The Andromeda Station

[Miguel Cayetano, Robert Martinez]

Game Description

Introduction

This game ‘The Andromeda Station’ is about Murdock who is captain of the of the Andromeda Station and must seek to protect it at all cost. It begins with a short cutscene where, where he's talking to his assistant. Pirates board his station and is confronted and knocked to the ground with a big blow to the head. They take his assistant hostage. He must keep her safe at all cost and escort her to the safe zone. He will challenged with multiple enemies and a surprise at the end.

Game Overview

Complete the table below.

Game Description	
Genre:	*FPS*
Player:	Single
Game Elements:	Shooting, combat, dodging, running
Game Content:	Thriller
Theme:	Sci-Fi
Style:	Survival, Action
Game Sequence:	Linear
Player Immersion:	Tactical, Strategy, Reaction
Technical From:	3D graphics
View:	First Person
SW Platform:	C#, Windows
HW Platform:	PC
Audience	General

Game Specifics

- Game winning and losing conditions
    - Winning condition
        - 4 Objectives
            - Find the key card
            - Take the bystander AI to the safe room
            - Defeat 5 enemies
            - Defeat final Boss

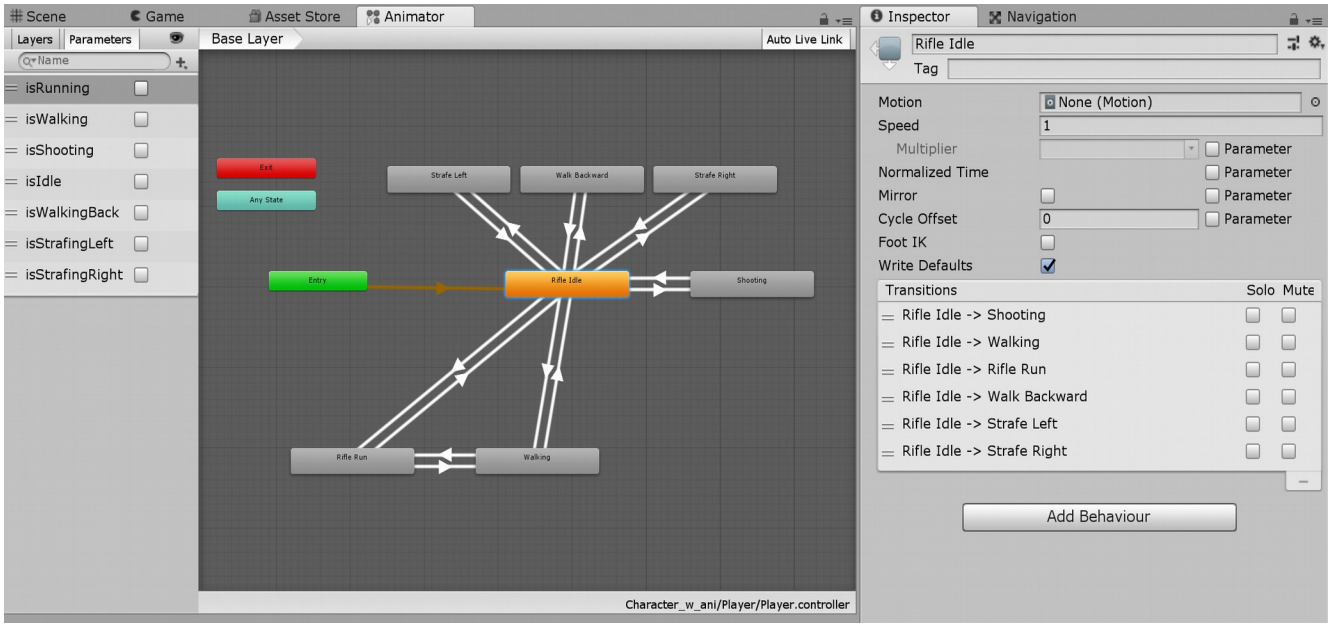
- Details of players, characters and the environment.
    a. Player's moves
        i. The player is attacked by pirates of the scoundring galaxies. He is attacked on his ship and is hurt. They take hostage his assistant and is forced to get her back and kill anyone who gets in his way to get her safe. Upon finding the assistant, she follows the player. He fights until there are no longer enemies alive including a big surprise.

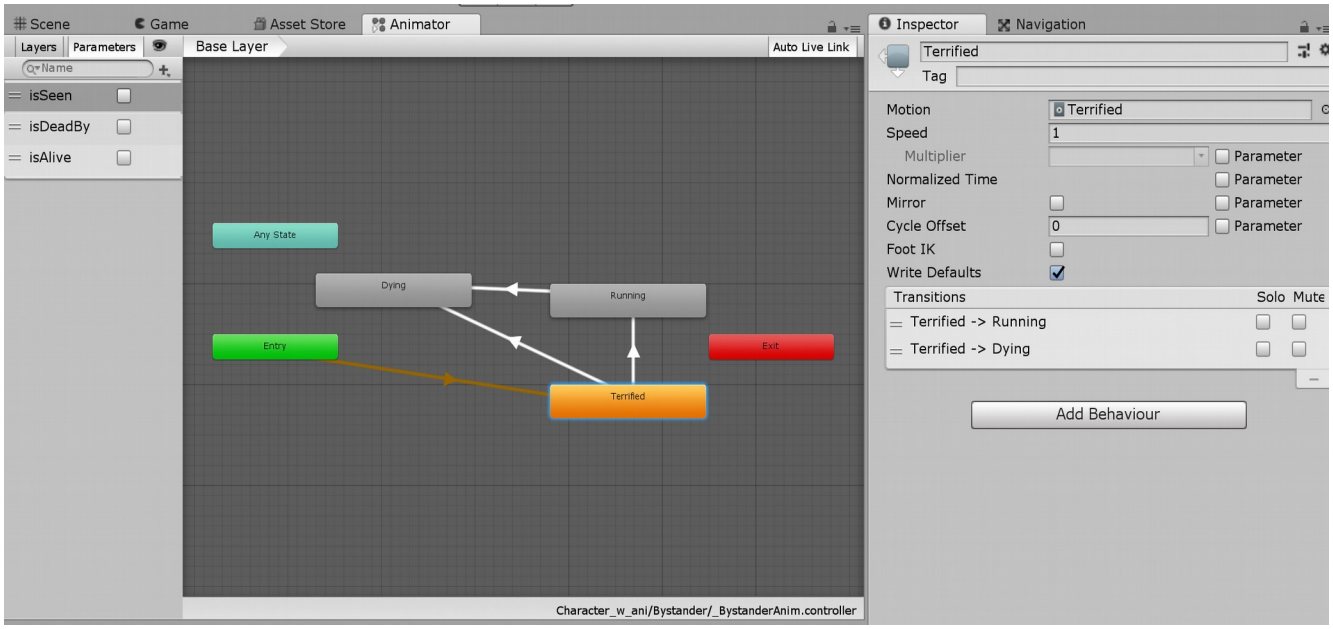
    b. Each NPC's animation transition diagram and a table of transition conditions.

    c. Attacks and damages
        i. Enemy 1 : Shoots fireball still and deals 1 hit-point damage.
        ii. Enemy 2: Shoots fireball still and deals 1 hit-point damage.
        iii. Bystander: No damage

- "How to Play" your game including input controls.
        - WASD – traditional FPS controls
        - C – crouch
        - L-Shift - sprint
        - SPACE – jump
        - L-CTRL – jetpack control (hold to keep going up). Must jump(SPACE) before using. Once in the air it can be activated however many times.
        - Right Mouse Click – toggle between weapons
        - Left Mouse Click - shoot

Animations: Here are a few screenshots of the animations such as player and enemy





How to run

Easiest way to get a hold of the game would be to clone from our github repository:
https://github.com/rmartinez213/cs4555_Homework3_Sci-FI

Then, open Unity and open folder where it was cloned. Upon opening the project in

Unity,
click on ‘MainMenu’ screen. Everything should be in place and ready so that all you have to do is click “play”.

Known Bugs

No known bugs.

Resources

- Sci-fi gun assets: http://devassets.com/assets/sci-fi-weapons/
- Sci-fi environment: https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-styled-modular-pack-82913
- Muzzle flash: https://assetstore.unity.com/packages/vfx/particles/war-fx-5669
- Key: https://sketchfab.com/models/3fec71e9fe4b4d4cb408e6ad46210085
- Sci-fi Music: https://assetstore.unity.com/packages/audio/ambient/sci-fi/ultra-sci-fi-game-audio-ambience-pack-vol-1-109536
- Sci-fi Sound Effect: https://assetstore.unity.com/packages/audio/sound-fx/weapons/ultra-sci-fi-game-audio-weapons-pack-vol-1-113047
- Fireball Material: https://www.youtube.com/watch?v=i2w0p_mV8_g
- Mixamo Animations and Character: https://www.mixamo.com/#/

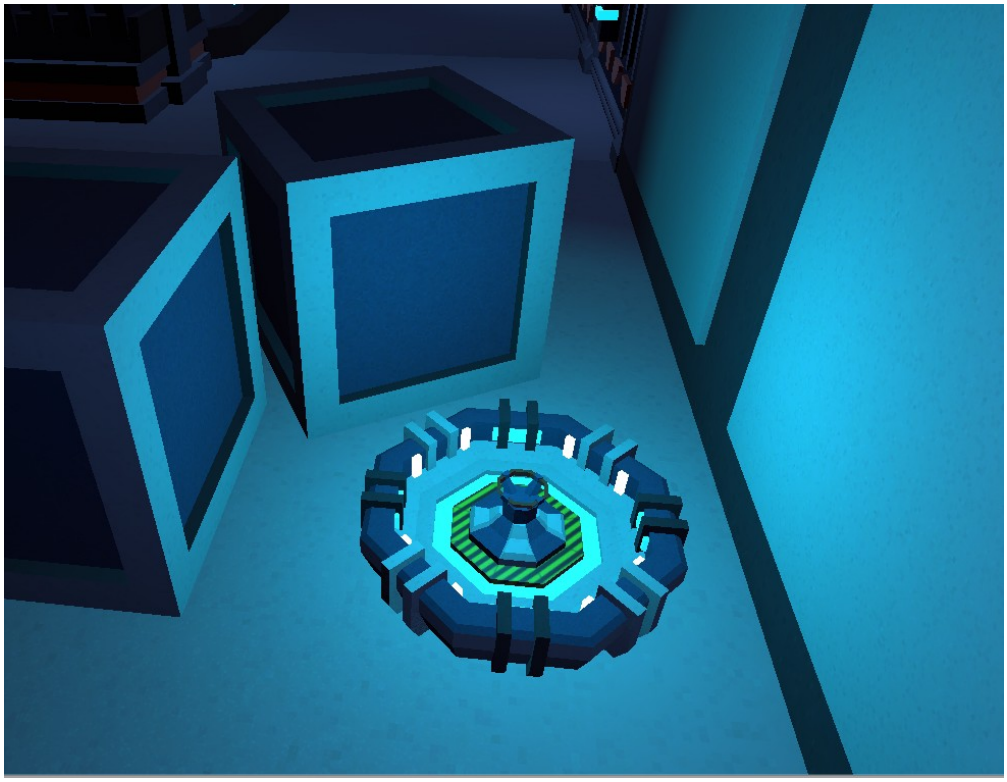
Member Contributions

Robert Martinez:
- Added all sounds (player, enemy, scene, etc)
- Added UI (Main menu, pause menu, dead menu)
- Added HUD (Weapon currently used, health, enemy kills, etc)
- Cutscene animations
- New fireball prefab for player and enemies

Miguel Cayetano
- Added Scene (Scene1, scene2, scene 3)
- Fixed animation from previous assignment
- Added Boss stage
- Added Scene transition between the different scene
- Implemented rigorous scene transition functionality

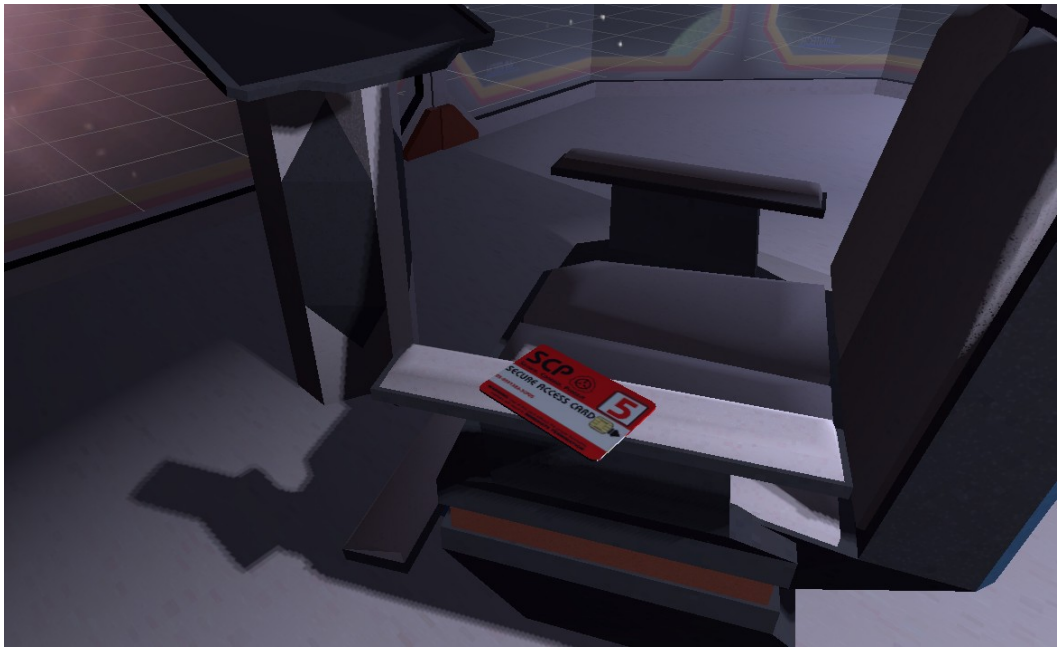
Screenshots

Portal - A portal for teleporting around to different parts of the map

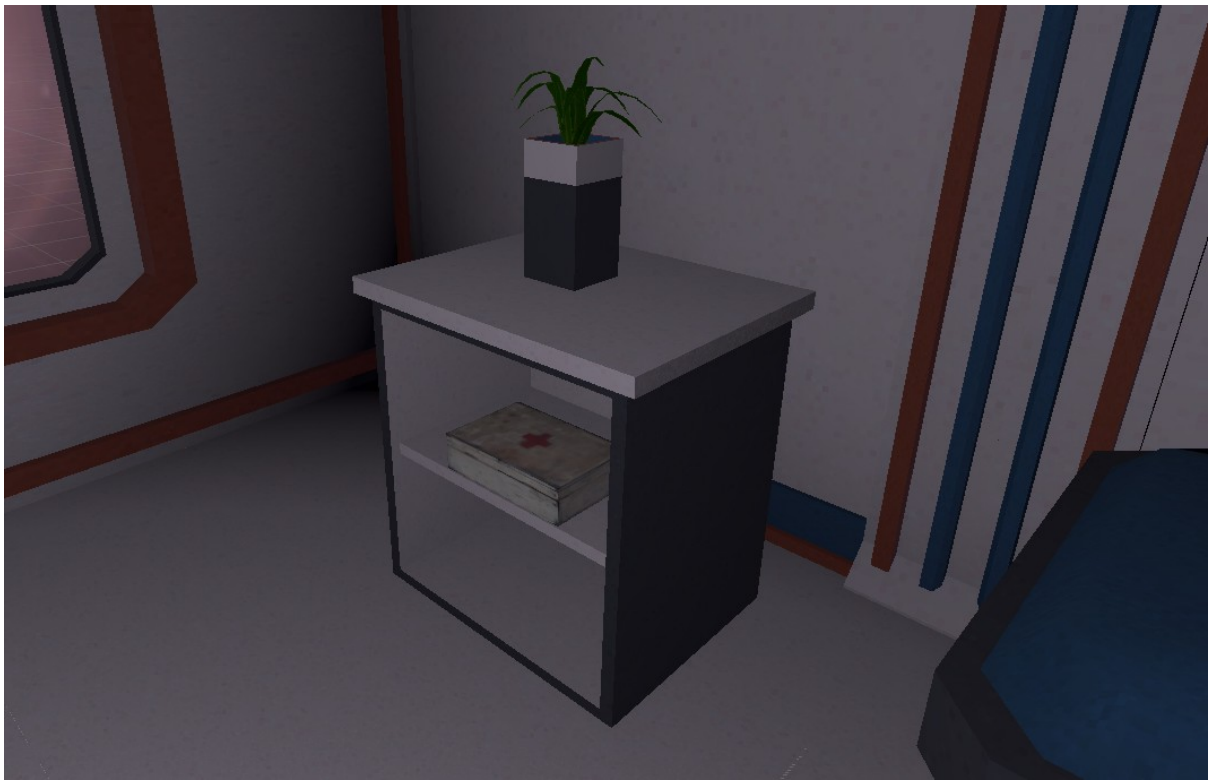


up the open,

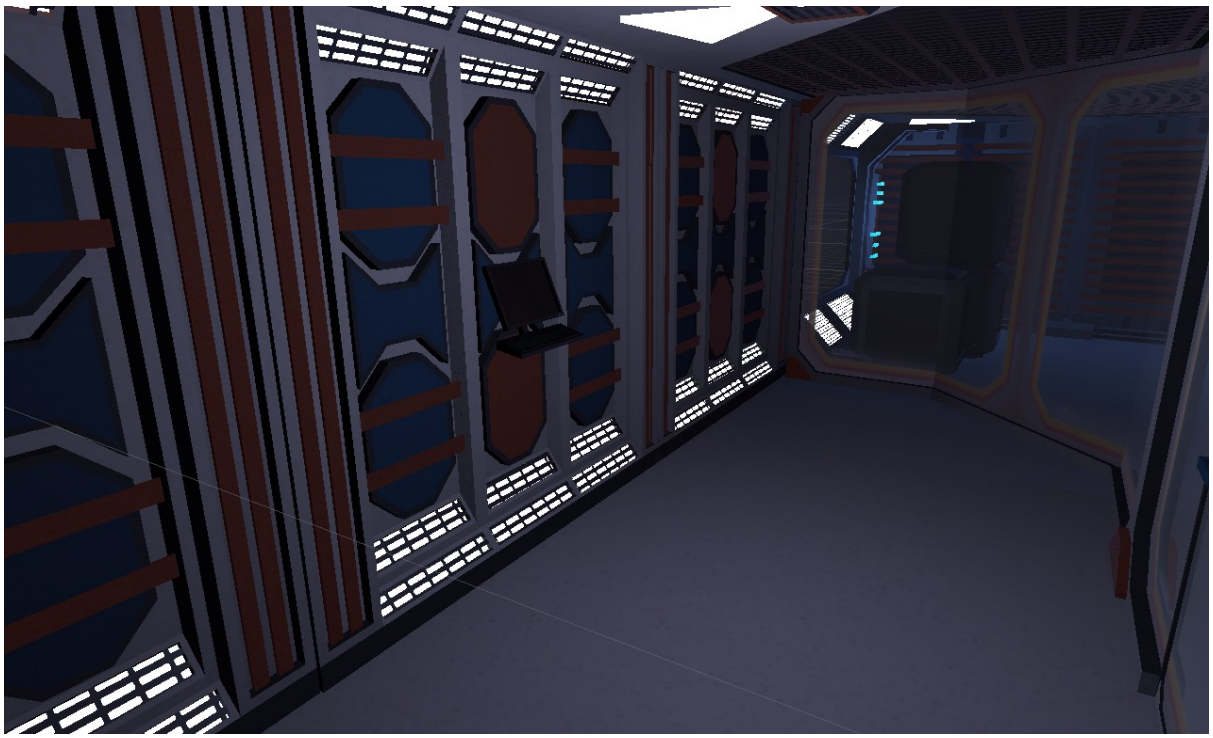
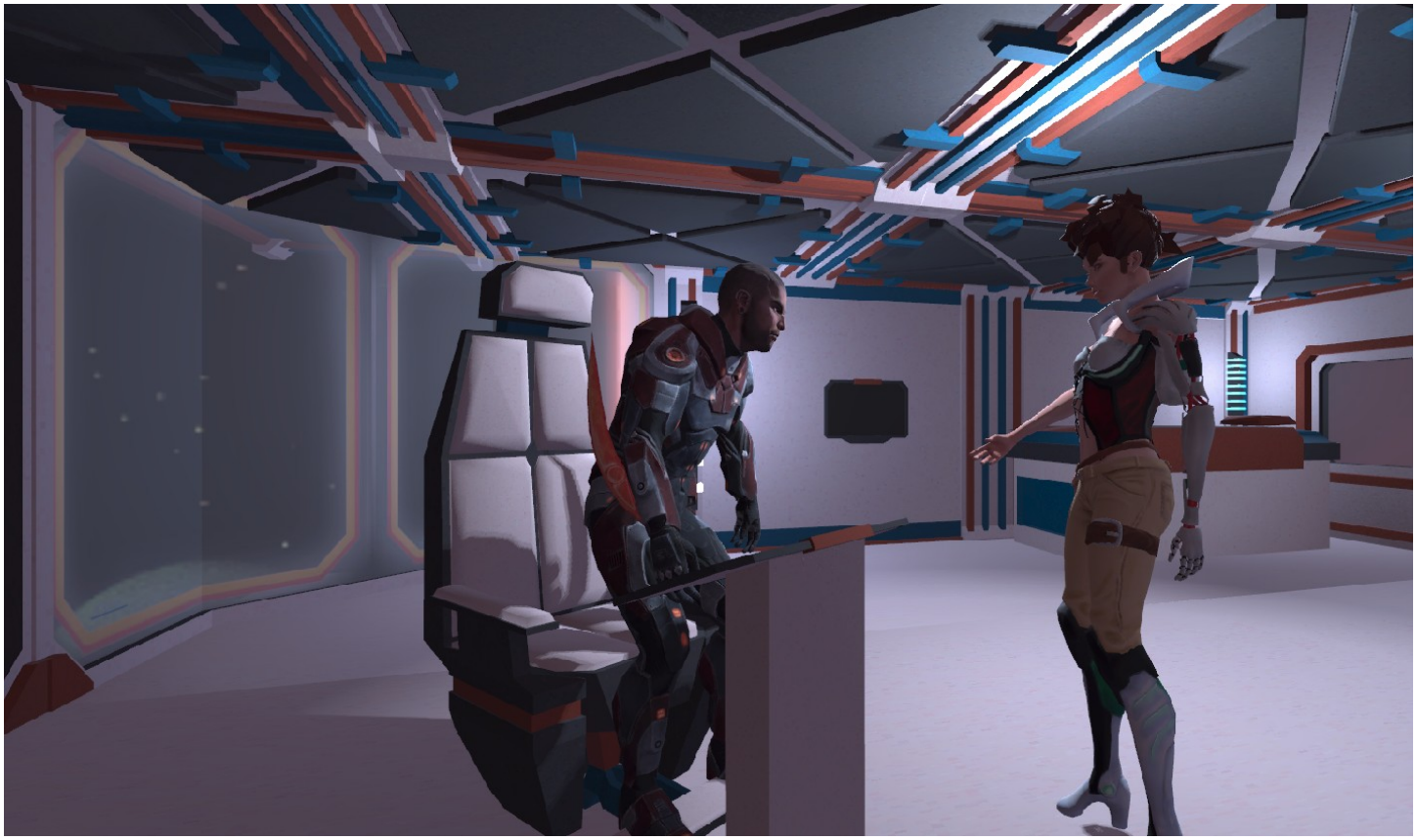
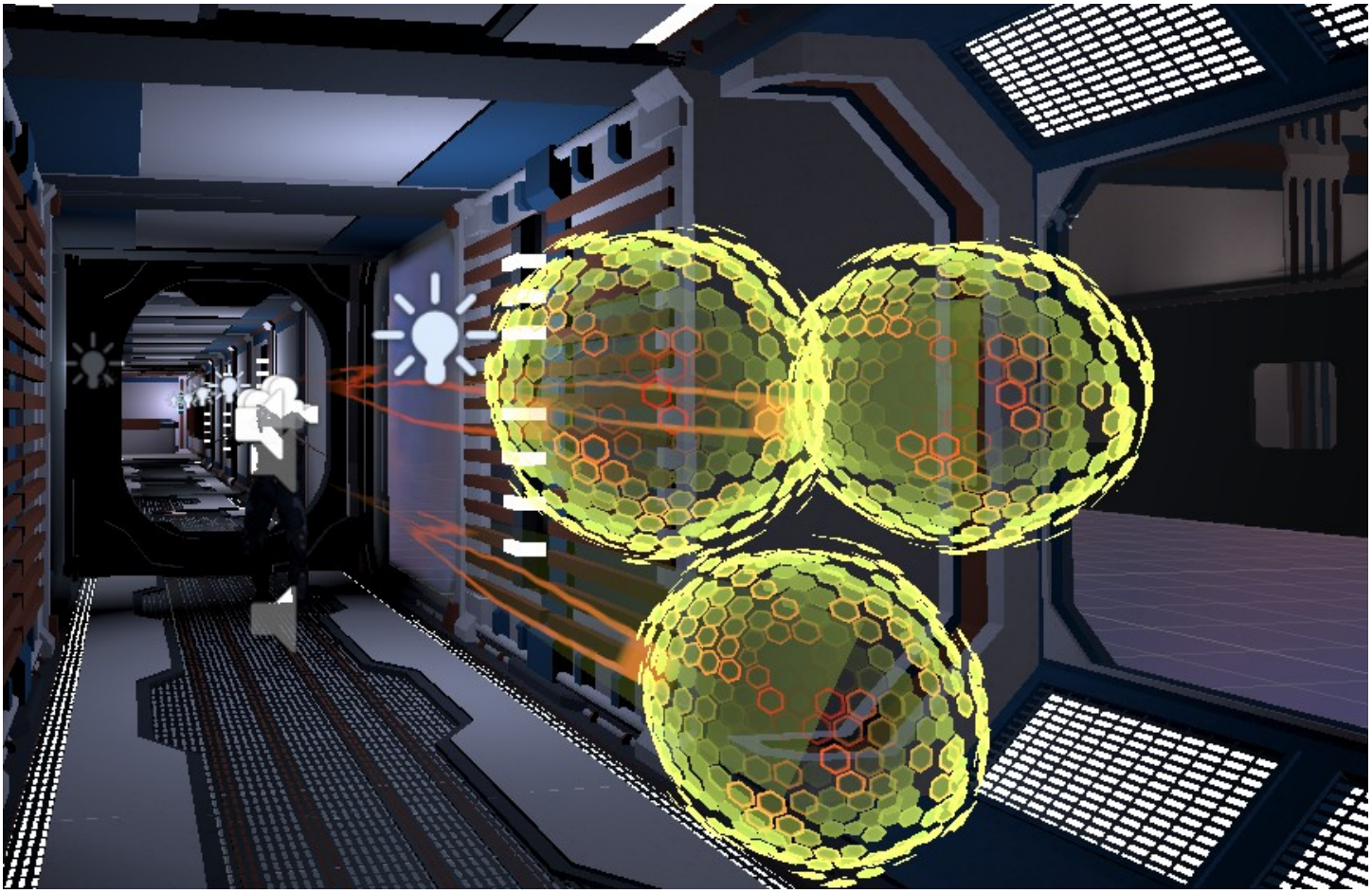
Keycard - Pick object to safe zone for bystander



Health Pack - Pickable item for healing player. Walk through it to heal up



Safe zone - Safe zone for taking bystander



Cutscene - Here are a few screenshots regarding the cutscene