

## Everything Is Alive Game Jam Final Project Write-Up

by Teague McPhearson

**Prompt Interpretation:** For the ‘everything is alive’ project theme I imagine many students may have thought of something similar to a prop hunt type of game, and I considered this as well, but the way I interpreted the prompt was more along the lines of ‘everything in the environment moves and is out to get you’ and I decided to execute on this interpretation by building a 3D platformer with difficult moving obstacles and level progression.

My game has the player controlling a character with the goal of progressing from the start of a level to the end while avoiding lasers, moving obstacles, and progressing quickly enough to not get caught by the laser wall following behind them. There are two playable characters with the same control scheme of WASD movement and Spacebar to jump. I originally wanted to implement a few more control features but the scope of what I could achieve for this project in a semester required that I set aside those goals for future development. Additionally, I implemented a series of menus for navigation which should be relatively straightforward using the mouse to click interactable buttons (press ESC to pause the game during a level).

**Gameplay Note:** You can and should move backwards at times, and there is incorporation of movement in all three dimensions. If you can’t figure out how to progress, look ahead at obstacles to see the path, and try jumping on top of things! I can guarantee that every level is possible to complete, though they do become quite difficult (I heavily play-tested them to make sure each was possible and had friends play-test as well).

### Asset Link List:

Third Person Character Controller Asset:

[EasyStart Third Person Controller | Game Toolkits | Unity Asset Store](#)

Stars Environment and Skybox Asset

[Real Stars Skybox Lite | 3D Sci-Fi | Unity Asset Store](#)

Materials Asset

[Grid Prototype Materials | 2D Textures & Materials | Unity Asset Store](#)

Materials and Textures Asset

[Prototype Textures Pack | 2D Textures & Materials | Unity Asset Store](#)

Materials/Textures/Shaders Asset

[Free MatCap Shaders | VFX Shaders | Unity Asset Store](#)