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Archery 3D GDD Rough Draft - Group 3

1 Game Objectives

The objective of this game is to shoot all 20 targets with your bow and arrow. You must be able to do this within the time limit. The time limit is based on the user’s chosen difficulty level. Easy is 3 minutes, medium is 2 minutes and hard is 1 minute. If you can’t finish in time or jump into the water, it’s game over.

2 Game Genre

This game can be considered part of the shooter game genre. Specifically it is a first person shooter.

3 Game Based On

This game took some inspiration from the game Archery Mastery 3D, but is significantly different.

4 Bibliography

Animations

* GameOverTextChanging.anim    Janay Hernandez
* WinnerTextChanging.anim        Janay Hernandez
* TargetMoving.anim            Josh Boltz
* TargetRoundabout.anim        Josh Boltz

Arts:

* Back\_Button.png            Jose Tiznado
* PlaneBackground.png            Josh Boltz
* TemporaryBackground2.png        Josh Boltz
* crosshairs.png            Visdye Interactives\*
* Skyline.png                    Samara Brown

Models

* Bow.dae                Josh Boltz
* Target.fbx                Josh Boltz
* Arrow.fbx                Josh Boltz
* block.dae                https://kenney.nl/
* bridge.dae                https://kenney.nl/
* chest.dae                https://kenney.nl/
* crate.dae                https://kenney.nl/
* crateStrong.dae            https://kenney.nl/
* fence.dae                https://kenney.nl/
* fenceBroken.dae            https://kenney.nl/
* fenceCorner.dae            https://kenney.nl/
* flag.dae                https://kenney.nl/
* flowers.dae                https://kenney.nl/
* flowersLow.dae            https://kenney.nl/
* hedge.dae                https://kenney.nl/
* ladder.dae                https://kenney.nl/
* mushrooms.dae            https://kenney.nl/
* plant.dae                https://kenney.nl/
* platform.dae                https://kenney.nl/
* rocks.dae                https://kenney.nl/
* sign.dae                https://kenney.nl/
* tree.dae                https://kenney.nl/
* treePine.dae                https://kenney.nl/

Prefabs:

* aim.prefab                Samara Brown
* explosion.prefab            Jose Tiznado
* Target.prefab                Josh Boltz & Janay Hernandez & Jose Tiznado
* Bow.prefab                Josh Boltz
* Arrow.prefab                Josh Boltz

Scenes:

* CreditsScene                All four of us
* InstructionsScene            All four of us
* MainMenuScene            All four of us
* PlayerSelectionScene            All four of us
* PlayGameScene            All four of us

Scripts:

* PlayerMovement.cs            Jose Tiznado & Josh Boltz & Janay Hernandez
* GameManager.cs            Josh Boltz & Jose Tiznado
* PlayerData.cs                Josh Boltz
* CountdownTimer.cs            Josh Boltz
* PlayerScore.cs            Josh Boltz
* Arrow.cs                Josh Boltz
* AudioManager.cs Samara Brown
* TargetSpawner.cs            Josh Boltz
* Target.cs                Josh Boltz & Janay Hernandez & Jose Tiznado

Sounds:

* OriginalBirdsSound.mp3        Janay Hernandez⁺
* OriginalStepsSound.mp3        Janay Hernandez⁺
* OriginalTargetHitSound.mp3 Janay Hernandez⁺
* ButtonClick.mp3            Samara Brown\*\*

Sprites

* Bow2D.png                Josh Boltz
* Arrow2D.png                Samara Brown

\* Link to Visdye Interactive: <https://assetstore.unity.com/publishers/25148>

⁺ Recorded audio using built-in voice recorder in Android phone, Edited audio using AudioMass audio editor (link: <https://audiomass.co/>)

\*\* Button click sounds from: https://www.fesliyanstudios.com/royalty-free-sound-effects-download/video-game-menu-153