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SuperConductor – Game Project 2 Final Iteration

1. Installation – run SC.exe to run the game.
2. Start Game – Click on the Start Game Button
3. Objective – To reach the center of the maze and collect the green box.
4. Tutorial - Watch the videos on the wall in the tutorial level
5. Game mechanics –
   1. Use WASD to move
   2. Use Space to jump
   3. Left Mouse Button to fire superconductor gun
   4. Flee from Sentinels (capsule enemies)
   5. Shoot blocks to make them levitate and move them around.
   6. Push the levitating blocks towards enemies to deactivate them.
   7. Use the blocks to climb over obstacles and move towards the center.
   8. Collect white health boxes to increase health
   9. Collect the green box to complete the level.

**Appendix**

1. Tutorial 1 – COMPLETE COURSE - Create a Unity FPS in 3 Hours
   1. <https://www.youtube.com/watch?v=UtlAqRyZrUw>
2. Tutorial 2 - Unity Tutorial - Make a Flying / Hovering Object C#
   1. <https://www.youtube.com/watch?v=6-pJu0GwK5k>
3. Tutorial 3 – Quick Tutorial – Creating Electricity Effects in Unity3D
   1. <https://stylizedstation.com/tutorials/quick-tutorial-creating-electricity-effects-in-unity3d/>
4. Assets (Unity Asset Store)–
   1. Level Sounds - 25 Second Techno Loop
   2. Sound Effects - Electric Sound Effects Library
   3. Crumbling Sound - https://soundcloud.com/gosu-7/crumbling-mike-koenig-1123041125
   4. Skin - Space Droid
   5. First Person Character- Standard Assets
5. Changes in this iteration –
   1. Removed outer wall in level 1 as players complained they had to walk around a lot.
   2. Training video placement on Tutorial level. Players would ignore the two training screens placed in front of them. Changed the position so that the video is the first thing they see.
   3. Added transparency to the blocks to let players see where they are going
   4. Game quits after player wins (Could not fix the scene changing freeze)