

# Prototype Report

Groep 6: Escape

November 2014

## 1 Introduction

For 2 and a half weeks now, group Escape has been working on their stealth game. After a couple of brainstorm sessions, the first prototypes have been made and have been added to the first prototype game level. This report contains details, conclusions and the progress so far.

## 2 Prototypes

The current section describes all the prototypes that have been made by group Escape. This section is divided in 4 subsections. Subsection 2.1 contains the prototypes of the interfaces. The prototypes of the levels can be found in subsection 2.2. The model prototypes can be found in subsection 2.3 and the prototypes of the textures can be found in subsection 2.4. For each prototype the following questions have been answered:

1. Do they work as expected?
2. Does it take more time to develop than expected?
3. Are you satisfied with the prototype?
4. Does it need improvement, and why?

### 2.1 Interfaces

An options menu has been created, allowing for several video and audio options. The video options (as of now) contain quality settings (Fastest to Fantastic), toggling VSync on/off, enabling/disabling Anisotropic Filtering, editing the Field of View through a slider, as well as changing the Anti Aliasing settings and the resolution. The audio settings consist of sliders for the Sound Effects volume and the Music volume.

- The menu options all function as planned. There has not been much trouble implementing them.
- The menu took a fairly small time to implement, as Unity provides a lot of features that assist in making this menu.
- As the menu now allows for many options to be edited, the game feels more complete.
- The menu still needs improvement on the visual side of things, as the buttons are still the default buttons in Unity and the background is still missing.

## 2.2 Levels

One level has been created with a part of the models described in subsection 2.3. One starts in the cryogenic cell, the door then opens automatically. The player can now leave the cell and can collect a flashlight. The player has to switch the power on so he can open the door. The door brings him to the next level. Messages appear in the screen when the player can interact with an object.

The questions in the introduction of this section will be answered below:

1. Almost everything works in the level. Some animations don't work in unity and some more functionalities will be added to the level.
2. Quit a lot of time is used to create this scene, but this is normal since we begin from scratch. When the basics are set up, creating a level will take less time.
3. The prototype is working satisfactory.
4. The animations needs to be improved and textures needs to be added. These are the most important things to be improved upon.

## 2.3 Models

In the first two weeks, 21 models have been created. These models can be divided into two groups, the animated models and the static models. The first category of models will be evaluated more extensively since those models are more complex.

Animated models, which will be used in the game:

- Alien guard
  1. The alien guard still doesn't have an animation. So it doesn't work as expected.
  2. The time to create this model is right about the same as the expected time to create the model.
  3. The model is satisfying, it also contains textures.
  4. The alien needs a walking animation, this can be improved upon.
- Bio fridge
  1. The cryogenic cell works as expected. The door opens when the game starts or it opens when the spacebar is pressed.
  2. It didn't take more time to develop than expected.
  3. The prototype is very satisfying. It really fits the futuristic environment we aim to create.
  4. The cryogenic cell has a texture, but the texture doesn't work in Unity. This needs to be improved.
- Door
  1. The door works as expected in Blender, however Unity has some problems with the animation.
  2. It didn't take more time to develop than expected.
  3. The prototype is very satisfying. It really fits in the futuristic environment we aim to create.
  4. Textures need to be added to this model.
- Player
  1. This model doesn't have any animations yet.
  2. This prototype cost more time to create than expected.
  3. The model is very satisfying.
  4. Textures can be added and it needs to have an animation.

- Switch

1. The switch turns on/off when the space bar is pressed. This is the expected behaviour.
2. The switch didn't take more time to be developed than expected.
3. The switch satisfies our imagination.
4. The switch itself doesn't need any improvement.

- Robot guard

1. The robot guard doesn't work as expected. The animations should still be created for it.
2. The creation of this model took way less time than expected. It also contains textures.
3. The prototype is very satisfying.
4. The animation should be added, this is the improvement.

The other models are listed below. These models don't need any animations. These are used to make the environment fancier or they provide certain interactions that don't require animations. Most of them don't have any texture yet, this needs to be added. It's still up in the air whether or not these will be used in the game, they will be added to a level when and where they are needed.

- Cooker Hood
- Camera
- Computer Screen
- Couch
- Dining table
- Keycard
- Kitchen block
- Fridge
- Ceiling
- Small Table
- Chair
- Storage Rack
- Television
- Wooden Crate
- Keycard Lock

## 2.4 Textures

13 textures have been created in total. Most textures are finished as they are, but a few still require some modifications. Problems arise when adding textures to the models. Below are the textures which have been finished:

- Wood texture
- Stone texture
- Floor texture
- Server Rack texture
- Computer screen texture english
- Computer screen alien
- Key texture
- Cryogenic cell texture 1
- Cryogenic cell texture 2

The following textures are created but those are under construction:

- Wall texture 1
- Wall texture 2
- Door texture