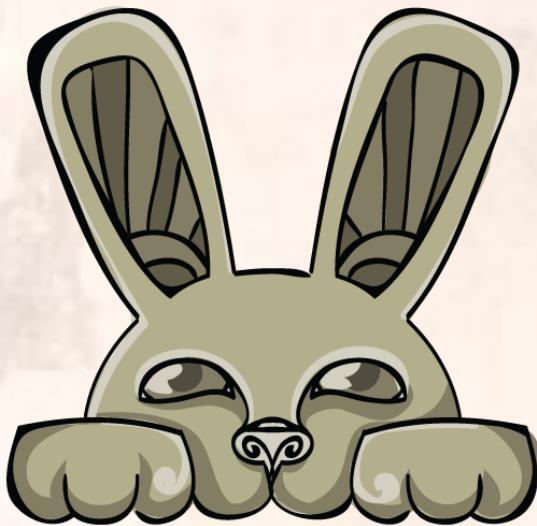
- ❖ HOLD Space Bar to Fly

UI Key



Walkthrough

Special Mechanics Note



While the game is mostly a straightforward puzzle exploration, there are two special mechanics:

1. The Bunny Tokens. Hidden throughout the levels are 12 hidden tokens, some within pots, others in plain sight. Collecting 10 of them allows access to an extended portion of the game and a different possible ending.
2. Central to the game is a darkness mechanic. Kira is afraid of the dark. Being in darkness causes Kira to gain fear and, in denser forms, health damage. The camera warps as Kira gains fear and the purple bar fills. Filling it results in taking health damage. Replenish your health and diminish your fear by standing near lights.

Campsite



“Меня зовут Kira. My name is Kira and I’m ten years old. You see, I travel the world with my mummy and daddy. They’re archaeologists! They don’t tell me much, but this time it’s something big. We got to take a boat here! And daddy? Daddy let me help set up! Because...because there aren’t any other people here. They don’t seem worried, but I think it is very strange...”

You find yourself in control of Kira. Use WASD to walk around. Follow the black clouds and prompts forward and up the temple steps until the scene turns black and you are transported to the first part of the temple.



Tutorial Temple
Level Map

Tutorials

Temple



Starting Chamber

Bunny Token x1

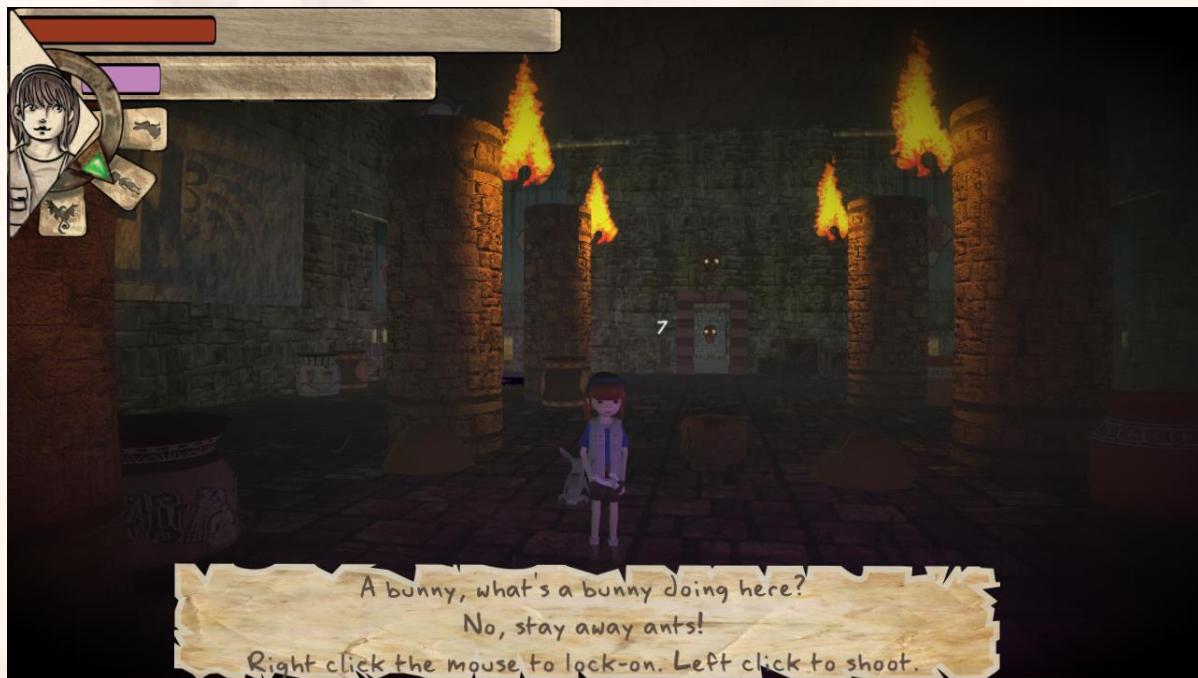


You begin in a large dark chamber and are prompted to move towards the light. This is an important note, your character takes fear damage, indicated by the purple (lower) bar in the top left. As fear rises, the camera warps. Once the bar is full, Kira starts taking physical damage, indicated by the red (top) bar. When your health falls to zero, Kira faints and you will have to restart the section. Once at the campfire, you will be prompted further.

The bunny token is located behind where Kira initially spawns in the room.

Bunny and Ant Introduction

Bunny Token x1



Once Kira goes through the door, you will be greeted by a bunny, which will automatically fall in line behind you. You will next be introduced to the shooting mechanic. Left click on the mouse will shoot in an inaccurate pattern. To control what you are shooting at, if an item is targetable, you can use the right click to bring up a reticule that locks on to target then use left click to shoot as normal. Defeat the waves of ants to unlock the door. In this room, you can also find that the pots are breakable.

The bunny token is in a pot in the left corner as you enter the room.

Bunny Jump Puzzle

Bunny Token x1



Upon exiting the room, you find a bridge with portions missing. There is no way that Kira can jump this—the player has no jump ability with Kira. The switching mechanic is introduced and the player is prompted to use the bunny. Press Q to switch between the bunny and Kira, when in the bunny form, space bar is used to jump. Two jumpable paths exist, one from the corner towards the exit door and the other is to simply follow the path around. Falling into the water with either Kira or the bunny causes a respawn and a walk back up the ramp. Once the bunny makes it to the door, the bunny should step on the button. The missing pieces of the bridge lift and Kira can walk along the path.

The bunny token is located in the pot next to the ramp into/from the water.

Dual Switch Room



The next room is simple and meant to resolidify the switching mechanic, having Kira step on one button and the bunny on the other. It does not matter who goes where. Place Kira on one button and switch with Q and move the bunny to the other. The door will unlock. Notice that the door has a different motif. The skull door marks general rooms whereas a flower marks rooms that will be safe.

Safe Room



This room is the safe room. It provides a place for healing and getting rid of fear fast. While standing near light will diminish fear, safe rooms—those with campfires—do it more efficiently.

Number Puzzle



This room features the Mayan number system. The mural is a hint for what the numbers mean. You are trying to hit the pillars to match the writing on the wall (7041). To do this, walk up to the pillars and they will fall. If they are wrong, they pop back up, if the sequence is correct, all columns lower and the door opens. The Seven

ZERO (0)	ONE (1)	TWO (2)	THREE (3)
FOUR (4)	FIVE (5)	SIX (6)	SEVEN (7)
EIGHT (8)	NINE (9)	TEN (10)	ELEVEN (11)

column is the one line with two dots. The zero column is the leaf/coin. The four column is four dots. The one column is one dot.

Bunny Hole

Bunny Token x1



Again, you are presented with a gap that Kira cannot jump, however, this time it seems that the bunny cannot make the jump either. You must navigate the bunny to the right and follow the tunnel around, hitting the button on the other side to raise the bridge. Walk Kira across the bridge and the door will open. Falling into the pit will result in the character respawning at the start of the room.

The bunny token is hidden in the pot on the far left side right before exiting the room.

Teleportation Room



Upon entering this room a large glowing portal invites you to walk into it. The room features a bevy of breakable pots.

Hub Room 1

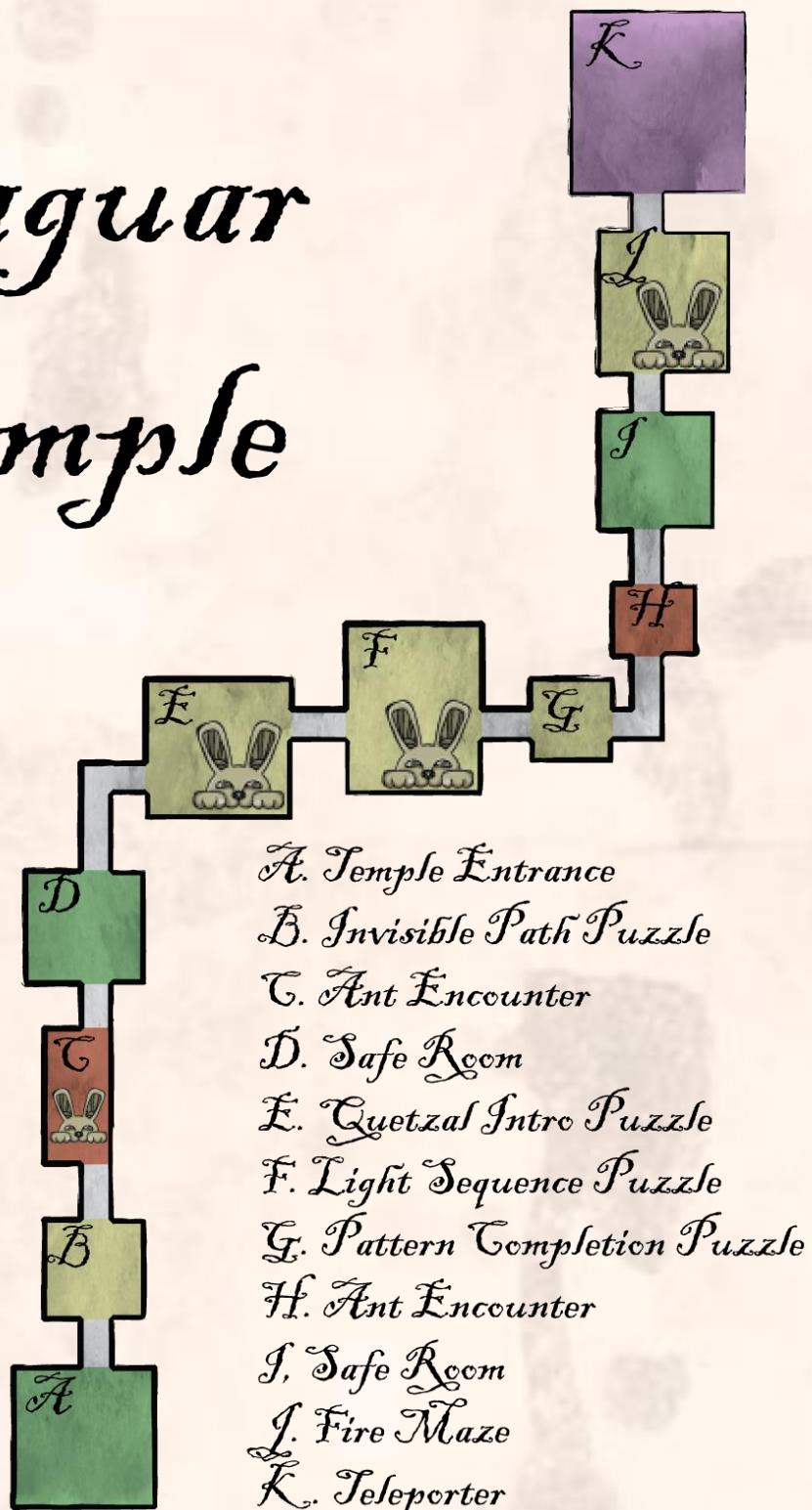


This room serves as your gate between levels. Walk into the teleportation lights to continue to the next level.

Jaguar Temple

Level Map

Jaguar Temple

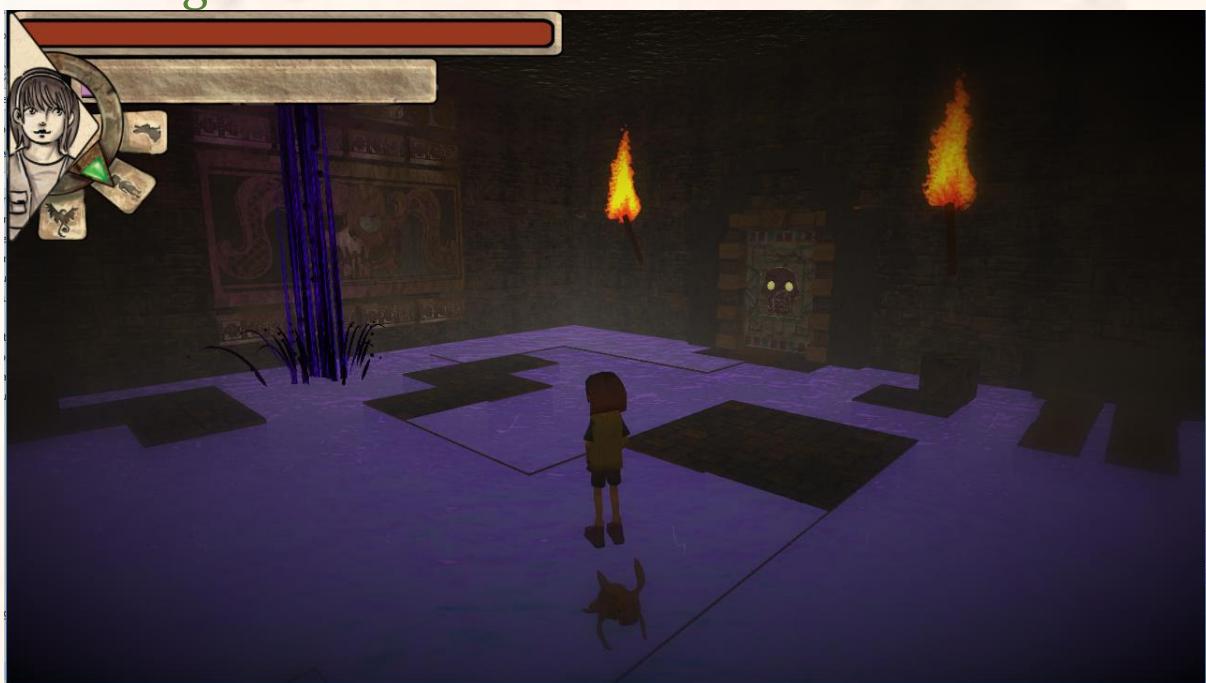


Jaguar Main Hall

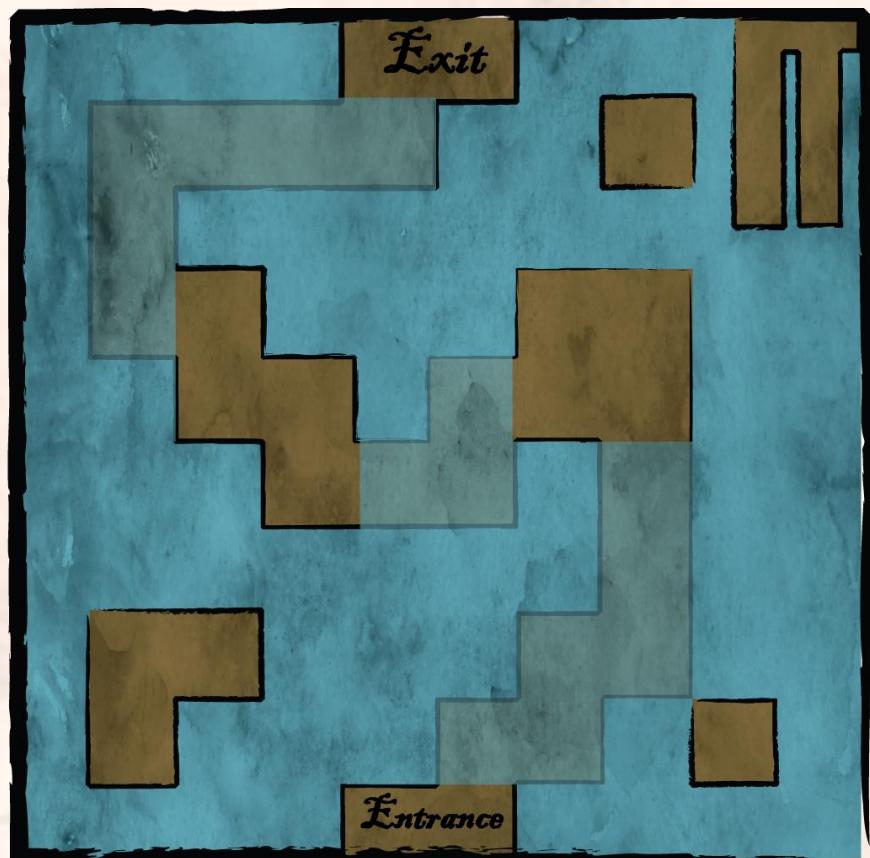


Here you find another large room with Jaguar statuary. Head towards the door for it to open.

Submerged Path



You come to a flooded room. You are prompted that there must be a path to look for the edging. While you may think to use the bunny to complete this puzzle by jumping through, the door does not unlock for the bunny. You must traverse the path on your own, see the diagram below for path specifics.



Ant Encounter

Bunny Token x1



Don't miss the bunny token as you enter. It's located right as you enter, across the gap on the "floating" pedestal. Use the bunny or quetzal to reach it.

More ants! You can run past them, but they might just chase you down. Right click to target them, left click to shoot.

Safe Room



Every temple/level has at least one safe room. Think of these as waypoints or places to do the maximum amount of healing in the shortest time.

Quetzal Room

Bunny Token x1



Here you meet your second companion animal. This is a Quetzal—one of the most revered birds in Mayan culture—and like the bunny has its own set of skills. The Quetzal can fly by using the space bar, but has an added stamina meter above its head. When the stamina meter depletes, it falls from the sky.

In this puzzle, the quetzal—which is now accessible using Q to cycle between Kira, the bunny, and the quetzal—is used to cut down the log by flying and hitting the rope. Once the log is down, the bunny can be guided through the log and find the button on the other side lifting a bridge and opening a doorway for Kira to cross over. A second button on the walkway triggers the door to open to the next room. Falling into the pit causes the player unit to respawn next to the starting entrance of this room.

The bunny token is in the right corner, right before exiting the room.

Target Puzzle

Bunny Token x1



This is a quintessential logic puzzle in which you must light up all the targets to unlock the door and proceed. You cannot use the quetzal to hit the targets and must use Kira's shooting ability. The targets can be locked on with the right click button (a second right click will untarget). From a fresh room, the solution is to hit the third target, the second target, and then the first target.

The bunny token is located in the second pot on the left as you enter.

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Fresh room solution: 3, 2, 1

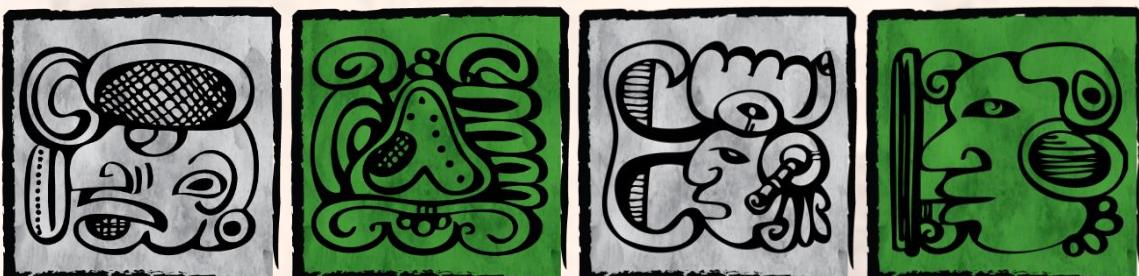
Lights at starting position:



Hit the third target (Turns off: 1, Turns on: 2):



Hit the second target (Turns off: 3, Turns on: 4):



Hit the first target (Turns on: 1, 3):



In case you are looking at this guide after trying and getting stuck, below is a chart for what each target changes (targets are switches, if the light it affects is on, it turns it off, if it's off it turns it on):

Target 1: Light 1, Light 3

Target 2: Light 3, Light 4

Target 3: Light 1, Light 2

Target 4: Light 2, Light 3

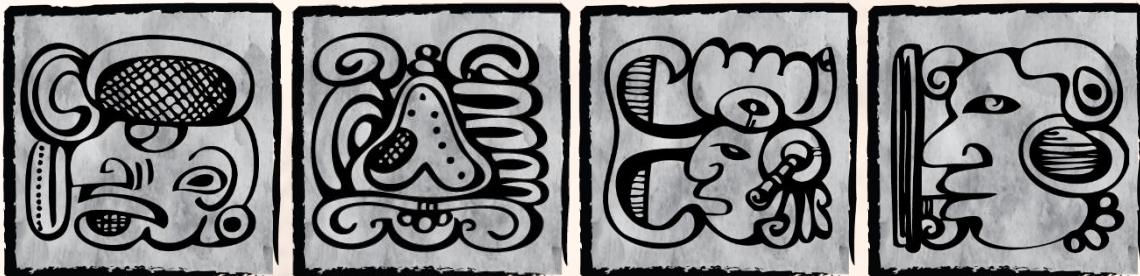
Target 5: Light 1, Light 4

For My Parents

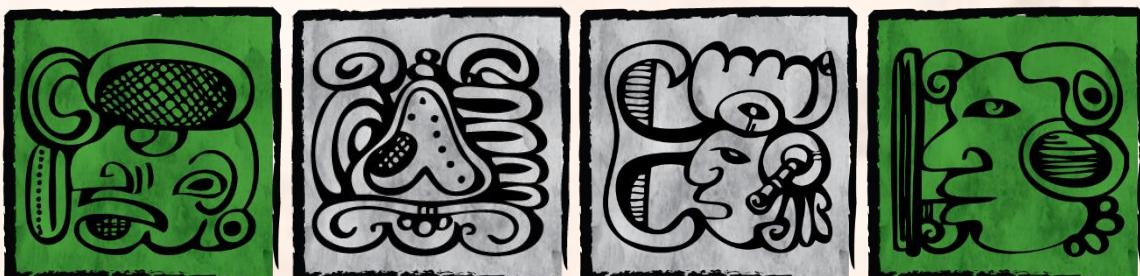
If you can get all the lights off, you can also use target 4 and target 5 to turn all of them on:

Solution if all lights are off:

Starting position:



Hit fifth target (Turns on: 1, 4):



Hit fourth target (Turns on: 2, 3):



Color Sequence



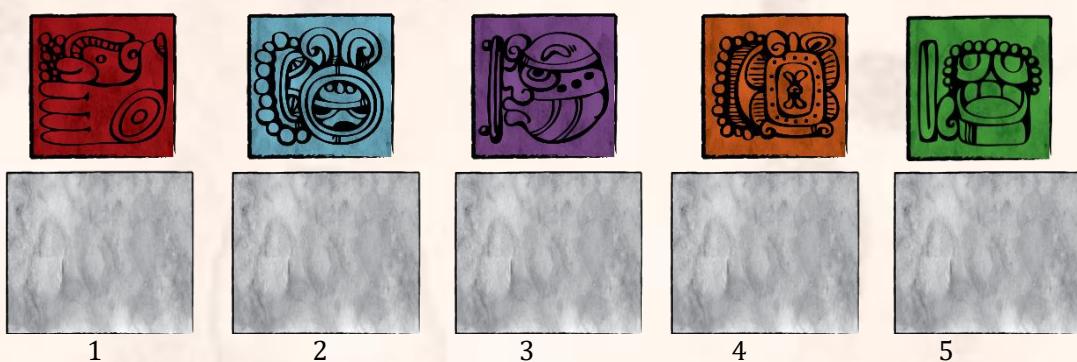
In this room, you are prompted to look at the pattern on the wall and pick the next in the sequence. Touching any of the blocks that are not the solution spawns an enemy—either a scorpion or an ant.

The solution is the blue cube. Solved below:

Pattern on the wall, solve for the last one:

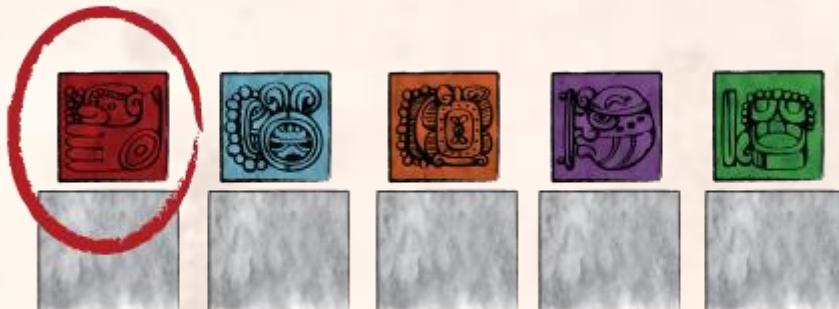


Columns from which to derive pattern/touch the next in the sequence:



Solution:

Block 1: $1+0 = 1$, first block is red



Block 2: $\text{current}(1) + 1 = 2$, second block is blue



Block 3: $\text{current}(2) + 2 = 4$, third block is purple



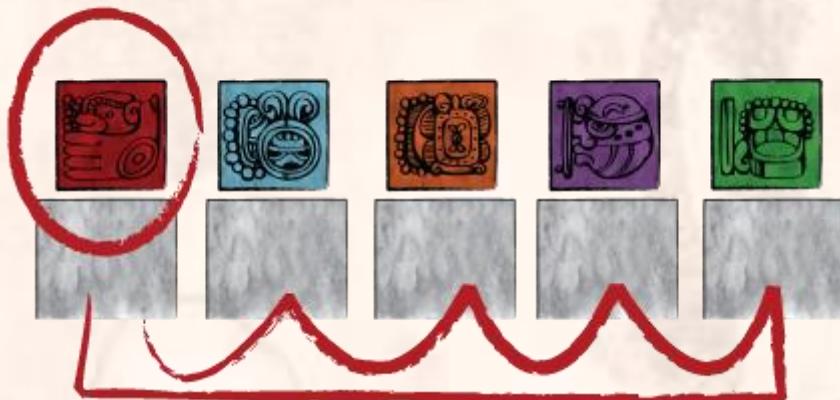
Block 4: current(4) + 3 = 7->(7-5 = 2), fourth block is blue



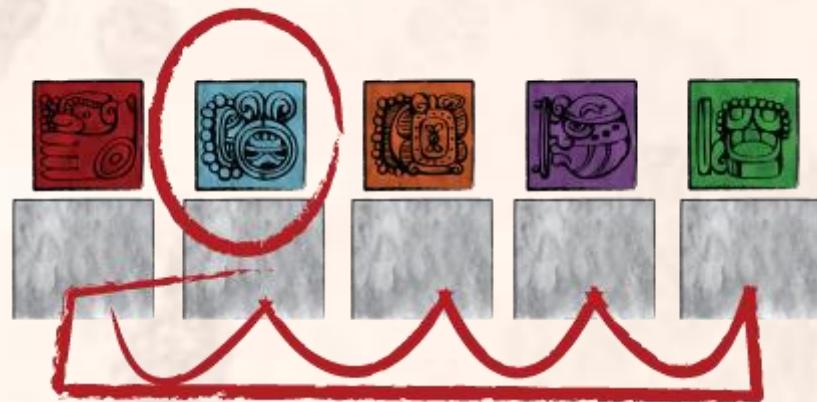
Block 5: current(2) + 4 = 6->(6-5 = 1), fifth block is red



Block 6: current(1) + 5 = 6->(6-5 = 1), sixth block is red



Block 7: current(1) + 6 = 7->(7-5 = 2), the solution is blue



Ant Encounter



More ants! You can run past them, but they might just chase you down. Right click to target them, left click to shoot.

Safe Room



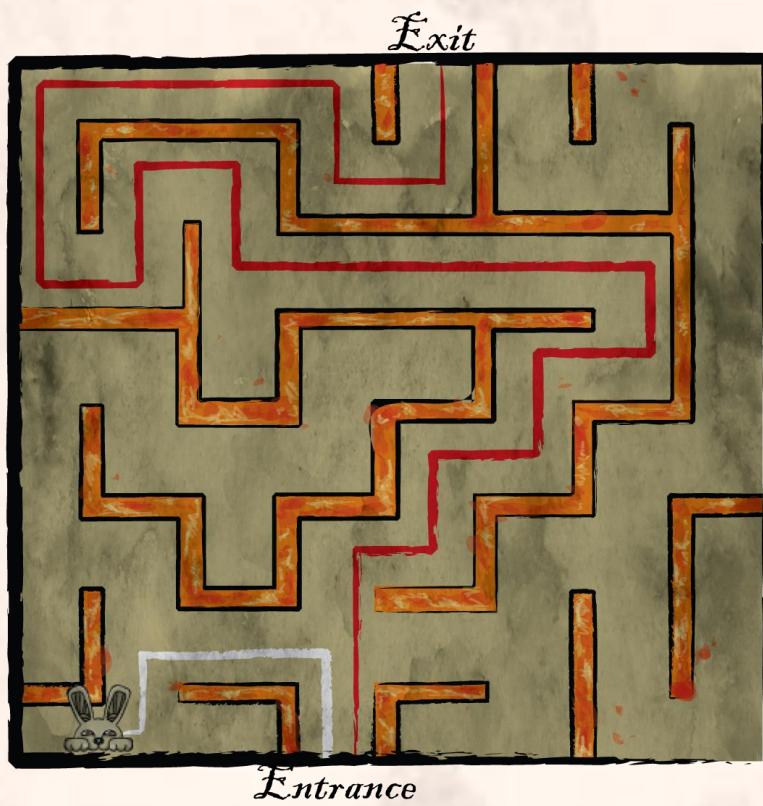
Every temple/level has at least one safe room. Think of these as waypoints or places to do the maximum amount of healing in the shortest time.

Fire Maze

Bunny Token x1

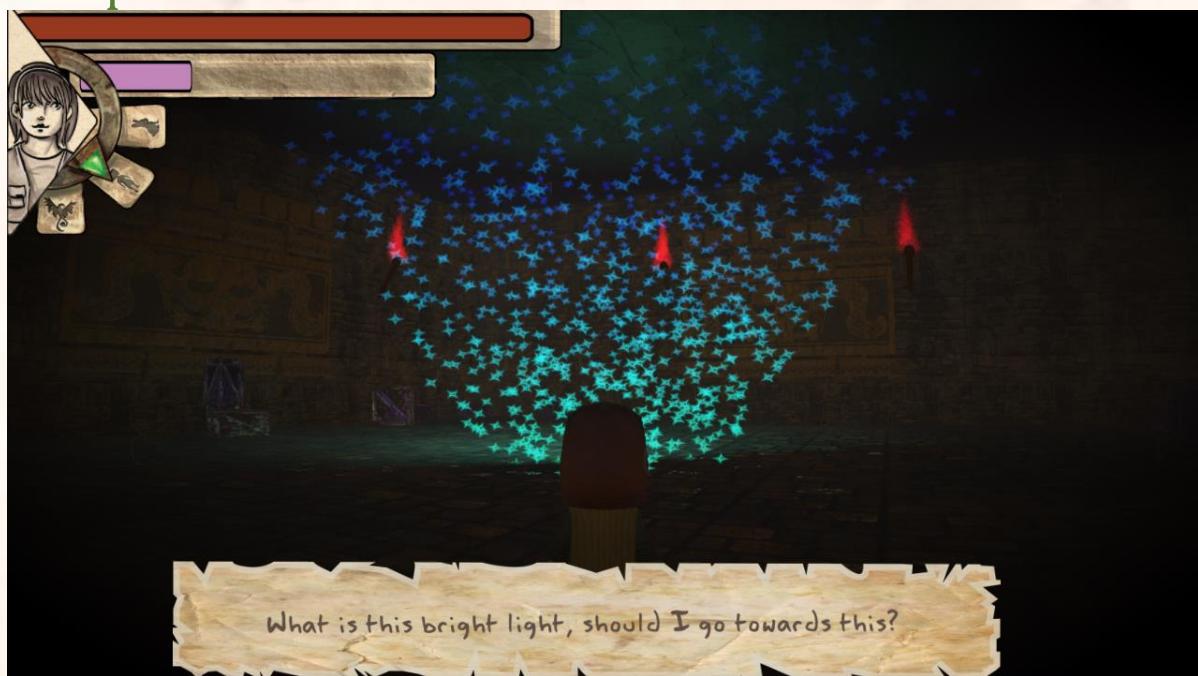


While it may be tempting to try and fly over the maze with the bird, it is a futile task. Kira must navigate through the maze as the fire flames up in bursts to unlock the door.



The bunny token is hidden in the left corner on the side where Kira enters the room.

Teleportation Room



Again, you find a room with a giant glowing vortex. Enter it.

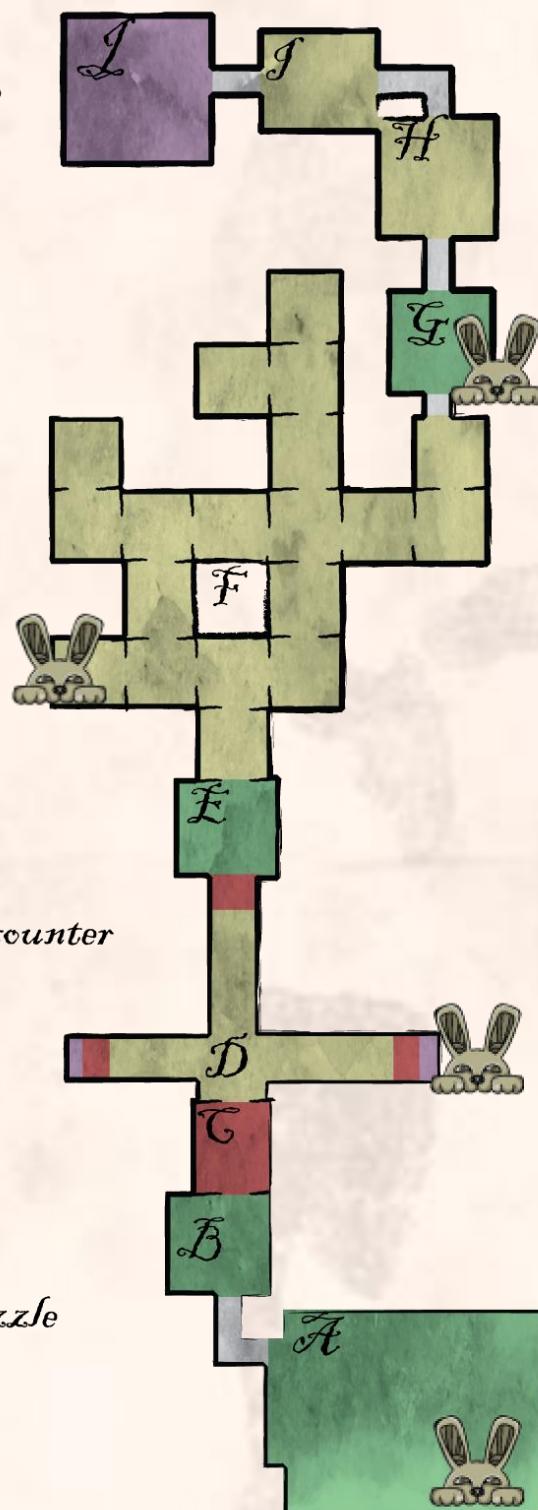
Hub Room 2



A different door is highlighted for use, enter it.

Rabbit Temple Level Map

Rabbit Temple



- A. Temple Entrance
- B. Safe Room
- C. False Floor Ant Encounter
- D. Split Path
- E. Safe Room
- F. Endless Maze
- G. Safe Room
- H. Spike Maze
- I. Bridge Sequence Puzzle
- J. Teleporter

Rabbit Atrium

Bunny Token x1



You find yourself in another temple/level, this starts the third level, **a bunny token is hidden in the far left corner and requires either the bird or the bunny to jump over broken pillars to find**. After retrieving it, head through the central door.

Safe Room



Every temple/level has at least one safe room. Think of these as waypoints or places to do the maximum amount of healing in the shortest time.

False Floor



You can see a door on the other side, but as soon as you step in, the floor disappears and you plunge downward into a room with two sets of stepping stones. From the other side, ants appear. Right click to lock on, left click to shoot. Once the ants are dead, exit the room.

Triple Path Bunny Token x1

Left:



Center:



Right:



In this room, you are greeted with your choice of three doors. Only the center door leads onwards, the other two are dead ends, however, the door on the right leads to a token.

Left path: The left path requires timing to pass the spiked floors.

Right path: Spiked columns rotate, passing through the spiked columns, **you gain access to a room with a token** and ants?

Center path: Crushing spiked walls. For the best timing, begin walking as soon as the set closest to you closes all the way.

Ant Encounter



More ants! You can run past them, but they might just chase you down. Right click to target them, left click to shoot.

Safe Room



Every temple/level has at least one safe room. Think of these as waypoints or places to do the maximum amount of healing in the shortest time.

Hidden Maze

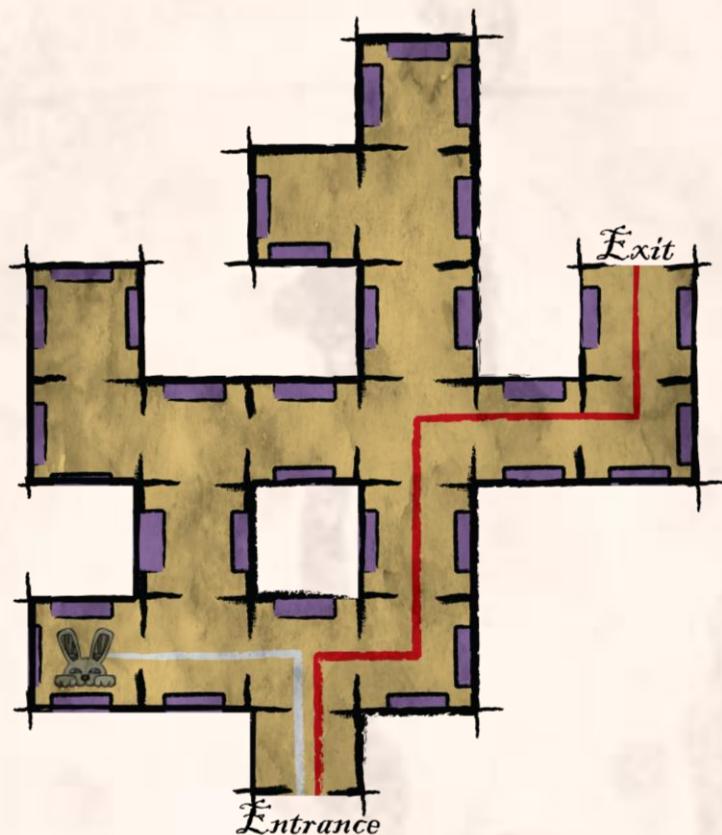
Bunny Token x1



Walking into the first room, you see an oozing door with a block above it. This block is a direction, follow only the doors with the WHITE block above it to exit the maze.

However, there is a token hidden in a side path marked on the map. See diagram below for map of the maze.

Taking any of the doors marked with purple teleports you back to the beginning. The red shows the fastest (and correct) way out.



Safe Room



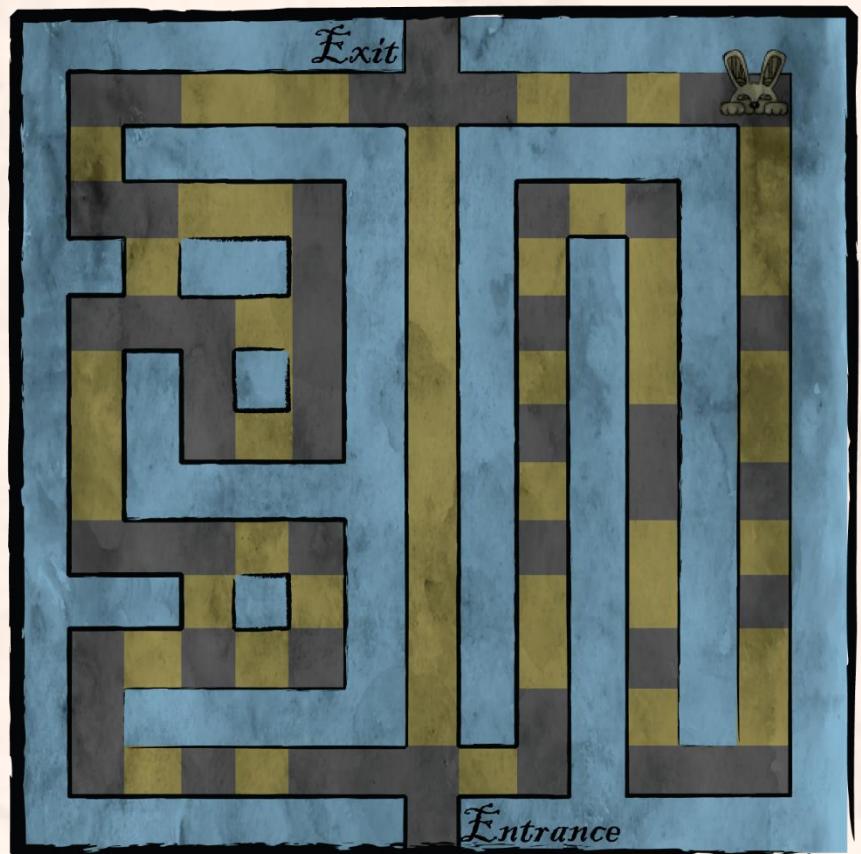
Every temple/level has at least one safe room. Think of these as waypoints or places to do the maximum amount of healing in the shortest time.

Spiked Maze Bunny Token x1



While the center path may seem enticing, the timing is near impossible to get through without killing Kira. The left path, while longer is much easier to get through.

The bunny token is located in the right corner before exiting and is best accessed using the quetzal.



High Rise Puzzle



This puzzle is a combination puzzle, much like the light puzzle from the last temple. The bunny or the bird must touch the buttons on the sides of the room in the correct combination to raise all the platforms so that Kira can get across.

The easiest solution: Press both the buttons closest to the player (Right Front and Left Front)

Buttons control:

Left Front: Platform 2 and Platform 3

Left Back: Platform 1 and Platform 3

Right Front: Platform 1 and Platform 4

Right Back: Platform 1 and Platform 2

Teleportation Room

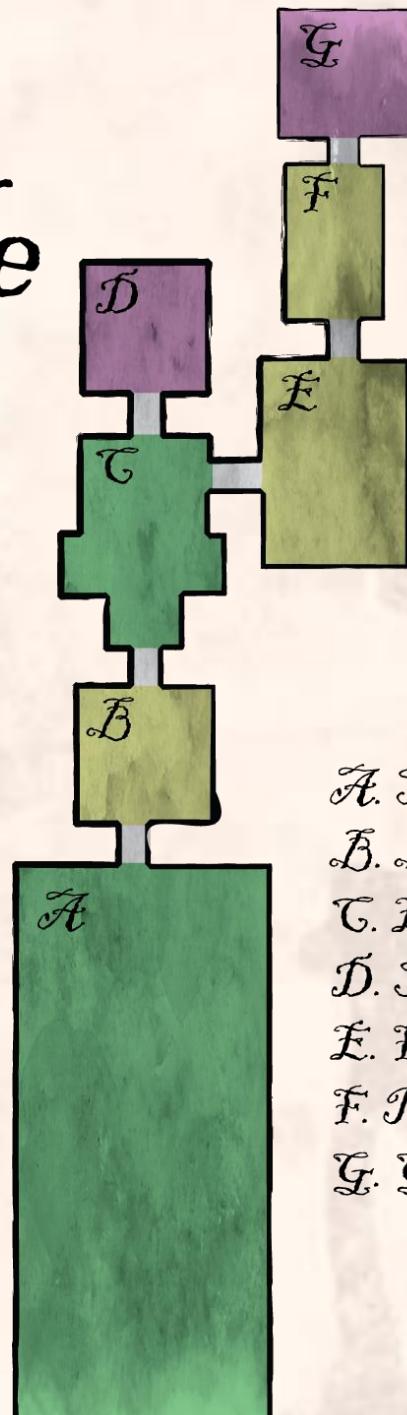


You know the drill, jump in that sparkly vortex of possible doom.

Boss Battle

Level Map

*Boss
Battle*



- A. Temple Entrance*
- B. Boss Battle*
- C. Endings Room*
- D. Meh Ending*
- E. Fire and Poison*
- F. Pendulums*
- G. Good Ending*

Beginning of the End



You come to a large room and unlike other levels you can look up and see trees. Something feels different here and your animal companions have disappeared. Be careful not to fall into any of the pits here, that will end your journey for good. Walk through the room to the door and it will open.

Boss Battle



The door closes behind you. A giant shadow bunny shoots orbs of goo at you. Dodge the goo and look for your chance. Smaller bunnies spawn around the room and can too damage you. You may notice that damaging the large shadow bunny does nothing. The key to the battle is to dodge its attacks and kill the smaller bunnies. Killing the smaller bunnies is the only way to damage the large bunny. If the larger bunny manages to deplete your health, you will be returned to the big room with the campfire—don't laze too long, as more of the little bunnies are constantly spawning and can come hunt you down in your weakened state. You have three chances to beat the boss before it truly is game over. See "Endings Guide" for a brief description of the endings you could have gotten.

So You Beat the Boss?!



You come into a room full of vegetation and light. There are two doors. If you found all the secret tokens, the door on the right will unlock, giving further exploration and a different ending option to your adventure. If not, only the door in front will be unlocked and your journey ends here. If your journey ends here and you don't want to read what lies behind the other door, skip down to the "Ending Guide" to see what other endings you may have gotten.

Additional Room 1



This room tests all your timing skills and pits you against poison darts, and spinning columns of fire. If you fall, you'll have to make your way back up and try and cross the walkway all over again. And if you die...skip down to the "Ending Guide" to see what other endings you may have gotten.

Additional Room 2



Just when you thought it was over, there are swinging pendulums and suspicious looking water beneath. Falling in will net you the bad ending, but getting past them? Congrats on the good ending. Skip down to the “Ending Guide” to see what other endings you could have gotten.

Endings Guide

Bad Ending Conditions

Die three times at the boss, or any time after the boss.



Description

"I don't know how long I was there, but...when I woke up it was dark. Mommy and Daddy were there! They looked so peaceful. I didn't want to wake them—I don't think I could."

Okay Ending

Conditions

Beat the boss but collect less than 10 tokens.



Description

"I don't know how long I was there, but when I woke up I was in the tent—was it all a dream? But, Daddy was there! I couldn't see Mommy. He wouldn't tell me where she was...He...had a present for me, though..."

Good Ending Conditions

Collect all the bunny tokens, beat the boss and make it through the puzzles after the boss.



Description

"I could see light. So much light! I found my way out and Mommy and Daddy were there looking for me! They hugged me tight and told me they were scared. HAH. Wait 'til I tell them what's actually in the temple!"

Cheat Codes

The cheat codes that exist within the game were made during the development process—usually to aid in testing, I will warn the player that chooses to use them that they are to be used at your own risk. While many of them are stable, some have unintended consequences if used more than once or stacked on top of each other.

Scene Control

- ❖ GNEXT
 - Loads the next scene
- ❖ GPREV
 - Loads previous scene
- ❖ RESET
 - Reloads the current scene

Health/Fear Control

- ❖ IDDQD
 - God Mode, MAX HP and 0 Fear
- ❖ LOWHP
 - Set HP to 10
- ❖ MAXHP
 - Set HP to 100

Other Control

- ❖ TOKEN
 - Move the bunny tokens in the room to the player's location
- ❖ SPEED
 - Multiply Kira's current speed by 2
 - PLEASE NOTE: there is no limit to how much this can stack; this creates game breaking speeds that throw you through walls, time, and possibly out of the game engine itself. Have fun.

Credits

The game was created as part of a cooperative capstone course for the A.A.S. in Game Programming, A.A.S. in Game Production and A.A.S. in 3D Animation at Northwest Vista College, a part of the Alamo Community Colleges.

Faculty Advisors

- ❖ Julie Hoshizaki, General Game Design and Programming
- ❖ Vicky Sertich, 3D Art and Animation
- ❖ Qi Wang, General Programming
- ❖ Joe Guerra, 3D Art and Animation and Unity Programming
- ❖ Scott Strentzsch, General Programming and Testing

Student Creators

Leads

- ❖ Juan Gonzalez, Project Lead
- ❖ Miranda Bryant, Art Lead
- ❖ Issac Irlas, Programming Lead
- ❖ Patricia Sipes, Technical Director

Production Students

- ❖ Juan Gonzalez
 - Project Lead
 - Lead Level Designer
 - Lead World Builder
 - Social Media Specialist
 - [Portfolio](#)
- ❖ Dylan Witter
 - Testing Coordinator
 - Level Designer
 - World Builder
 - Particle Effects Artist
 - [Portfolio](#)
- ❖ Jay Witten
 - Level Designer
 - World Builder

3D Art and Animation Students

- ❖ Miranda Bryant
 - Art Lead
 - Main Character Modeler
 - Main Character Animator
 - General 3D Artist
 - [Portfolio](#)
- ❖ Fred Hernandez
 - 3D Character Artist and Animator
 - 3D Environmental Artist
 - 3D Supplemental Artist
 - Sound Designer
- ❖ Leandra Lopez
 - Character Designer
 - 3D Environmental Artist
 - 3D Supplemental Artist
- ❖ Sean Kovarovic
 - 3D Character Artist and Animator
 - 3D Environmental Artist
 - 3D Supplemental Artist
 - Promotional Artist
 - [Portfolio](#)

Programming Students

❖ Issac Irlas

- Lead Programmer
- Camera and Character Programmer
- Boss Programmer
- 3D Stand-In Artist
- [Portfolio](#)

❖ Nathan Contreras

- General AI Programmer
- Boss Programmer
- UI Programmer
- Sound Artist/Mixer
- [Portfolio](#)

❖ Jacinto Molina

- General Programming
- Sound Artist

❖ Patricia Sipes

- Technical Director
- General Puzzle Programmer
- 2D Artist, Textures
- Main Character Texturer
- Voice Artist
- Mom
- [Portfolio](#)

Additional Credits

- ❖ Textures.com served as the basis for a lot of our texture work and was invaluable in creating normal/height mapping.
- ❖ Music
 - Arid Foothills Kevin MacLeod (incompetech.com)
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 - Double Drift Kevin MacLeod (incompetech.com)
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- ❖ Nick Guerra, he was always here and still hasn't left.
- ❖ Tori Sipes, for knowing how to fix our mistakes before we even knew we had them.