

# GAME CONCEPT #2

## PROJECT PATHWAY #1

### Summary

The player takes on the role of an underwater explorer in search for treasure in this first-person 3D platformer. They have to use platforms and underwater creatures to navigate the depths, avoid the obstacles and hazards, and find all of the hidden treasures. How fast can they complete the levels, and how far can they get?

### Genre

Action, Platformer

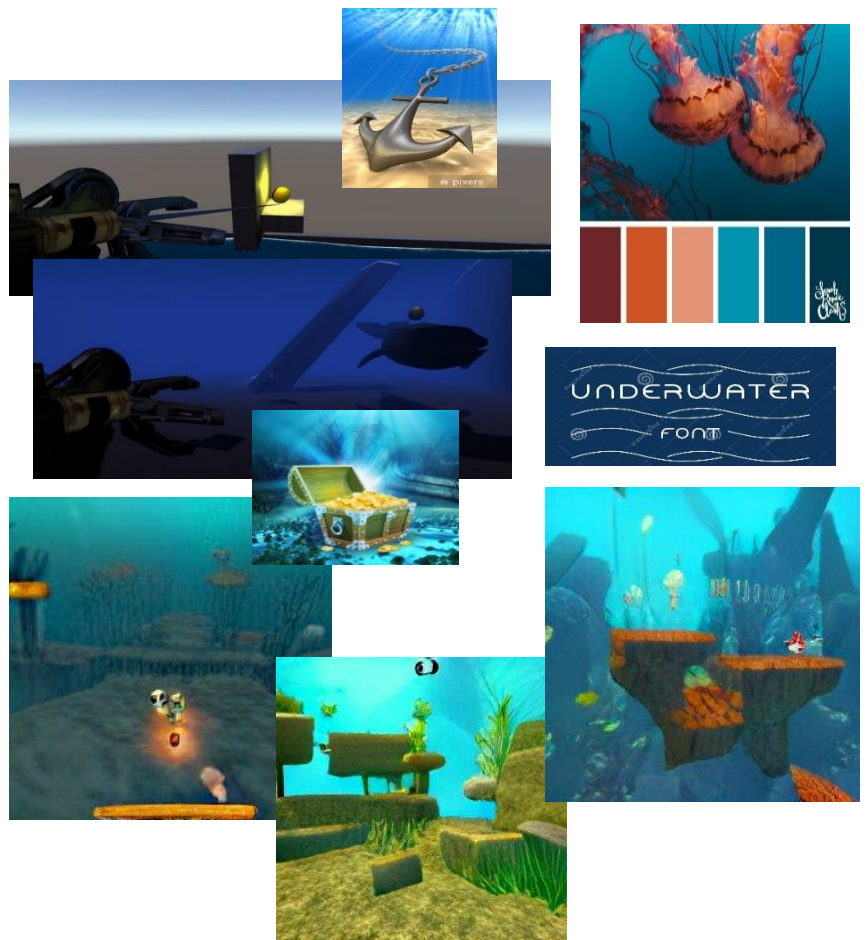
### Starter Asset Packs

- ❖ <https://dhsfx.itch.io/aquatic-soundscapes-adventure-game-music>
- ❖ <https://rkuhl/assets.itch.io/aquatic-animal-models>
- ❖ <https://assetstore.unity.com/packages/3d/vegetation/fishes-and-underwater-environment-set-123678>
- ❖ <https://assetstore.unity.com/packages/3d/characters/animals/fish/3d-seashell-208785>
- ❖ <https://assetstore.unity.com/packages/3d/props/pirate-coin-207743>
- ❖ <https://assetstore.unity.com/packages/3d/props/interior/treasure-chest-pbr-72498>
- ❖ <https://assetstore.unity.com/packages/3d/props/gold-coins-1810>
- ❖ <https://assetstore.unity.com/packages/essentials/ui-samples-25468>
- ❖ <https://assetstore.unity.com/packages/3d/characters/animals/simple-boids-flocks-of-birds-fish-and-insects-164188>
- ❖ <https://assetstore.unity.com/packages/3d/characters/animals/fish/fish-polypack-202232>

### Features

- The player can move forward, backward, rotate left/right, strafe left/right, crouch, jump, sprint. Movement suggests water resistance. No swimming.
- At least 2 levels with different challenges for the player. The end of the second level includes an area where the player's oxygen tank breaks and they must use air bubbles to cross.
- The levels are made up of platforms of different types: solid, wobbly/slippery, one-time use, jump pads, moving etc.
- There are also many traps of different types: spiky fish, exploding fish, sticky trash that adds to the player's weight or affects vision etc.
- Checkpoints. Player position is reset to the start or the last checkpoint if they fall off platforms or get harmed by traps.
- Treasure pieces are scattered around the level. The player progresses to the next level if they collect all, and they win if they finish the last level. Optional treasure for bonus points appears in places hard to reach.
- There are swimming creatures of different types controlled by AI. Some help the player move between platforms, or bring them treasure. Some hurt the player instead and add to the dangers the players must avoid. Stealth is occasionally required to avoid detection and dodge the attacks of the larger creatures.
- Evolving levels: the game gets harder or easier depending on player performance.

### Mood Board



Multi-Platform Game  
Development, QMUL,  
2022/23. Raluca D. Gaina