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| Game Title:  DiverGent | Number of Players:  1 |
| Brief Description of Game:  You are a diver looking for treasure and exploring the ocean floor. Your goal is to survive long enough to collect lots of valuables. You will need to fill up on oxygen periodically to stay alive. You can also earn points by defeating enemies. Careful, some sea creatures may bite. | |
| Relationship to Game Jam Theme of "i can't breathe":  You are under water, and oxygen is scarce. You have an oxygen meter, and if it runs out, you die. If it gets low, you have trouble breathing, your vision becomes limited, and it gets harder to respond to your environment. Your oxygen level will decrease over time, and moving will make it decrease faster. To replenish your oxygen supply, you must find and collect the oxygen tanks hidden throughout the environment. | |
| Relevant Instructions to Run and Play:  You need a keyboard and mouse or gamepad. Game currently runs on Windows. Button 1 or left click is shoot. Button 2 or right click is melee attack. | |
| Credits (identify any code, assets, or software used that require proper attribution):  Programs: Unity, Tiled, Tiled2Unity, Pixen, iTween  Background Music: "8bit Dungeon Boss" Kevin MacLeod (incompetech.com)  Licensed under Creative Commons: By Attribution 3.0 <http://creativecommons.org/licenses/by/3.0/>  Ghost Sound Effect: <http://www.orangefreesounds.com/ghost-sound-effect/>  All other sound effects are from SoundBible.com  All visuals are original. | |