

Job Hunter



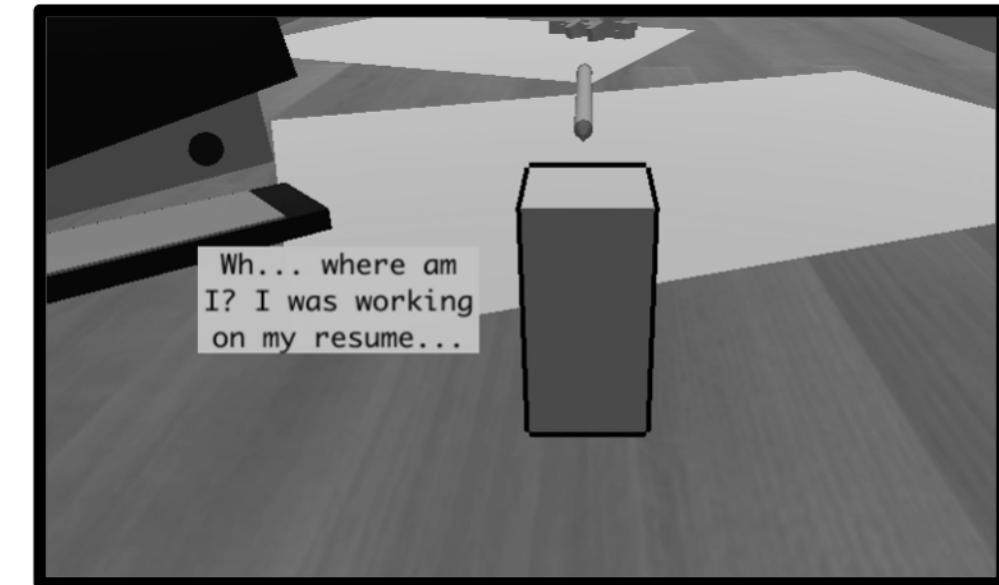
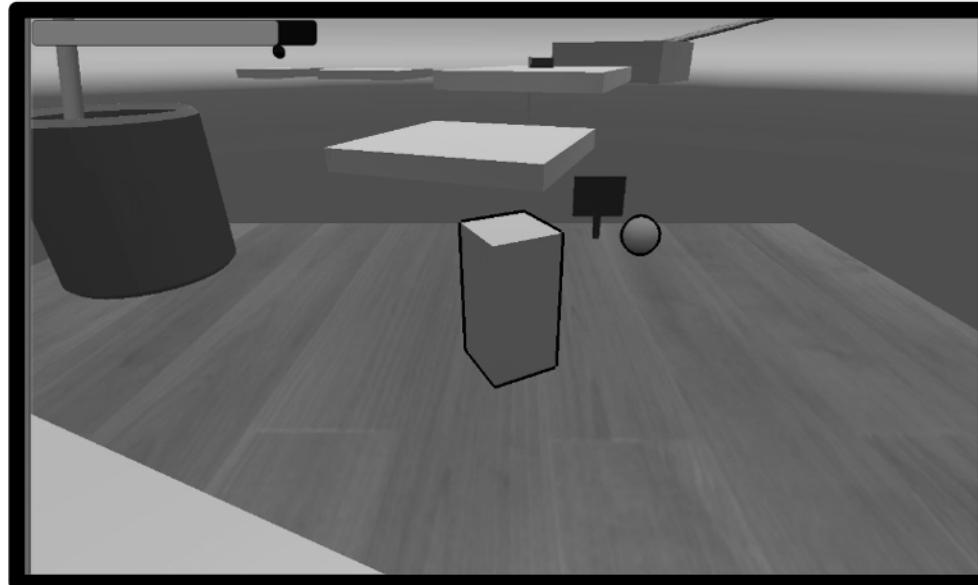
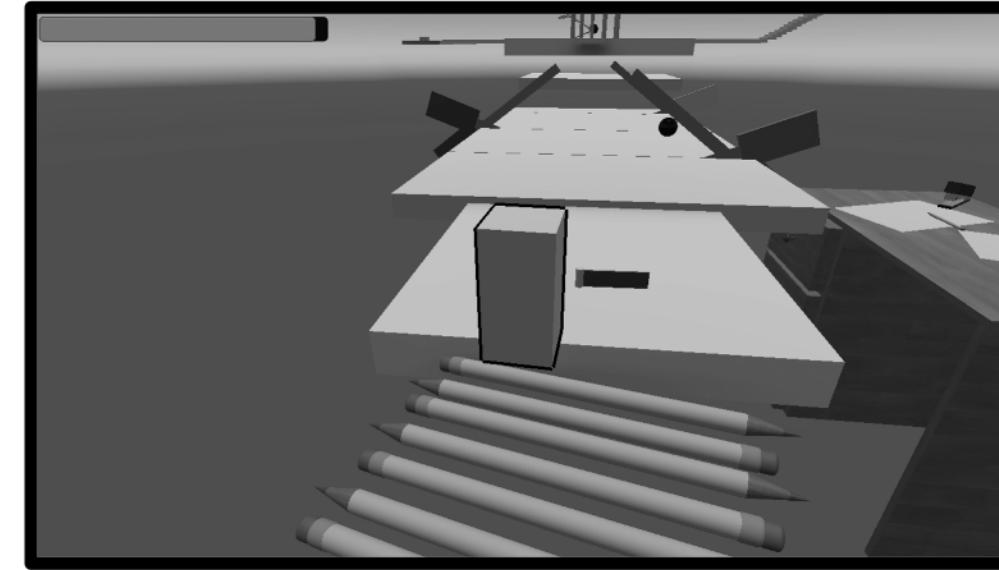
A Game About Getting a Job

Seb Kryspin

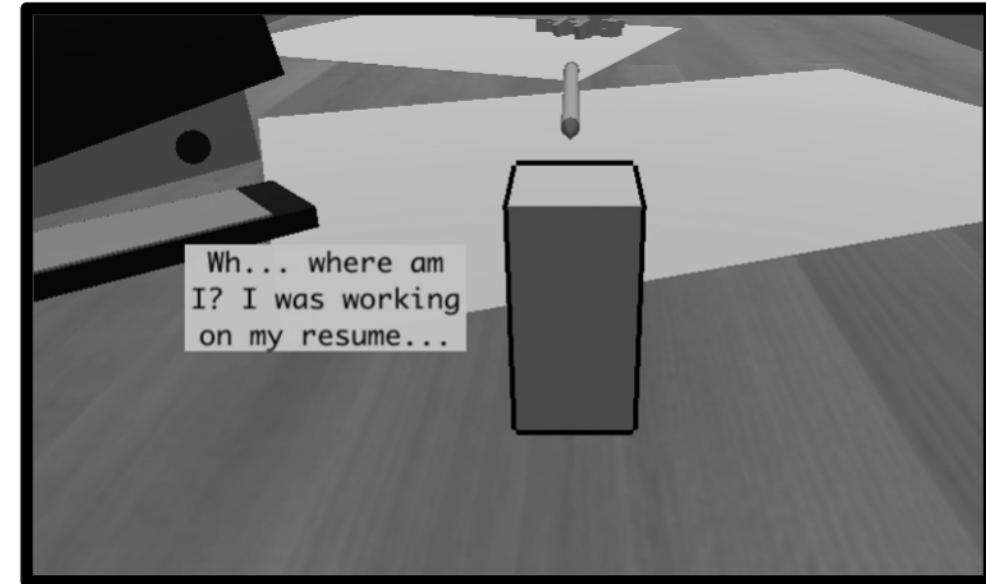
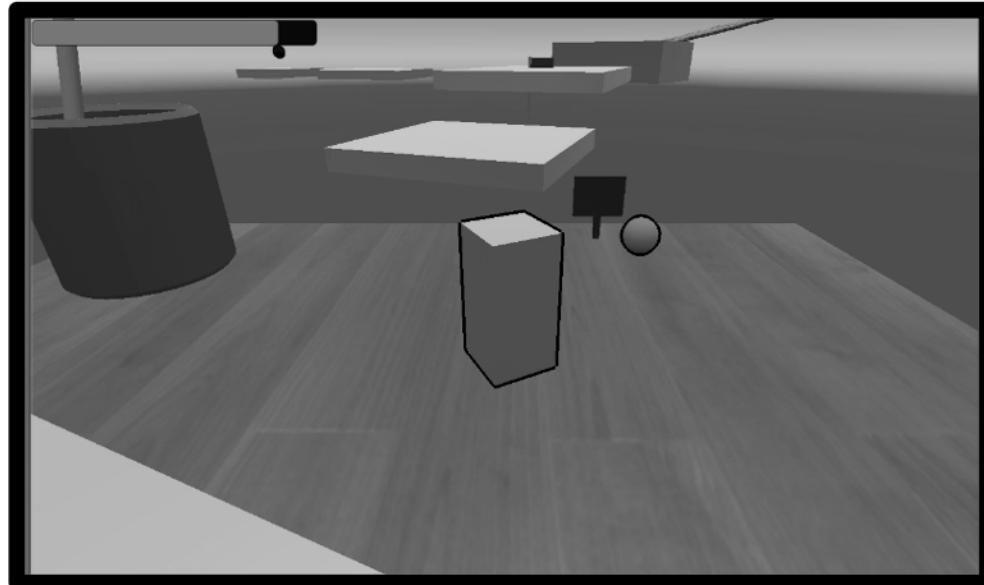
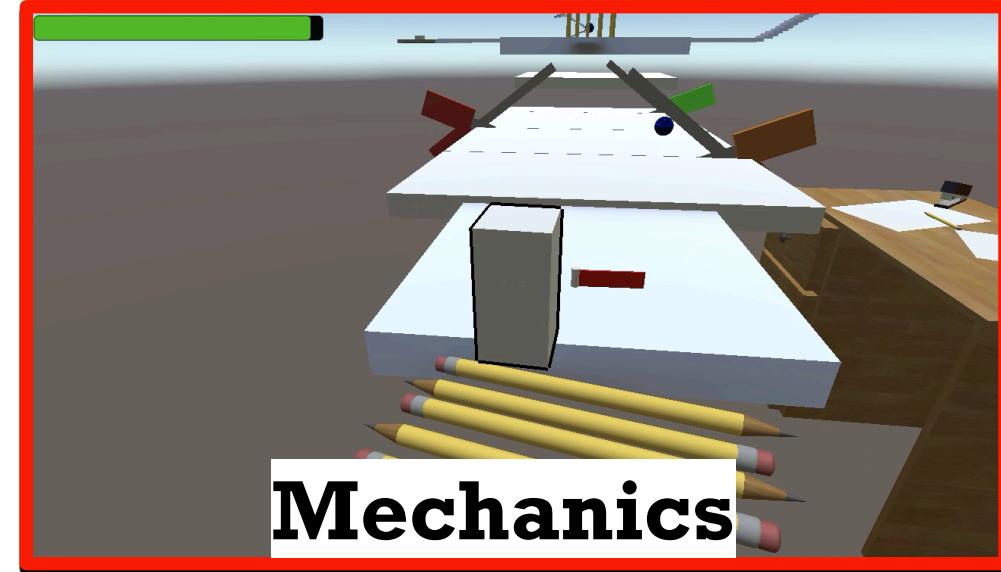
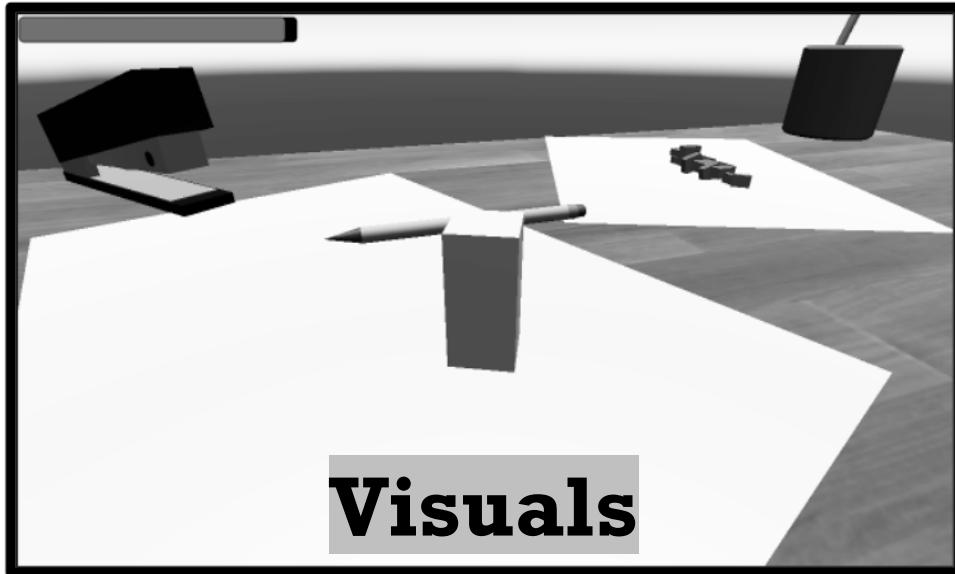
Advisor: Professor Yoon



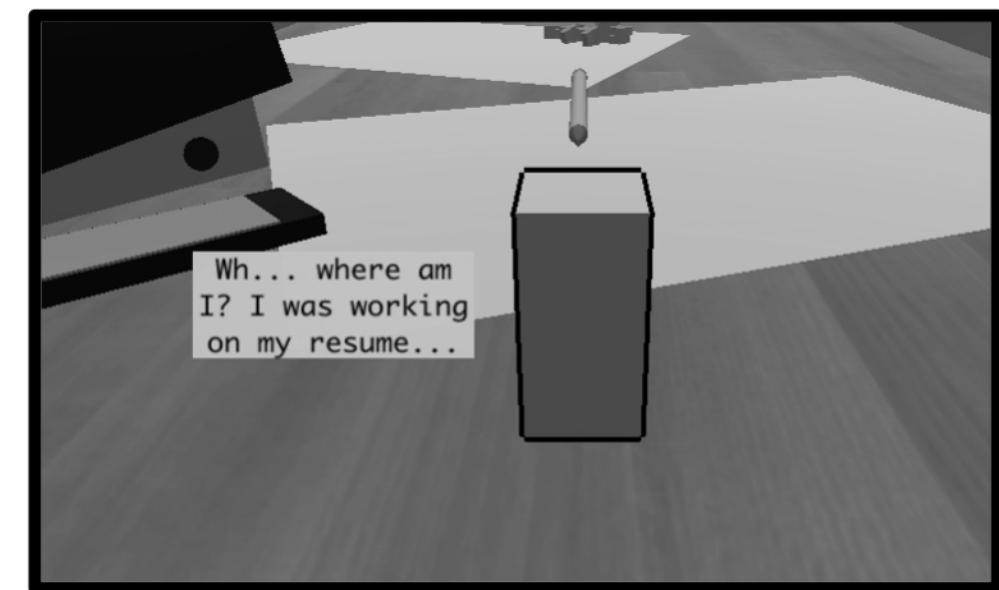
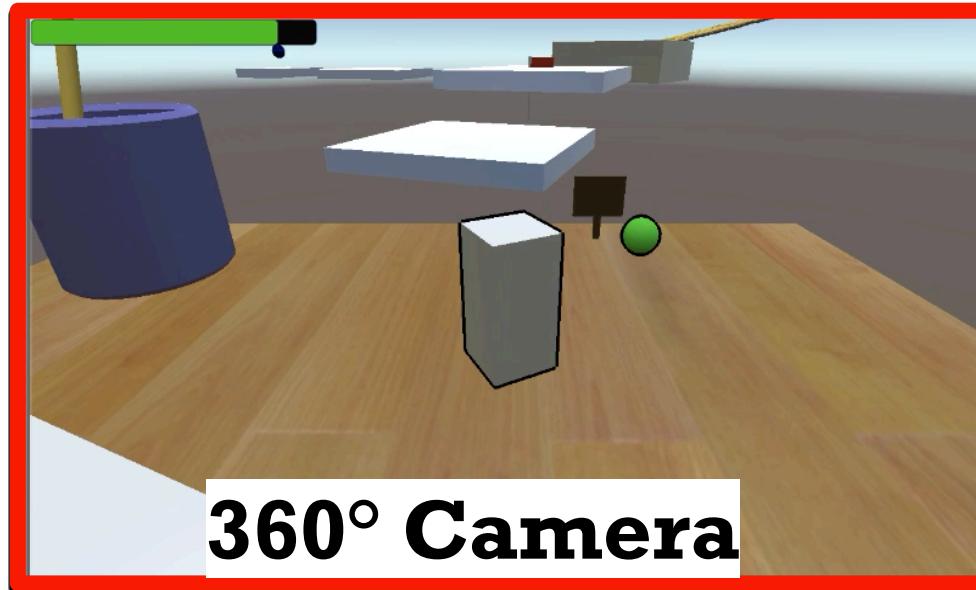
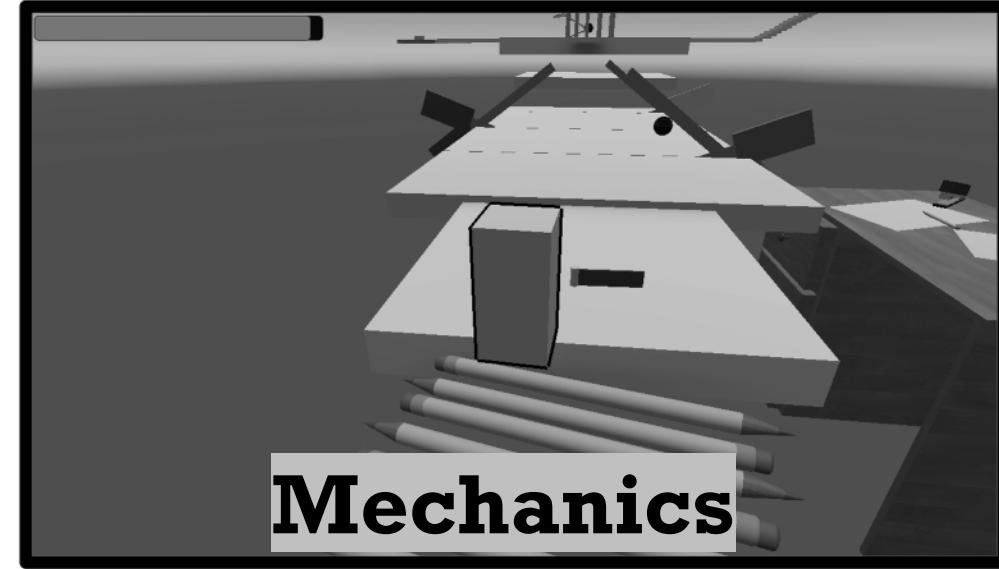
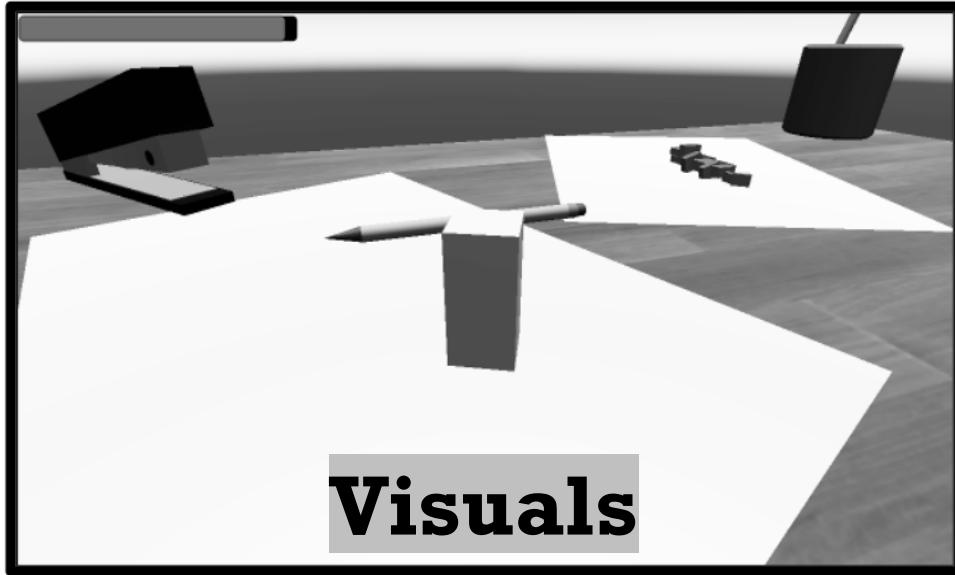
Last Time: Refined Level 1



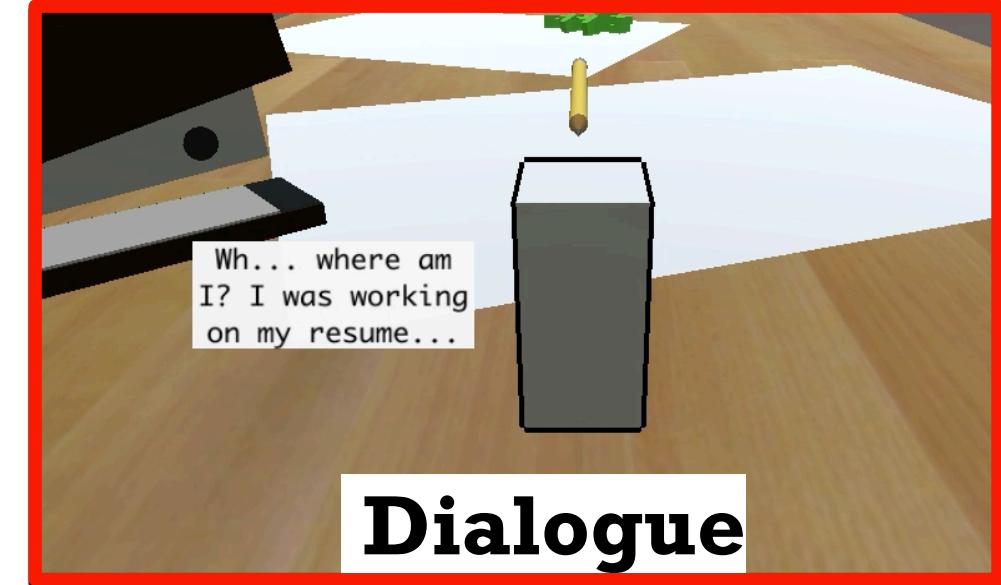
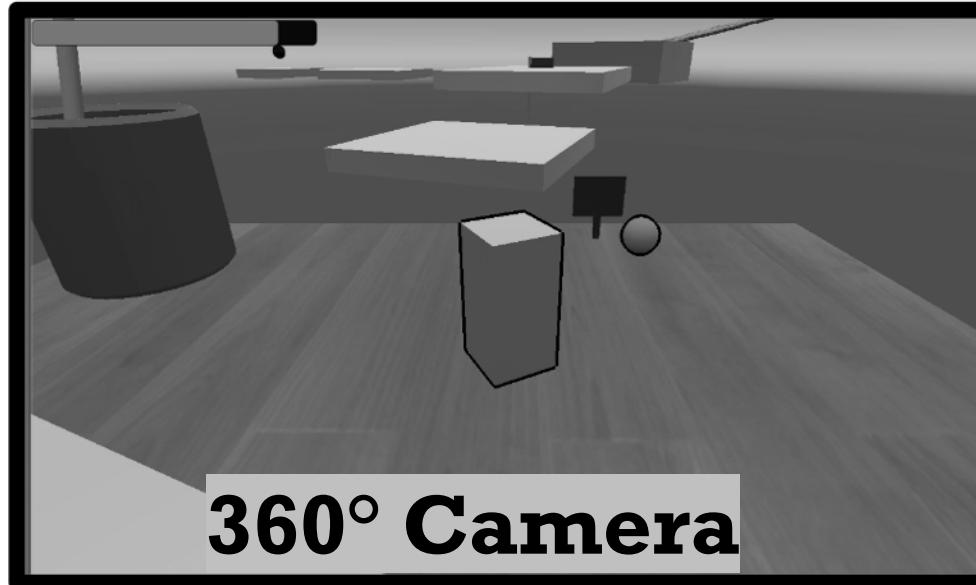
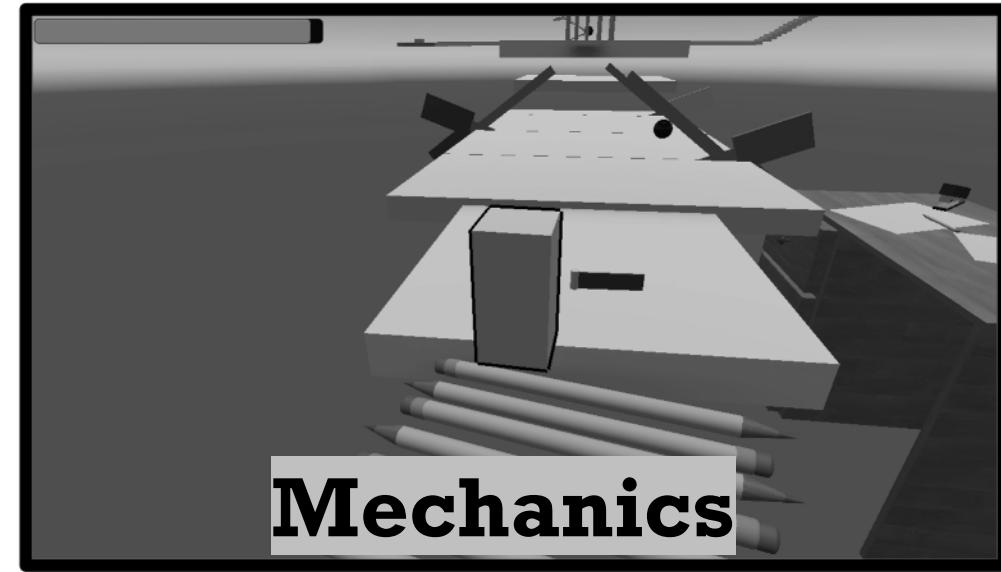
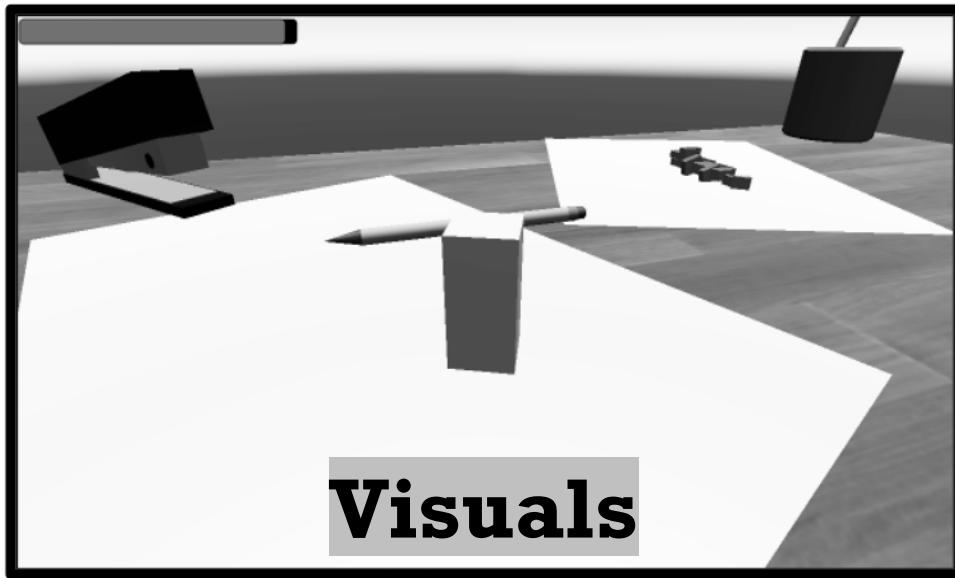
Last Time: Refined Level 1



Last Time: Refined Level 1



Last Time: Refined Level 1



Last Time: Started Level 2



- **Terraforming:
Terrain + forming**
- **Pretty, but useless**

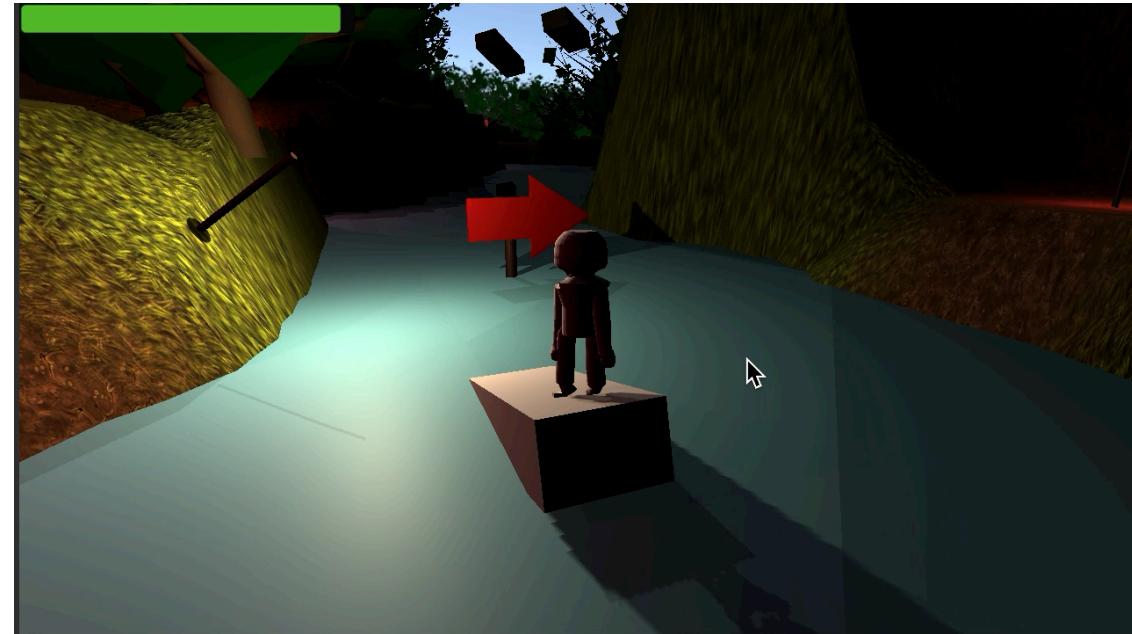


This Time: Finishing Level 2



Enemies of Level 2

Swimming Allgorithm

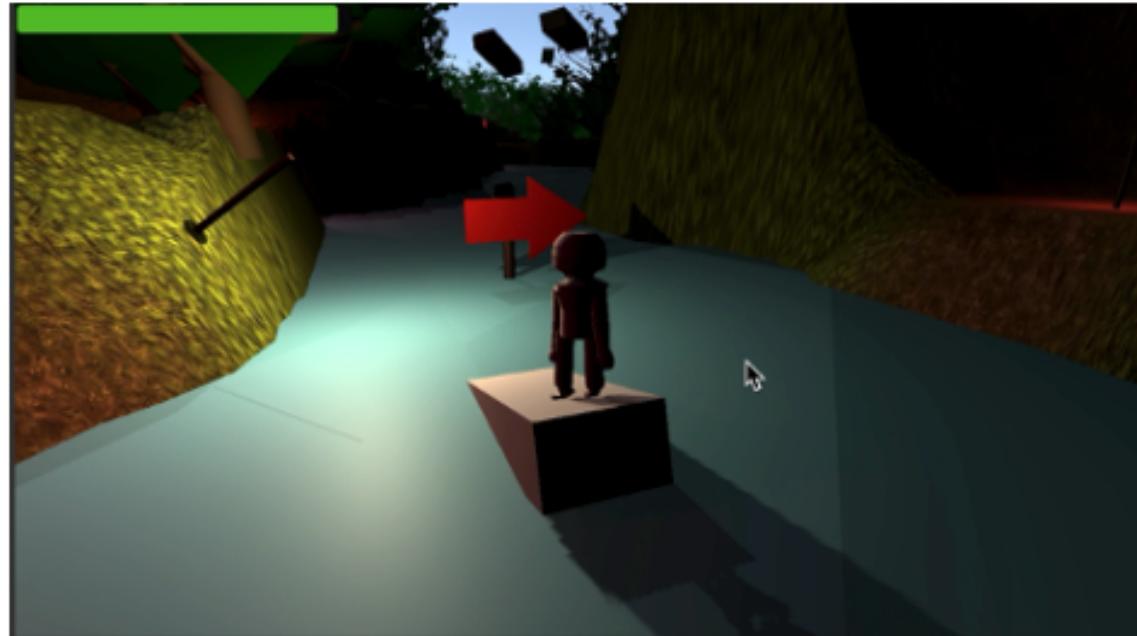


- Player can stand on them
- Watch out - dips into the water!



Enemies of Level 2

Swimming Alligorithm



Jumping Alligorithm



- Player can stand on them
- Watch out - dips into the water!

- Jumps rapidly in a circle



Enemies of Level 2

Swimming Alligorithm



Jumping Alligorithm



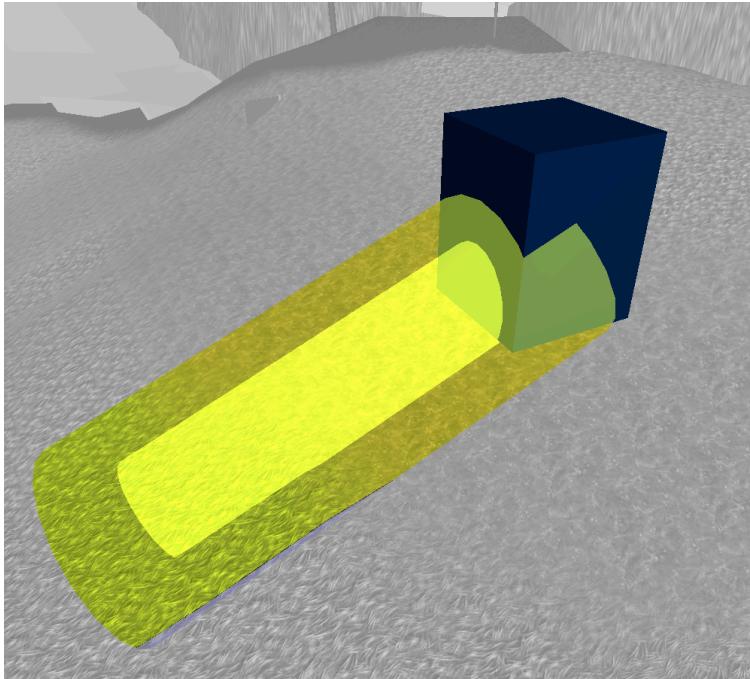
- Player can stand on them
- Watch out - dips into the water!

- Jumps rapidly in a circle
- **Avoid the Jaws**



Enemies of Level 2

Security Guard



- Kicks you out if caught
- Two layers of light



- Navigational AI
- Moves between patrol points or chases you



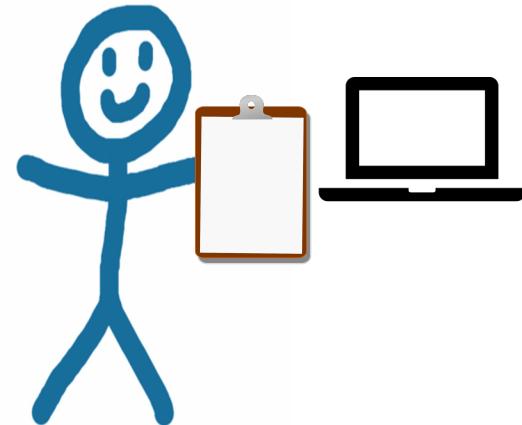
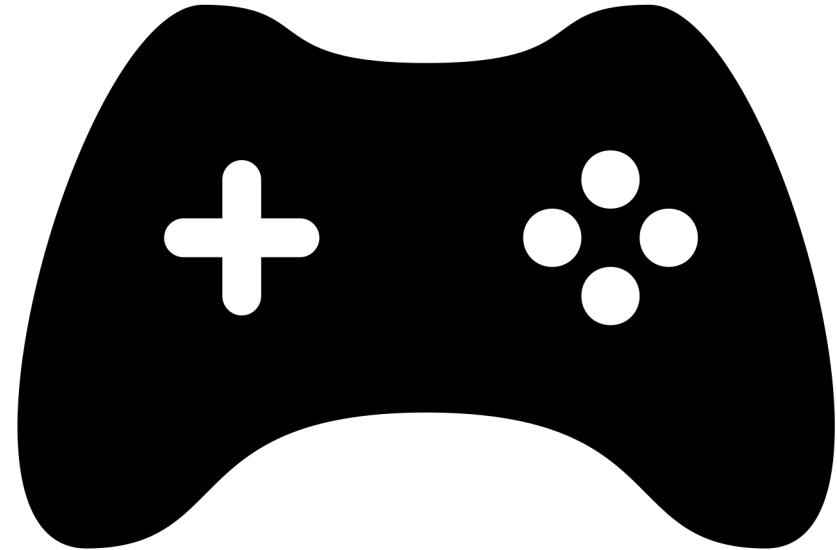
User Feedback



The Process



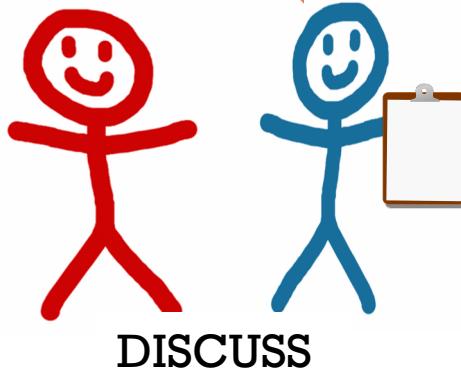
INSTRUCT



MAKE CHANGES



OBSERVE



DISCUSS



User Feedback (1/3)

Feedback / Observation

- Player wanted an indicator of their collectables on the UI



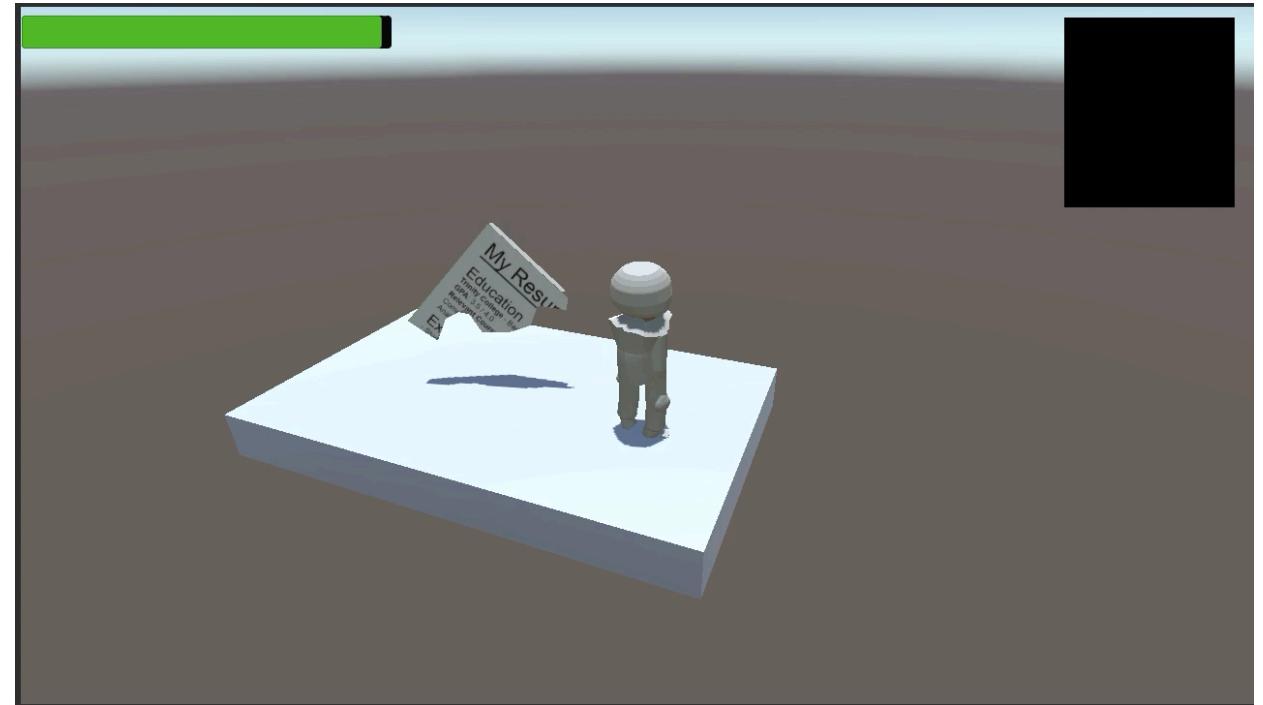
User Feedback (1/3)

Feedback / Observation

- Player wanted an indicator of their collectables on the UI

Change

- Added visual tracker



User Feedback (2/3)

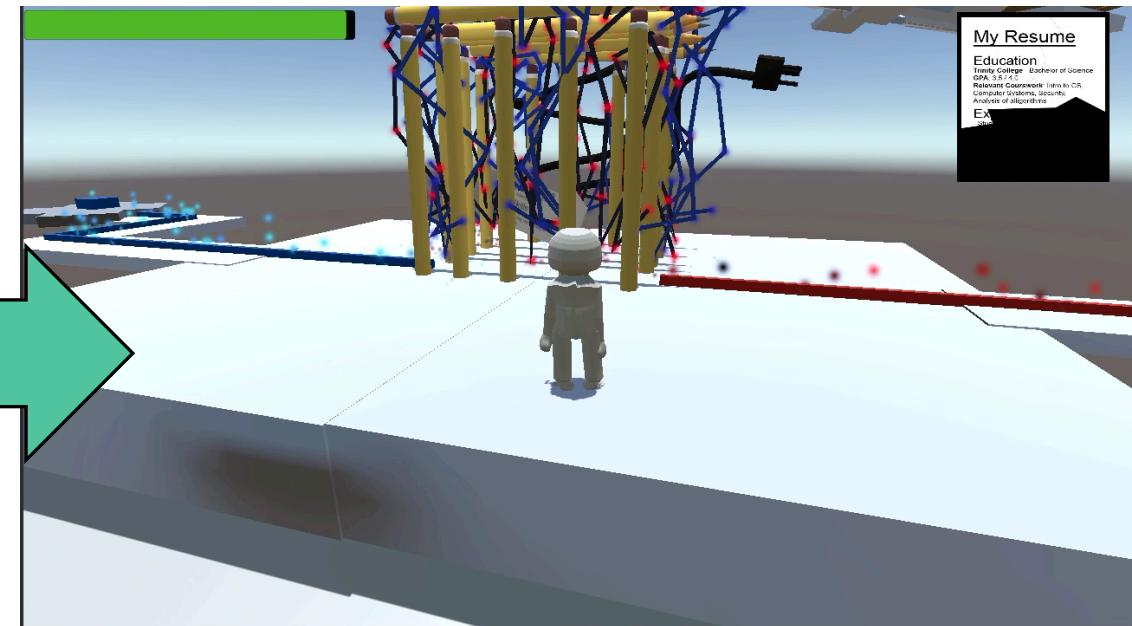
Feedback / Observation

- Player didn't realize they need to hit 2 buttons to fully open the gate



Change

- Visual cues



User Feedback (3/3)

Feedback / Observation

- Player not sure where to go



User Feedback (3/3)

Feedback / Observation

- Player not sure where to go



Change

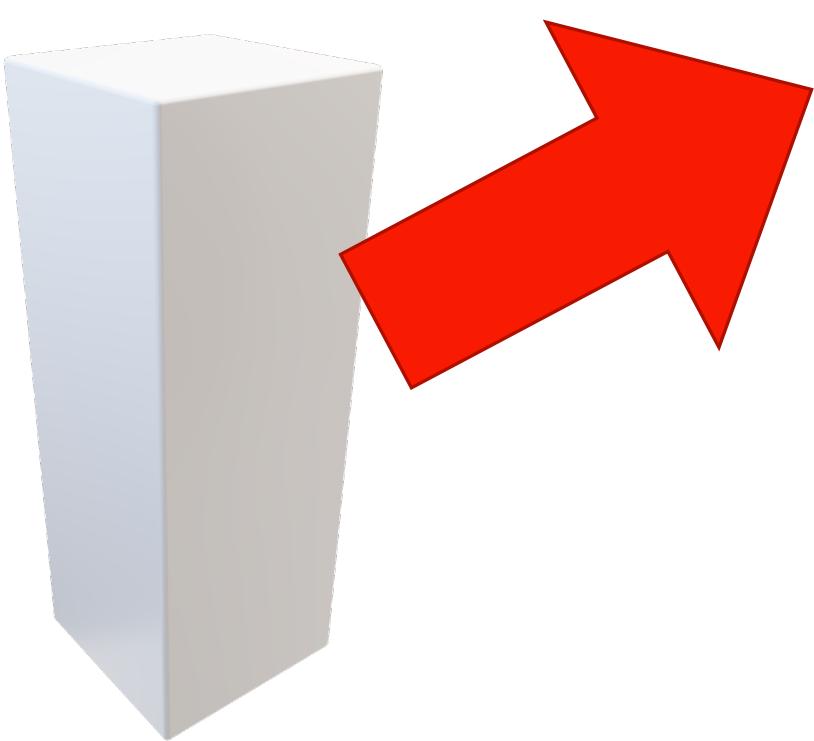
- Added Red arrows



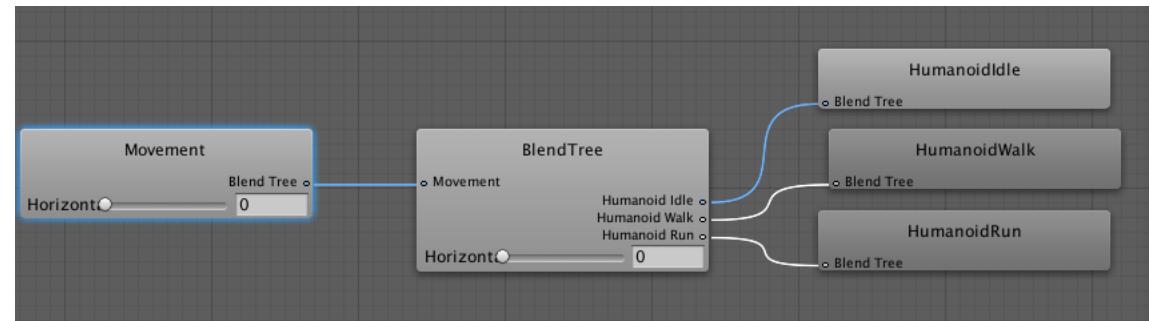
*location will be brightened



Finally, Limbs!



- Built from scratch with • Modeled
- Rigged
- Animations
- Unity Standard Assets



I set up a BlendTree to adjust walk and run animations depending on the movement speed



TO-DO

- Boss Fight (started)**
- Add Save / Load functionality
- Aesthetic Enhancements**
 - 3D Model Enemies

Thank you grocery store workers, pharmacists, doctors, nurses, custodians, gas station operators, retail workers at vital stores, chefs and food preparation staff, cashiers, people who make the internet work, ALL higher education staff (student life, admissions, etc), TEACHERS, first responders (police, EMS, fire fighters), volunteers, caretakers, filmmakers and artists giving us something to do, YouTubers and game designers keeping us occupied, and those whose contributions go unseen.

