

# Final Project Report - The Finals Week

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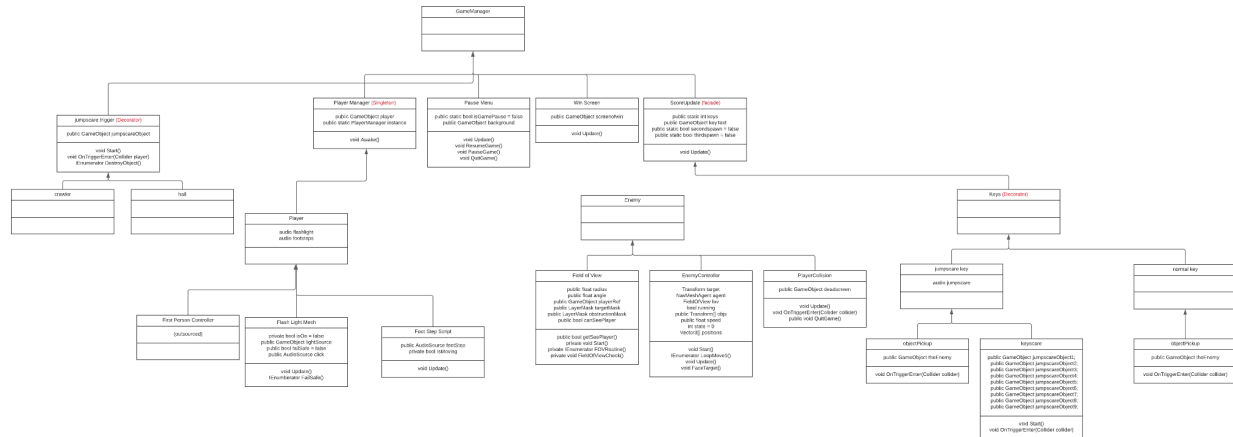
## State of System

We implemented most core features of a functional game. We have progression, a win condition, and dynamic gameplay. Two monsters chase the player and one patrols. We have jumpscare and keys that can be collected. Due to time constraints and incorrect judgment of the true scope of what we originally planned and the lack of manpower to achieve that original plan, many of our original intended features are missing. They can be seen below.

Missing:

- Leaderboards
- 2nd level
- More detailed level design(missing cafe, classroom objects)
- Escape door as the win trigger vs the current win trigger on collecting all 4 keys
- Saveable stats
- Start menu

[link](#)



Previous class diagram

As you can see, a ton changed from our original class diagram. This is primarily due to the fact that we didn't truly understand what functions Unity would provide for us throughout the process and what we had to do ourselves. For example, we thought we could use a factory to spawn monsters, but it turns out it would be much more difficult to implement a factory than to use the instance creator Unity provided us with. Although we tried to maintain the integrity of the original class diagram, our environment ended up being very different and we used different patterns in the end.

## Third-Party Code/assets

External Sources:

<https://assetstore.unity.com/packages/3d/props/barprops-137130>

<https://assetstore.unity.com/packages/3d/props/furniture/folding-table-and-chair-pbr-111726>

<https://assetstore.unity.com/packages/3d/props/interior/free-pbr-lamps-70181>

<https://assetstore.unity.com/packages/3d/handpainted-keys-42044>

<https://assetstore.unity.com/packages/audio/sound-fx/minimal-ui-sounds-782>

<https://assetstore.unity.com/packages/3d/characters/modular-first-person-controller-189884> <https://assetstore.unity.com/publishers/4986>

<https://assetstore.unity.com/packages/2d/textures-materials/wood/15-original-wood-texture-71286>

<https://assetstore.unity.com/packages/3d/true-horror-crawler-70609>

<https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232>

<https://www.youtube.com/watch?v=D0lx90n0s-4>

<https://www.youtube.com/watch?v=BTxqErZ1JqE> - used for toggle key

<https://www.youtube.com/watch?v=j1-OyLo77ss> - referenced for the enemy field of view calculation

## OOAD Process

One design issue we had was fitting specific patterns into the script files we had. Although we tried our best to include the original purposes of the patterns, with the way Unity works, it was not easy to create traditional patterns that reflected what we learned in class.

One good process element we had was a mini agile-like cycle, where we would have online meetings to discuss what our next features needed to be and check in with the progress everyone was making, figuring out what we had completed and what needed to be polished a little bit more.

One design issue we had was not managing our time correctly. With health issues for some members and others having heavy course loads, we were relatively disorganized with the path we followed to complete the project. We most definitely should have had sprints / a firmer outline for what we should have been working on in what order.