

FOREST HUNT

DID YOU KNOW

Wildfires in the United States typically burn between **4 million** and **9 million** acres each year.

THIS GAME IS INSPIRED
BY CLIMATE CHANGE

DEVELOPED BY
ANGELICA KAYE RUFO DILIDILI
U2023382B

TASHA SNG WEI SHAN
U2021928B

A QUICK INTRODUCTION

GAME DESCRIPTION

The game was inspired by climate change and deforestation. It's about a fox living in a forest whose animal friends have disappeared as the forest was dying. The only way he (the fox) can bring them back is by collecting the magical mushrooms a forest guardian has left throughout the forest within the given time frame. If he manages to do so, he saves the forest and all his friends return safe and sound. Otherwise, the whole forest starts burning and he dies along with it.



GAME PLAY

Explanation of how the game can be played using different keyboard keys and the mouse.

    MOVE

 PAUSE GAME

Press  to collect mushrooms.

HOW TO PLAY

    MOVE

 COLLECT MUSHROOMS

SPACE BAR PAUSE GAME

COLLECT ALL 18 GLOWING MUSHROOMS IN THE FOREST BEFORE TIME RUNS OUT.

MOUSE

Moving the mouse allows the player to change his/her perspective of the fox (ie. camera angle).

W, A, S, D KEYS

Allows the player to move the fox around the forest smoothly.

SPACE BAR

When pressed, the game pauses. A pause screen appears with these buttons:

- Resume
- Home (returns to Home screen)
- How to play

E KEY

When pressed and a magical mushroom is near it, the mushroom is collected.

Winning and Losing

How to Win

The player collects all 18 magical mushrooms before the timer runs out. The forest does not catch on fire and the fox's friends return and continue to live with their lives.

How to Lose

The player is unable to locate and collect all 18 magical mushrooms before the timer runs out. The forest catches on fire and everything, including the fox dies.

Members' Contributions

Angelica Kaye Rufo Dilidili

Graphic User Interface for Welcome, Home, Win, and Lose Screens

Mushroom counter background

Count down timer code and background

Game Introduction

Triggering of different screens for different outcomes/keys pressed

Tasha Sng Wei Shan

Game scripting and debugging

Level building and design

Player movement and camera

Animation of player

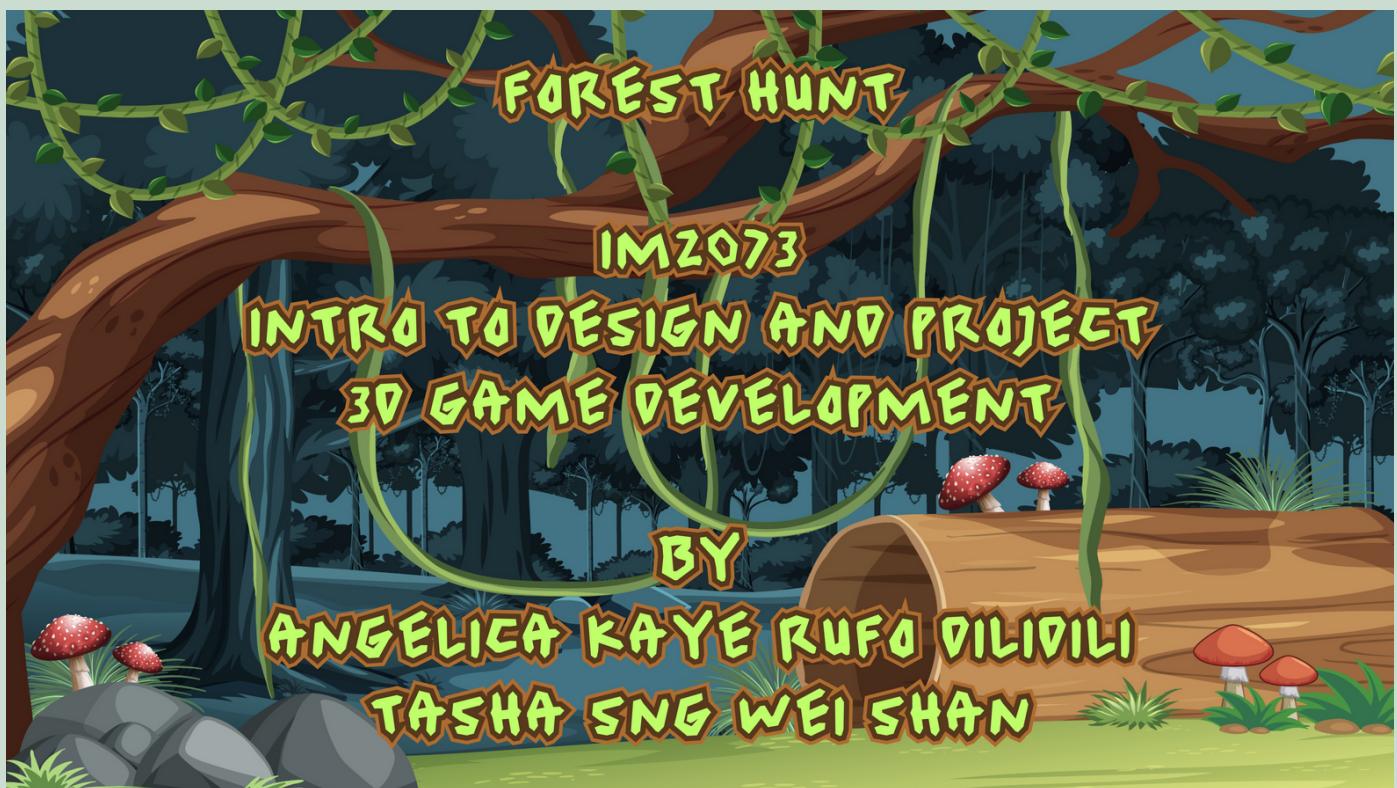
Background music and mushroom collected music

GAME SCREENSHOTS

WELCOME SCREEN



ABOUT US SCREEN



GAME SCREENSHOTS

BACKGROUND STORY



HOW TO PLAY SCREEN



GAME SCREENSHOTS

FIRST SCENE ENVIRONMENT SCREEN



OVERVIEW OF THE WHOLE ENVIRONMENT



GAME SCREENSHOTS

COUNTDOWN TIMER AND MUSHROOM COUNTER



EVERY TIME A MUSHROOM IS COLLECTED, A SOUND PLAYS, INDICATING THAT IT HAS BEEN SUCCESSFULLY COLLECTED BY THE PLAYER.

COLLECT MUSHROOM UI



GAME SCREENSHOTS

PAUSE SCREEN

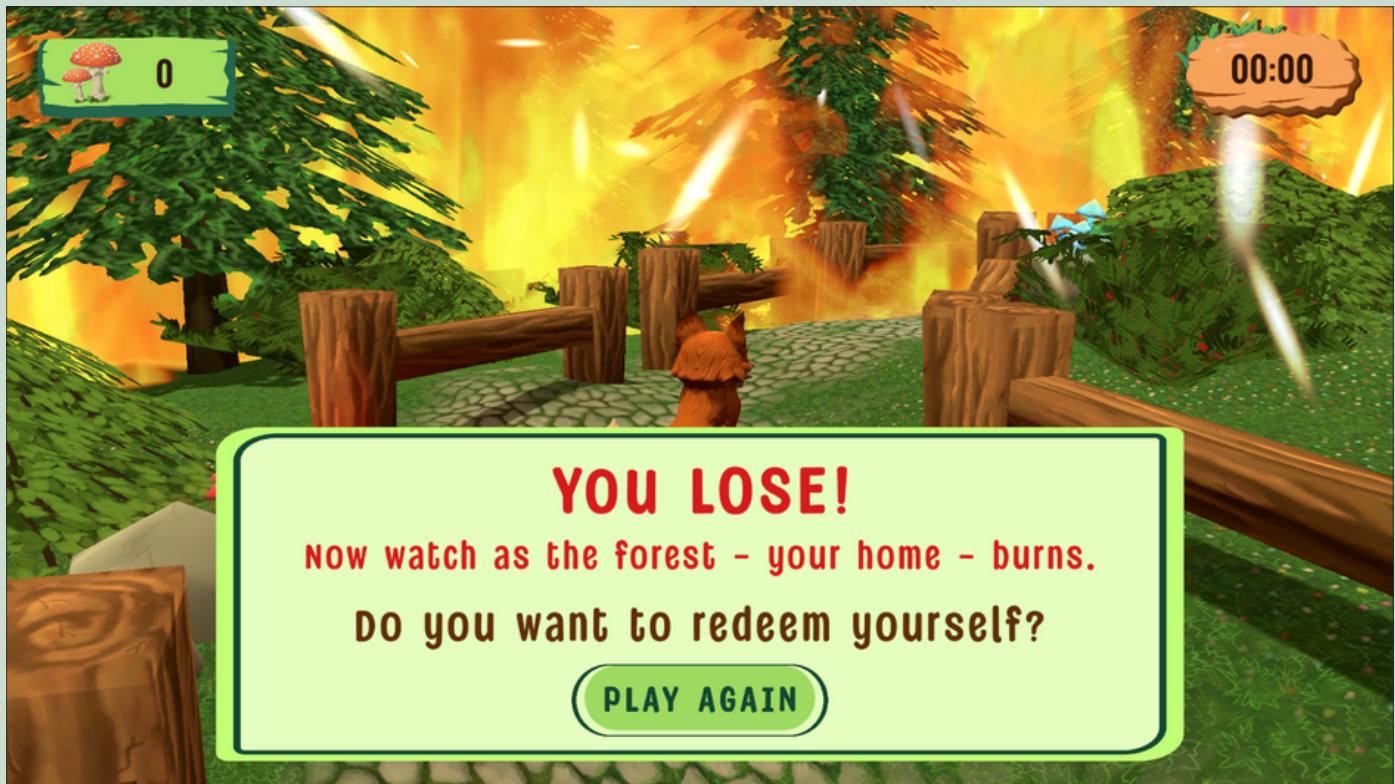


HOME SCREEN



GAME SCREENSHOTS

LOSE SCREEN



FOREST ON FIRE



GAME SCREENSHOTS

WIN SCREEN



OTHERS

INTRODUCTION STORY (WITH MOVING TEXT)

IN-GAME MUSIC

MUSHROOM PICKING SOUND EFFECT

Original Scripts created and used

GameManager.cs

Controls overall game logic flow, including playing audio, invoking game end method to determine win/lose, invoking mushroom count method for the counting of mushrooms

animationStateController.cs

Controls the player's animation when idle and walking

PlayerController.cs

Controls the player controller object and camera movement. Ensures smooth navigation of player using WASD keys and associated camera movement using the mouse, to mimic that of regular RPG games.

Countdown.cs

Manages the timer countdown logic, which is crucial to the end game logic.

PickupObject.cs

Manages the mushroom pick-up logic which is tied to the mushroom counter and end game logic. Plays feedback sound effect when mushroom is picked up. Makes UI for mushroom pickup appear when player is near a mushroom.

FireStarter0.cs to FireStarter5.cs

Controls the logic for the lose game condition, where fire starts to spread throughout the forest.
