Eurydice 2.1

CWRU & CIA
CSDS 390 (Fall2020)
Team 1

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Game Design

Summary

Our game will be a first person 3D horror/stealth resource conservation game in which the player is alone aboard a submarine trying to avoid attacking sea creatures, fix malfunctions, and manage limited resources to allow the sub to reach its destination.

Gameplay

The player's main goal will be to survive until the submarine makes it to its destination. Events will occur and the player will have to respond accordingly. The player will have limited resources to manage these situations. For example, the player will have to repair damages to the ship by doing simple tasks/minigames like pressing a button, dragging batteries to correct spots, or quick time events. Another example would be the player has to turn off the ship radar or silent the engine to avoid attacks from sea monsters.

Originally the player will start with a tutorial stage that introduces the controls, interfaces, and what the player needs to do.

Resource conservation and repair management are key components to the game. The player must take careful consideration of health and electrical power when repairing the submarine or fending off attacks from sea creatures.

The main game mechanic will be point and click with some hotkeys. A map will be provided that will show the layout of the submarine and the objects that can be interacted with. A progress bar will be provided to indicate how much further the player must travel to reach the goal.

There will be quick time events to fix different things around the submarine. Different events and systems on the ship will fail causing problems on the ship such as damage, lost power, or halting the sub. These events will need to be fixed in specific locations with simple player tasks.

Leaving the submarine damaged for longer than a few seconds will cause the health of the sub to decrease at a constant rate. If the sub runs into hindrances or if sea creature attacks were not fended off, the sub's health will decrease. In the case the sub's health reaches zero, the submarine breaks which leaves the player to the mercy of the sea creatures, meaning the player loses.

Power can be used to make the player's experience easier, but will be limited. For example, a sonar will be provided to allow the player to search the area around the sub for any sea

creatures or other hindrances; however, the player must consider that the sonar will use a significant portion of the sub's electrical power.

If the submarine is powered off, which can be used to avoid certain enemies, or the submarine runs out of power, it will not move toward the destination and the progress bar will halt accordingly.

Mindset

The game will be centered around horror and suspense. The player should feel alone and unsure of what will happen next. To elicit these emotions the game takes place at the bottom of the ocean, the player is the only human in the submarine, the music will try to build tense and be eerie, the submarine is always dark and damp and the lights may temporarily go out, random events will occur and the player will have to counteract them, the player is unable to fight the monsters and simply must hide and hope.

Game Narrative/Storyline

The player is a deep sea submariner on a mission to respond to a distress signal from a research base deep in the ocean. Alone on a submarine and with limited communication with the surface, the player must find a way to survive the trip down to the base with limited power and fuel, and save the unresponsive research base. Once the player reaches the research base and finds it overwhelmed by monsters, the game ends on a cliffhanger.

Throughout the submarine's dive, there will be tasks for the player to complete in order to successfully repair the submarine and continue the trip. The player will be:

- Fixing the engine
- Fixing the lights
- Repairing the hull
- Checking the radar
- Checking the periscope
- Retrieving items from the storage room
- Repairing wires
- Turning off parts of the ship to not attract sea monsters

Story Progression

Tutorial:

1. Hey, are you sleeping? We need you for an important mission…
2. We need you to journey to the research station. The… hsss.... there is critical...
3. Look at your interface. I sent you some information about this submarine.
4. Your submarine's energy and health percentages are in the top left. If it is exhausted… hssssss... right?
5. You also have a minimap in the top right that shows the layout of the sub.
6. Any new tasks will appear in the left sidebar and you should check for tasks often…
7. The meter on the bottom will show how close you are to your destination… hss…
8. Hold for further information...
9. Let's make sure you can use your controls… [Press W,A,S,D] to move.
10. [Press E] to interact with tasks and objects. .
11. [Press Esc] to open the settings window and [Press Tab] to open the task panel. Those should be all the tools you need, good luck...

Act 1:

Scene 1 - Exposition, Game Mechanics, Sub Functions, First Encounter(Planned).

1. **MISSION CONTROL(MC)**: D-35 Daedalus, we have lost connection with the research base at the bottom of the trench. We need you to scout there to assess the situation, procure survivors. OVER.
    a. The radar beeps steadily (once per cycle) in the cockpit as the ballast tanks fill with water and the ship sinks. The first encounter with an undersea monster occurs, this one dislikes radar. The radar begins beeping twice in a cycle, like it's pinging off of something. An obscure shape appears on the radar.
2. **MC:** D-35 Daedalus, you're descending into the trench. We may lose your signal. Keep a lookout on the radar, we might not be able to communicate with you.
    a. Mission/QTE, to turn off the radar in time and pass the monster, or turn off the engines and hope the monster passes.

Scene 2 - Descent into the Chasm, Rising Tension
Common random encounters with creatures who dislike headlights, radar, engines. The ship loses connection to Mission Control. The general atmosphere begins to get darker and creepier slowly, maybe music starts fading out or becoming creepier here.

1. **MC: Heavy Static** D-35 Daedalus, we're reading an unidentified object in front of your vessel. Take caution as you proceed. OVER.

a. [At this point, the submarine loses connection with mission control completely. There should be an apparent lack of music at this point to create a real sense of dread after the signal was lost]

Act 2:

Scene 1 - Rising Action, Monster Onboard
Uncommon random encounters with sea creatures, and the hull gets punctured. A monster gets inside the ship. ‘

Hull breaks, [Indoor creature] gets in

// see state diagram for act 2

Player Sounds: Damage, breathing heavily, death

Scene 2 - Climax, Whatatwist™
// the ship begins to receive transmissions from the research base, starting out as mostly static (low static whenever no connection to either base.)

1. **Research Facility (RF):** Hello? *breathing heavily* is anyone there? *Static*

// continue with the state diagrams for outside/inside monster,but maybe change up the patterns of the outside monster to keep it fresh

2. **RF:** There are creatures… the base… [over]run
3. **RF:** This… hssss…. If you… hssss..

Act 3:

The ship approaches the research base. Overrun by monsters. The signal coming through is strong, but obviously repeats messages they had heard before

Scene 1 - Falling Action

1. **RF:** Hello? Is anyone there? This is the Eurydice deep-sea research facility…. Some creatures have been spotted around our base, do you copy?
2. **RF:** Oh no… There’s too many of them, the base is overrun, please if you’re out there HURRY!
3. **RF:** This will be our last stand. If you still can, turn back now.

Scene 2 - Resolution

The ship reaches the research base, an imploded mess of broken structure. Surrounding the base, a swarm of similar creatures to the ‘outside monster’ and the ‘inside monster’ that have been haranguing the sub. The music swells to a dramatic, hopeless tone.

Fade to black

Roll credits

Technical

Screens

1. Title Screen
    a. Start game
    b. Options (graphic settings, sound settings, control settings)
    c. Instruction
    d. Exit
2. Game
    a. Options (click ESC)
    b. Cameras
    c. Interactions screen for event
3. Lose/Death Screen
    a. Cannot complete research purpose
    b. Submarine broken completely
    c. Death from monster attack
4. End Credits (Once player reaches destination)

Controls

- W - move up
- A - move right
- S - move down
- D - move right
- E - interact with objects throughout the submarine to bring up UI screens and go through doors
- Left-click - interact with objects throughout the submarine to bring up UI screens, go through doors, and complete actions to fulfill tasks
- Right-click - hold interactable object
- Esc - pause game and open options panel
- Tab - open task menu

Mechanics

Throughout the game, the player will be assigned certain tasks which will need to be completed in order for the player to stay alive. Damages come from both inside and outside monsters, and tasks then are generated. Some tasks are more important because those affect the health and

power of the sub. Others are less prior but these affect the lighting systems, and increase the possibility of being attacked by an inside monster.

Mini-tasks will prompt the player to complete a certain action that will require mouse movement or keystrokes.

The sea monsters that can hinder the performance of the player or potentially harm the player will take actions based on a timer or if certain tasks are uncompleted after a certain amount of time. Sea monster occurrences will be triggered based on the amount of distance the submarine has traveled.

Level Design

It is a one-level based game that contains multiple mini-games waiting for players to accomplish. Each of those tasks will be done along with a mini-game that should be done in 3 to 8 seconds. The game starts with a narrative that guides the player through a tutorial stage. The tasks generated are dependent on the monster behaviors.

Minitasks

There will be two types of minitasks: timed and untimed. For the timed missions, the player should consider them as the priority, or the submarine will quickly be destroyed. For the untimed missions, the player may decide the sequence of each mission. Some may cause the submarine to continuously lose health. Keep finishing the tasks could help the submarine to repair slowly. The player will be alerted to tasks by radio dialog, alarms (hull breaches), UI task list, audio cues, visual cues (such as sparks from broken wires).

Overview:

Tutorial Stage:

- The player will be introduced to player controls before being set free to explore the submarine.

Minitasks the Player Can Freely Interact With

- The player can go to the radar room, interact with the radar machine, and hit a qte. If the player fails, the submarine might move into the monster's attack range, and the submarine will suffer damage.
- Player has the option to check the periscope view which will show the environment surrounding the submarine. The player will be able to see monsters 30 seconds before they attack.

Randomly Prompted Minitasks:

- Fix fuse box. To get the player to explore more of the submarine, the player will be prompted to fix the fuse box in the electrical room.
- Repair the engine. To repair the engine the player must turn the bolts to tighten them using the wrench from the storage room and hitting the restart button.
- Reconnect broken wires. The broken wire may happen in any room. This will be a quick time event, and if the player misses, the health of the submarine will decrease 5%. If the player hits the qte, the submarine will start the self-care process. The QTE here would be pressing the keys shown on the screen, and after three correct hits, the panel will close. In the third stage, the display box will appear at random locations in the panel to increase difficulty.

- Use a fire extinguisher to put down the fire. The player needs to hold the button to turn on the fire extinguisher, and targets on the firing corners. The fire may be on in any corner of the submarine. The fire will slowly reduce the submarine's health.
- Get tools from the storage room. To get into the storage room, the player needs to input the correct password. There will be a sticker for hints. Will find a flashlight in the storage room and wrench. With the password hinted, the player needs to click on the number buttons in the correct order to open the room.

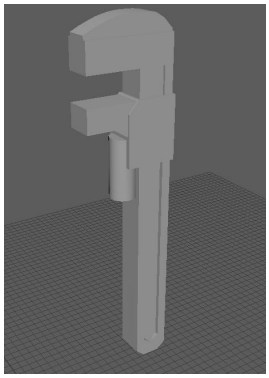
Outdoor Monster Prompted Minitask:

- Fix punctured hull. The submarine will continue to lose health until the player accomplishes the task. The player needs to check the location of the punctured hull through the map, drag the steel panels to cover the broken hull walls.
- (When the outdoor monster is active, the fuse and

Minitask Interactions With Player Detailed

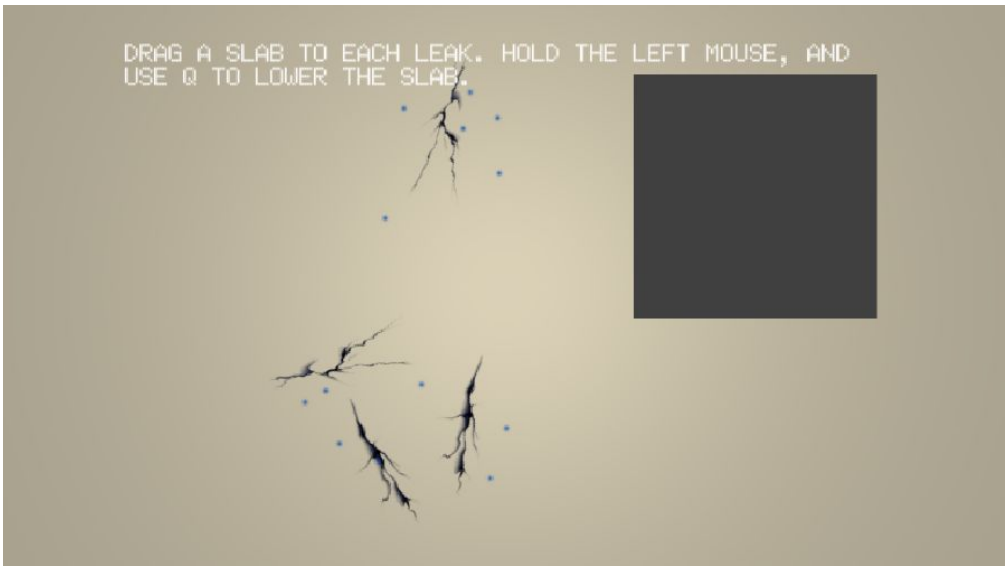
Fix Engine:

Use your mouse to pick up the wrench (left-click) and then tighten the bolts. Once the wretch is held over a bolt it will lock in place and the player will be able to use the mouse to spin the wretch around. Once the wretch has made a full circle the player can move it to the next bolt and repeat. The player then must press the button to restart the engine and complete the task.



Fix Hull:

Holes appear randomly on the side of the submarine and leak water. Use the mouse (left-click) to drag the slabs over the leaks and Q to lower the slabs. Once the slab reaches the wall it will stop. Once all the leaks have been sealed the task is complete.



Connect Wires:

The player needs to press the correct key displayed in the display box(ex. [T]), and the progress bar at the top shows the number of correct QTEs hit by the player. After the progress bar is filled, it will show the wires are all connected. Need art assets for the electric wires(below is just a rough sketch).

Storage Room Password:

The player need to click on five # buttons in correct order to open the door of the storage room. There will be hints on the side. For every button clicked in the correct order, the progress bar will add a block. If the player hits a wrong one, the next block will change color to red, and the player will need to restart the minitask.

Put Down Fire:

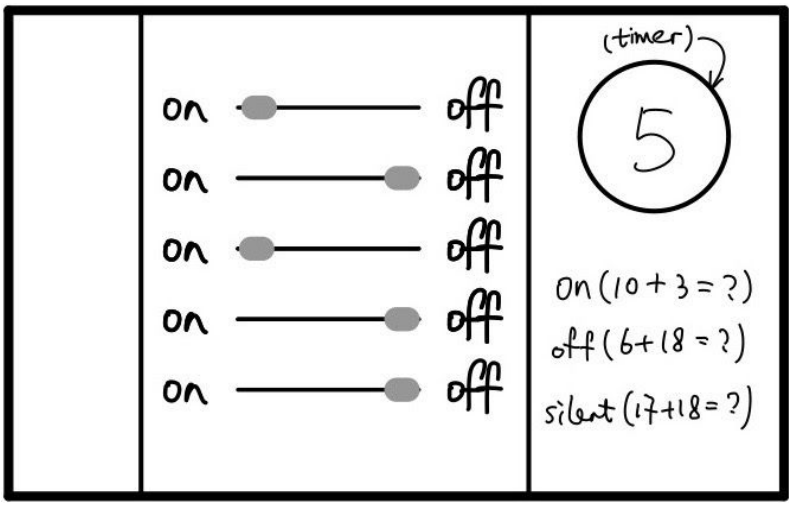
The player needs to click on the fire extinguisher to take it off the hull, and drag it to each fire location and hold the right mouse button down for 2 second to put down the fire. Need art for background image, fire(s), and fire extinguisher model.

Turn on/off radar:

The player needs to click the correct buttons in a limited time. There's a counting timer at the left upper corner. The locked radar screen will show up the keys that the player needs to click. Order doesn't matter.

Turn engine to silent mode: (sketch only)

The player needs to drag the switches to the appropriate on/off order. The hint/guide will be given at the right lower corner. There will be a countdown timer at the right upper corner.



Fix Fuse Box:

The player will be faced with multiple fuses and a certain amount will be burned out (in the example, the left and middle fuse are good and the right fuse is burned out. The player will have to use the mouse to drag the blown fuse out and drag in a new fuses (shown top right in the diagram)

Minitask Interaction With Game

Fix Engine:

Use your mouse to pick up the wrench (left-click) and then tighten the bolts. Once the wretch is held over a bolt it will lock in place and the player will be able to use the mouse to spin the wretch around. Once the wretch has made a full circle the player can move it to the next bolt and repeat. The player then must press the button to restart the engine and complete the task.

Fix Hull:

Holes appear randomly on the side of the submarine and leak water. Use the mouse (left-click) to drag the slabs over the leaks and Q to lower the slabs. Once the slab reaches the wall it will stop. Once all the leaks have been sealed the task is complete.

Connect Wires:

The player needs to press the correct key displayed in the display box(ex. [T]), and the progress bar at the top shows the number of correct QTEs hit by the player. After the progress bar is filled, it will show the wires are all connected. Need art assets for the electric wires(below is just a rough sketch).

- Cause: Inside monster hits the wirebox as walking passes one of them. Or an outside monster hits the ship and causes either Connect Wire task or Fire Extinguisher task; if Connect Wire task is invoked, then one of three wire boxes will be picked as the broken one randomly.
- Effect: No effect on sub health. Affect energy. Affect lights.
- Play: Press the correct button in limited time, have three QTE hits. The progress bar on the top shows the number of successful hits.
- Result: If Wire and Fuse both are good, then lights can be turned on.

Storage Room Password:

The player need to click on five # buttons in correct order to open the door of the storage room. There will be hints on the side. For every button clicked in the correct order, the progress bar will add a block. If the player hits a wrong one, the next block will change color to red, and the player will need to restart the minitask.

- Cause: In order to do the Fire Engine task, the player needs a wrench, which is storage in the storage closet. The player needs to do this password task to obtain the permission to fix the engine. This task will be enabled at the beginning of the game, and can only be played once.

- Effect: No effect on sub health, energy, or lights. Will affect the permission to accomplish the Fix Engine task. Before accomplishing this task, whenever the player tries to interact with the engine, will receive a note saying: the wrench is missing, need to get the wrench first from the storage closet (or something similar to this).
- Play: Following the hint, click on the number buttons in a correct order, the progress bar shows the number of correct numbers entered. If a number is incorrectly clicked, or is clicked in the incorrect order, the progress will reset to the beginning.
- Result: If the task is done, the player will obtain the permission to do the Fix Engine task.

Put Down Fire:

The player needs to click on the fire extinguisher to take it off the hull, and drag it to each fire location and hold the right mouse button down for 2 second to put down the fire. Need art for background image, fire(s), and fire extinguisher model.

- Cause: An outside monster hits the ship and causes either Connect Wire task or Fire Extinguisher task.
- Effect: sub health decreases (for example,) 2% per second, and the effect will continue until the player accomplishes this task.
- Play: Toggle “R” button to pick up or drop the fire extinguisher. Click the left mouse button and hold at each firing location until the fire is completely gone, or the fire will come back soon.
- Result: If this task is done, the sub health stops decreasing, but it will not heal the sub.

Turn on/off radar:

The player needs to click the correct buttons in a limited time. There’s a counting timer at the left upper corner. The locked radar screen will show up the keys that the player needs to click. Order doesn’t matter.

Turn engine to silent mode:

The player needs to drag the switches to the appropriate on/off order. The hint/guide will be given at the right lower corner. There will be a countdown timer at the right upper corner.

Fix Fuse Box:

The player will be faced with multiple fuses and a certain amount will be burned out (in the example, the left and middle fuse are good and the right fuse is burned out. The player will have to use the mouse to drag the blown fuse out and drag in a new fuses (shown top right in the diagram)

Task	Cause	Effect on Ship	Effect on Fix
Fix Engine	● Random	● Ship doesn't move	● Ship now can continue moving
Fix Fuses	● Random	● No light	● Lights on if lights flipped and wires not broken
Repair Hull	● Random	● Decrease health x per y	● Stop decreasing health
Fix Wires	● Random? ● Inside Monster	● No light	● Lights on if lights flipped and fuses not broken
Storage Code	● Locked at the start, and the wrench is inside	● Can't do Fix Engine is storage is not unlocked	● Can do Fix Engine
Fires	● Random	● Decrease health x per y	● Restore x health over y
Silent Engine	● Player	● Ship moves slower?	● Outside monster won't attack
Turn on/off Radar	● Player	● Outside Monster attacks	● Outside monster won't attack ● Can see outside monster

Event	Cause	Effect on Ship
Lights Off	● Fuses ● Wires ● Flip Switch	● Inside Monster can attack ● Outside Monster can't attack

Sonar On	● Turn on/off Radar	● Can see sonar ● Outside Monster can attack

What affects Health:

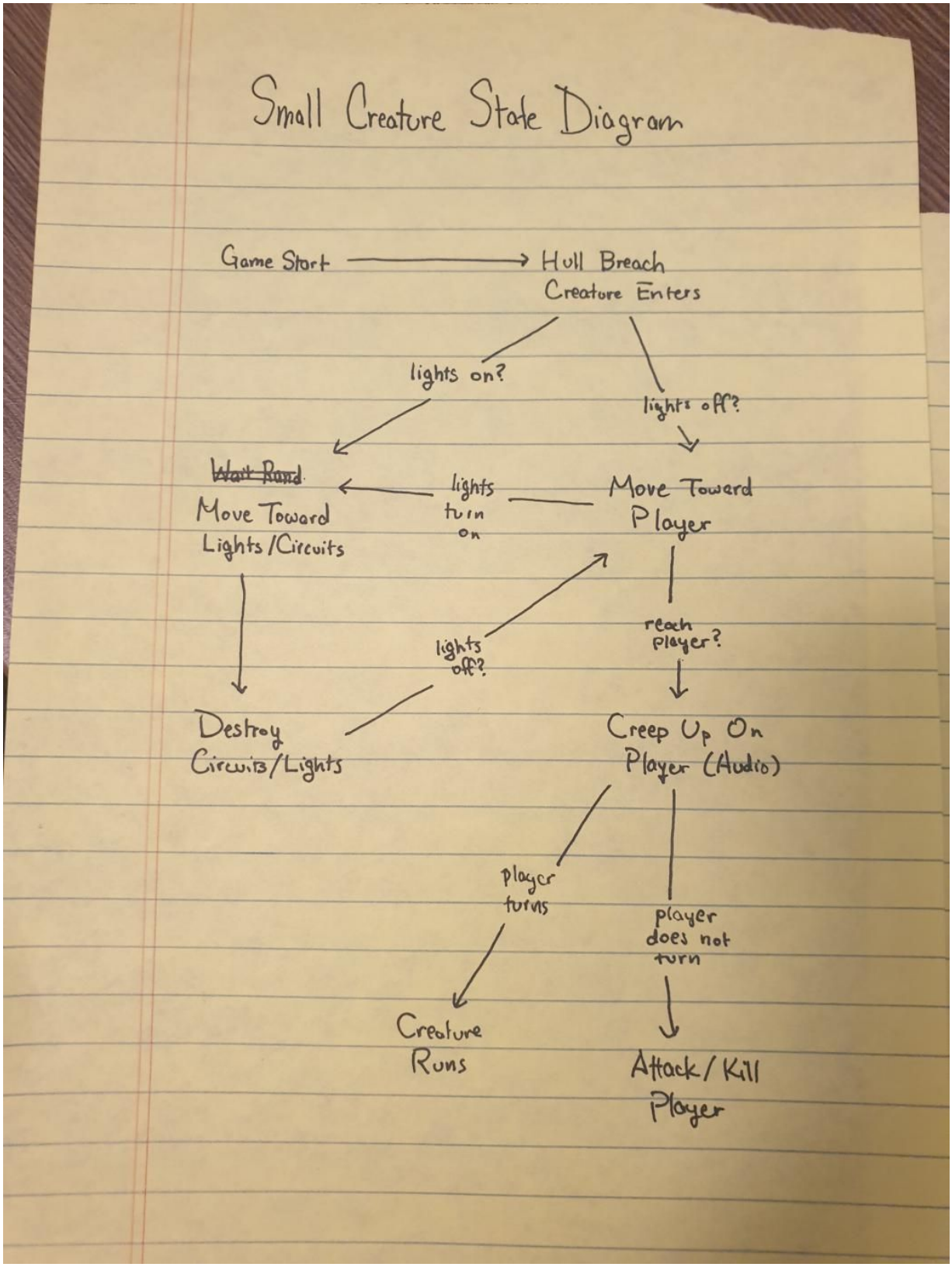
- Hull ruptures
- Fires
- Monster attacks

Events:

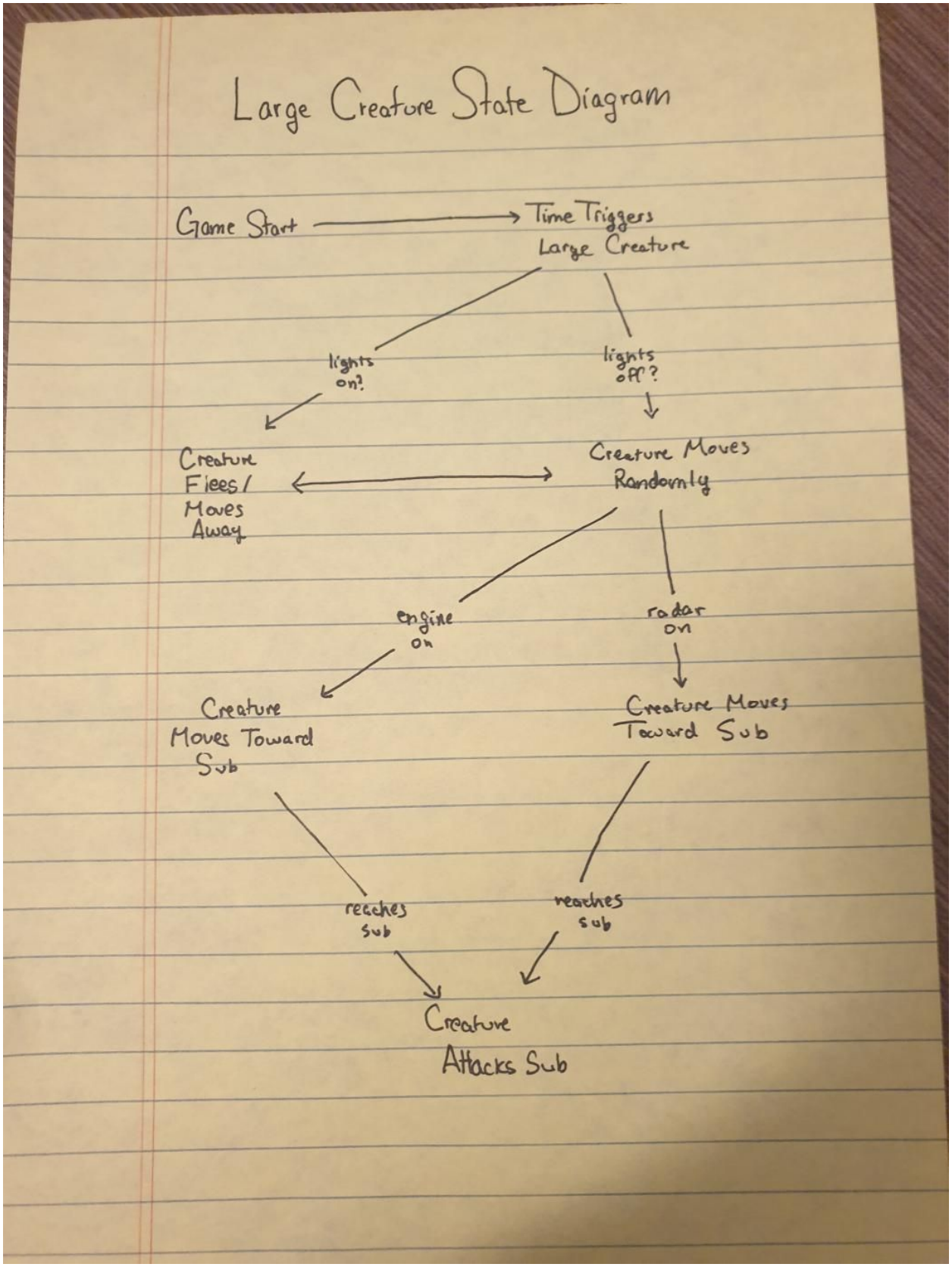
- Hull puncture
- Lights go out
- Engine goes down
- Monster gets into the ship
- Something shows up on the radar

Enemy Behavior

- Act 1 Scene 1: (outside monster) (tutorial)
    - Towards the end of this scene, a sea monster will be introduced outside of the sub
    - As part of the tutorial, the monster will damage the sub causing a hull rupture
        - Player must then complete the hull fixing mission to continue with gameplay
        - Player then has the stop the engine and turn off headlights to allow the monster to swim away
- Act 1 Scene 2: (outside monsters)
    - More monsters will appear outside of the sub periodically, every 15-30 seconds (time chosen randomly)
    - Each time a monster comes in contact with the sub, the sub will be attacked
    - Monster will periodically attack the sub every 20 seconds until the engine and headlights are turned off (or silent mode, in debate).
- Act 2: (inside monster)
    - Inside monster will be introduced when the sub reaches halfway to its destination
    - Monster will randomly sabotage the engine or lights every 30 seconds
        - Player will then have to fix the engine or repair wires
    - Monster will follow player around to each room
        - If monster and player are in the same room without the lights on for 10 seconds, the monster will attack killing the player



State diagram for interior creature/monster.



State diagram for exterior creature/monster.

Development

Derived Classes / Component Compositions

1. Player
    a. PlayerMovement
    b. PlayerView
2. EnemyBehavior
    a. OutsideEnemyBehavior
        i. Location
        ii. Attack
        iii. Move
    b. InsideEnemyBehavior
    c. Location
    d. Attack
    e. Move
3. UI
    a. ProgressBar
    b. Mini-map
    c. Health
    d. SOnar
    e. TaskBar
4. Views
    a. Periscope
    b. PlayerMainCamera
5. ShipResources
    a. Health
6. Interactables
    a. PeriscopeView
    b. Sonar
    c. LightSwitch
7. Minitasks
    a. WiresBroken
    b. EngineBroken
    c. HullBroken
    d. StorageLocked
    e. SubFires
    f. FuseBroken

Graphics

Style Attributes

Art style will be in 3D from a first person perspective with a dark and nautical theme. The art and the models will be largely realistic.

Some features that are currently being discussed that may be added to the game include limited and blurred vision, especially outside sub.

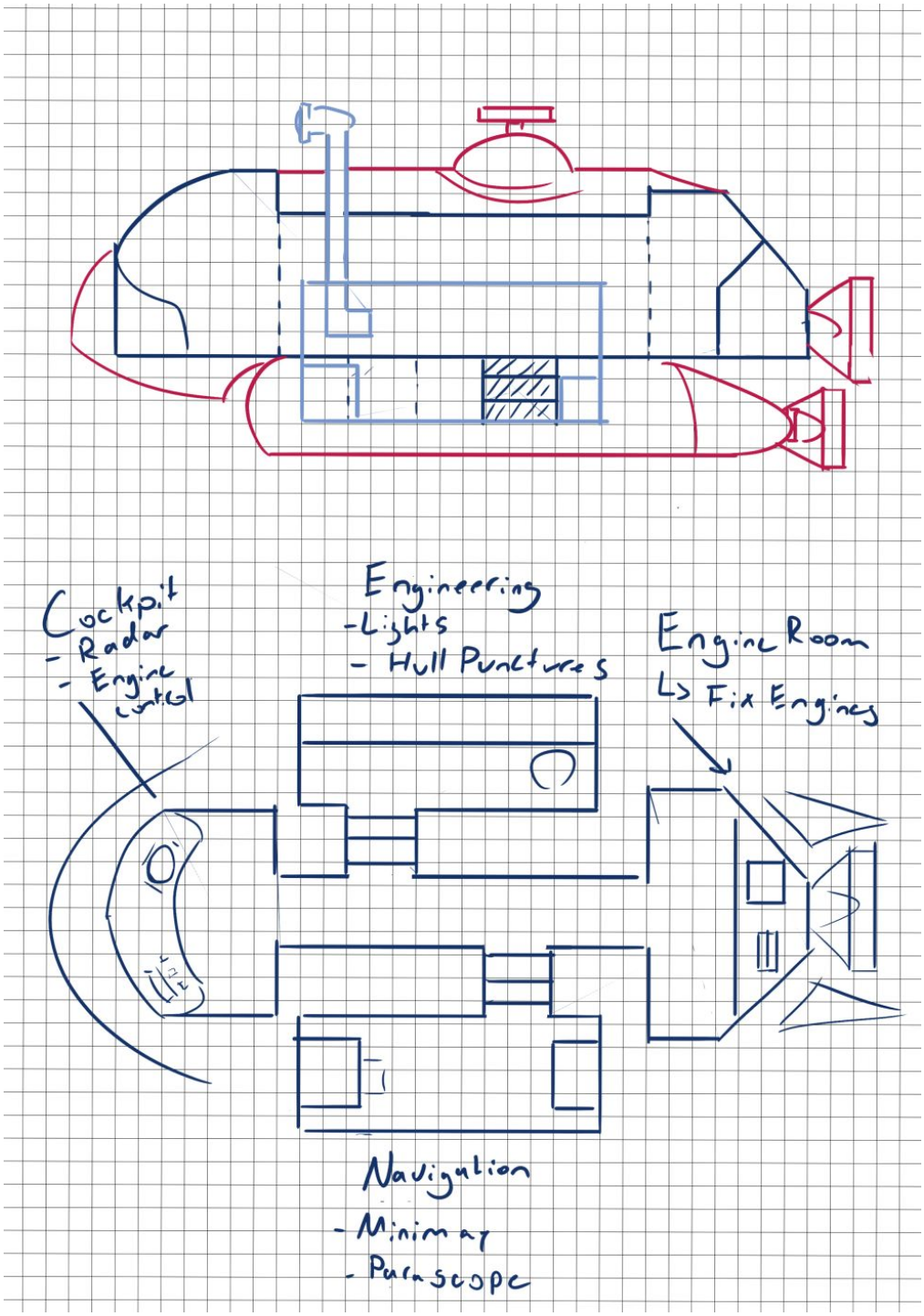
Graphics Needed

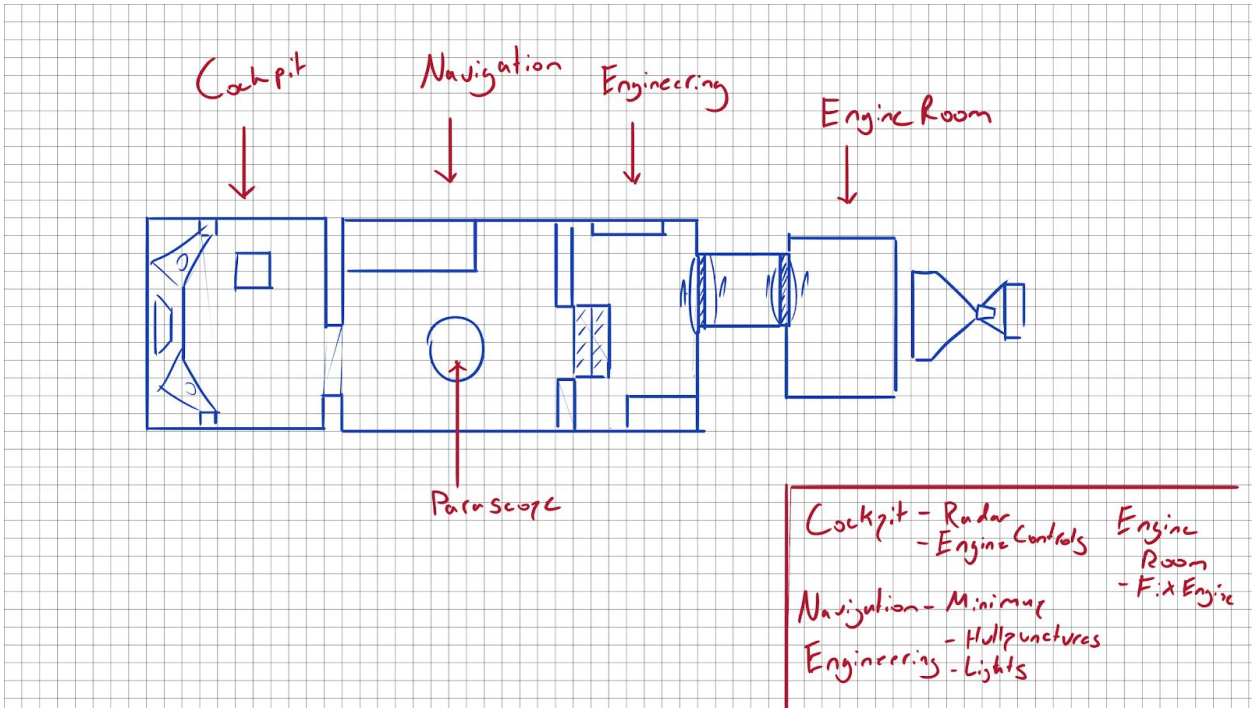
- Characters
    - Human-like
        - Player (idle, walking, interact)
    - Other
        - Non-hostile sea creatures (swimming outside sub)
        - Invader Monster (still, scurrying, obstructs vision)
        - Sea Monster (swimming, attack player)
            - Large squid?
            - Megalodon?
            - Cthulhu?
- Outside Submarine
    - Submarine Material
    - Seafloor
    - Rocks
    - Ruins
- Inside Submarine
    - Lights
    - Metal Wall
    - Computer
    - Doors
    - Periscope
    - Hull ruptures
    - Wires
    - Sparks
    - Fusebox
    - Fire Extinguisher
    - Engine
    - Flashlight

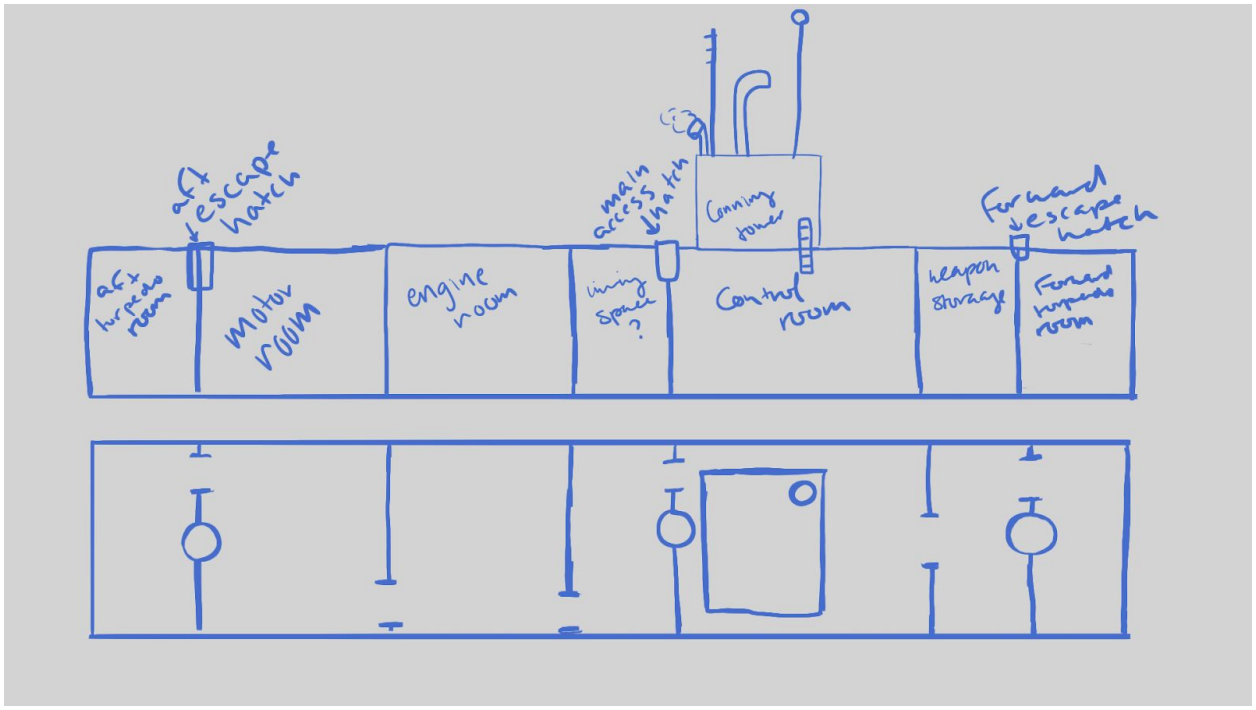
    - Fuse
    - Buttons
    - Metal Slabs
    - Wrench
    - Leaks/Cracks
- UI Elements
    - Sub distance meter
    - Radar
    - Mini-map
    - Submarine health
    - Submarine energy level
    - Periscope view
    - Resources collection (backpack)
    - Fixing wires (mini-task)
    - Fixing hull (mini-task)
    - Fixing engines (mini-task)
    - Fixing lights (mini-task)
    - Extinguishing fires (mini-task)
    - Engine start and stop

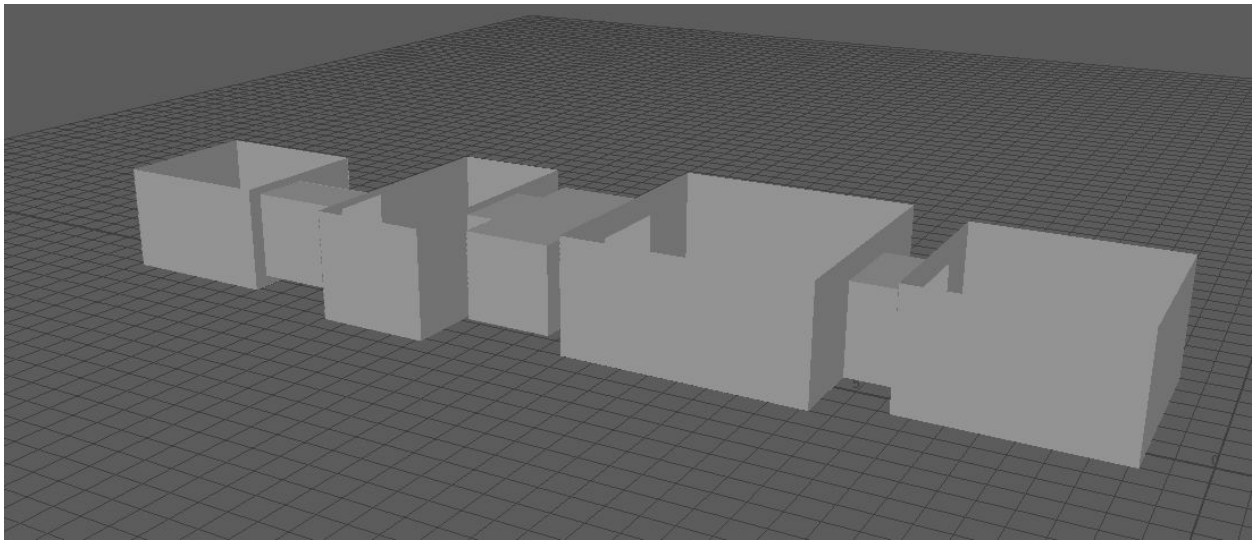
Sketches & Developed Graphics

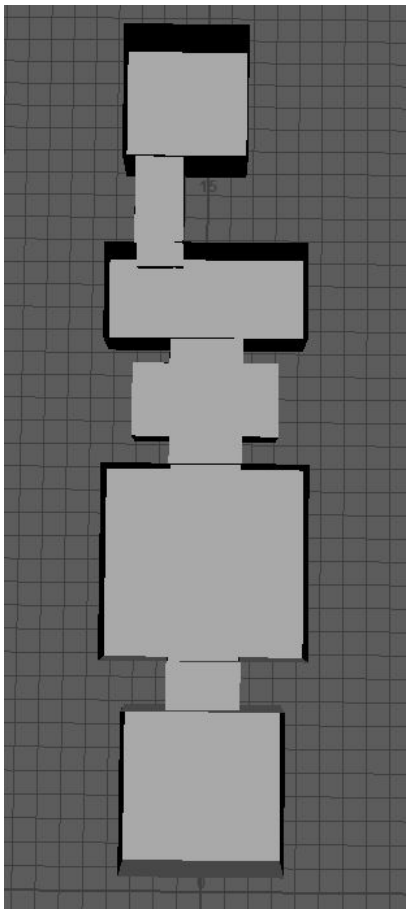
Submarine:

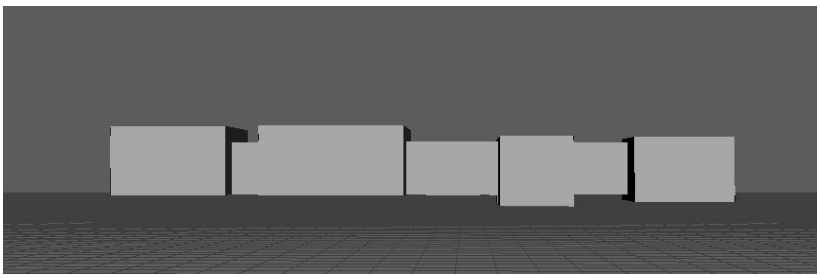


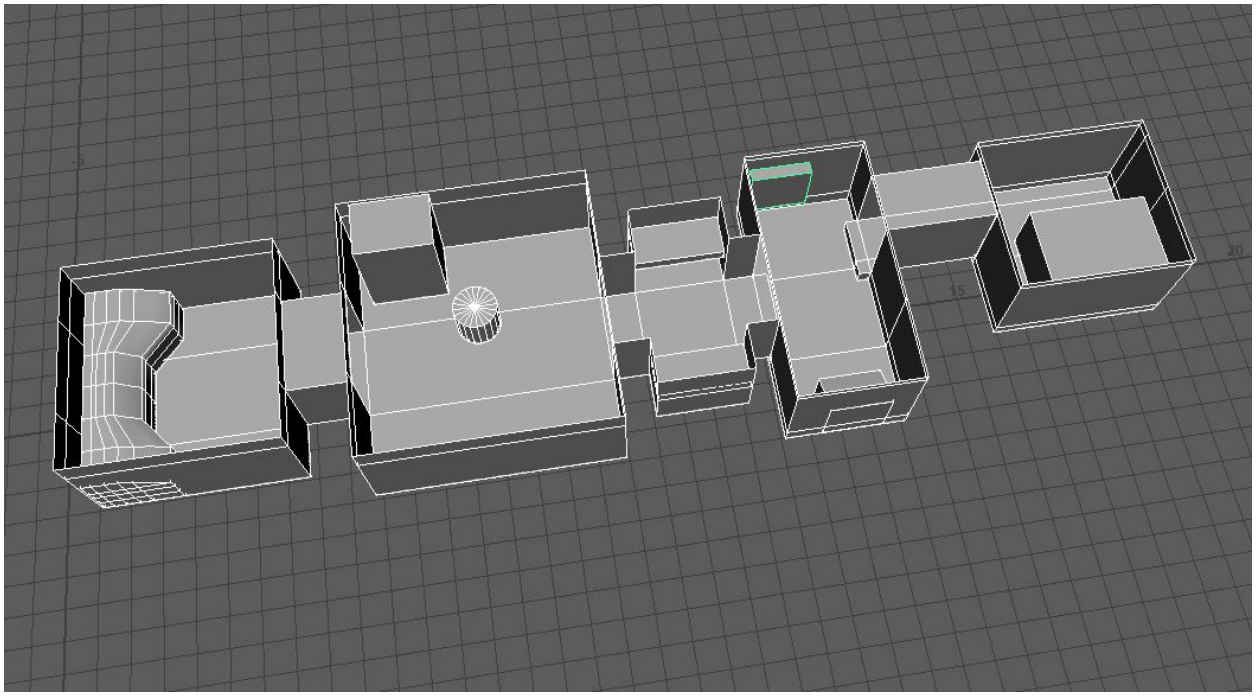

Cockpit
Navigation
Engineering
Engine Room
Periscope
Cockpit - Radar
- Engine Controls
Navigation - Minimap
- Hullpunctures
Engineering - Lights
Engine Room
- Fix Engine


aft escape hatch
main access hatch
Conning tower
forward escape hatch
aft torpedo room
Motor room
engine room
living space ?
Control room
weapon storage
Forward torpedo room

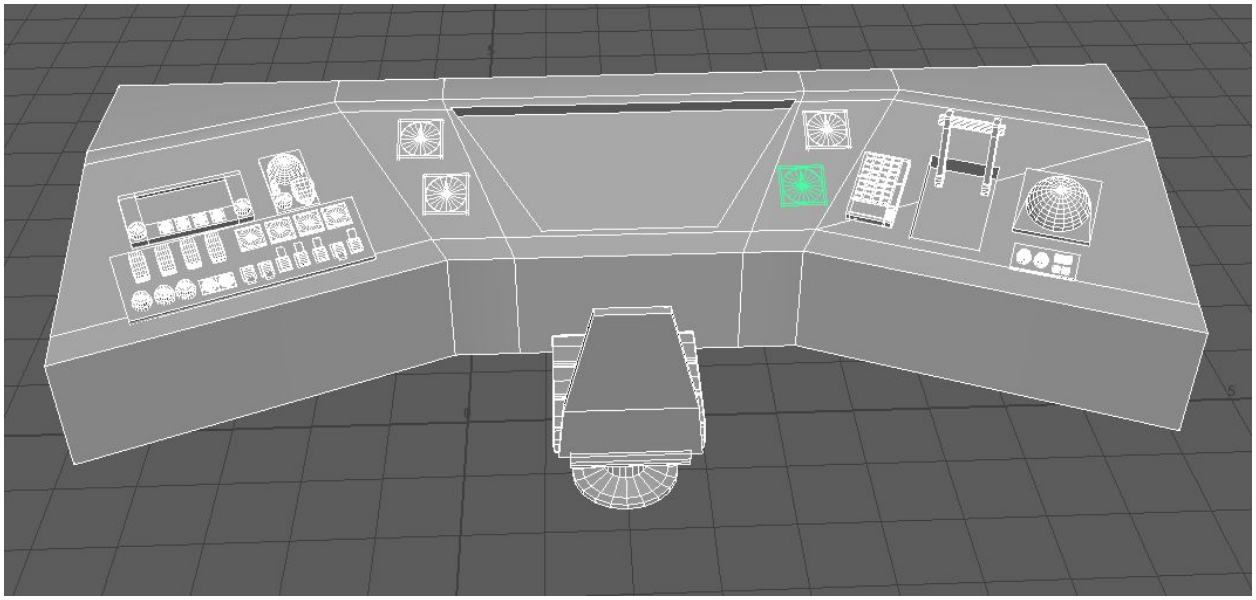


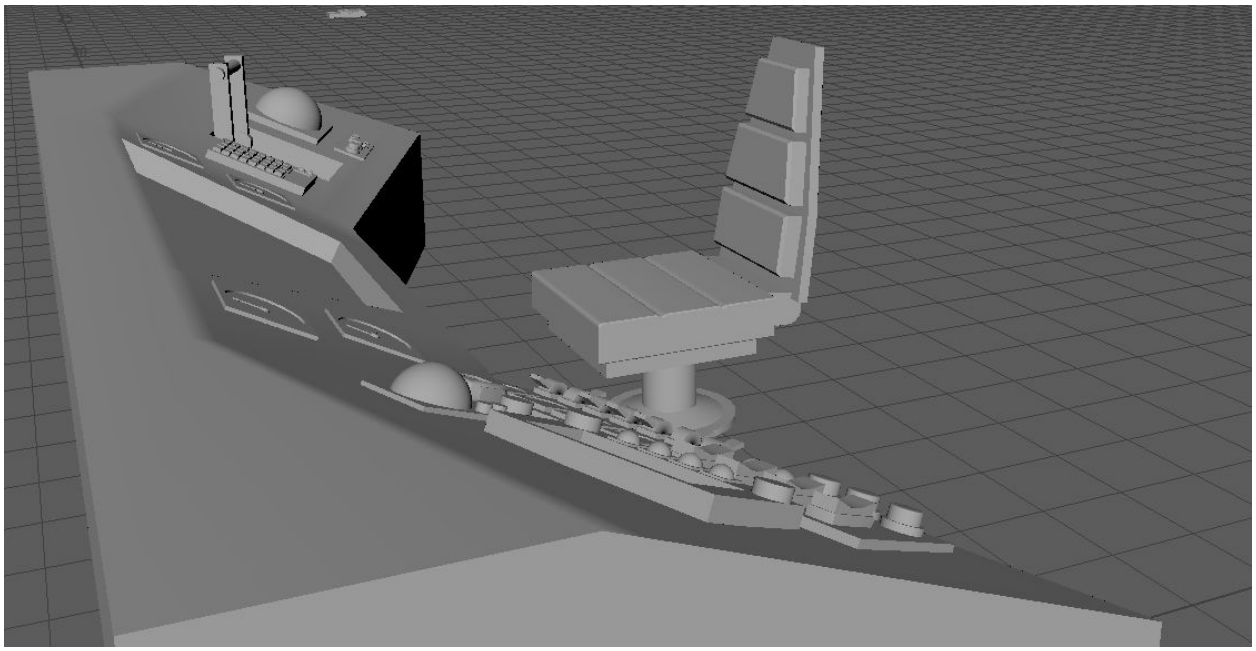


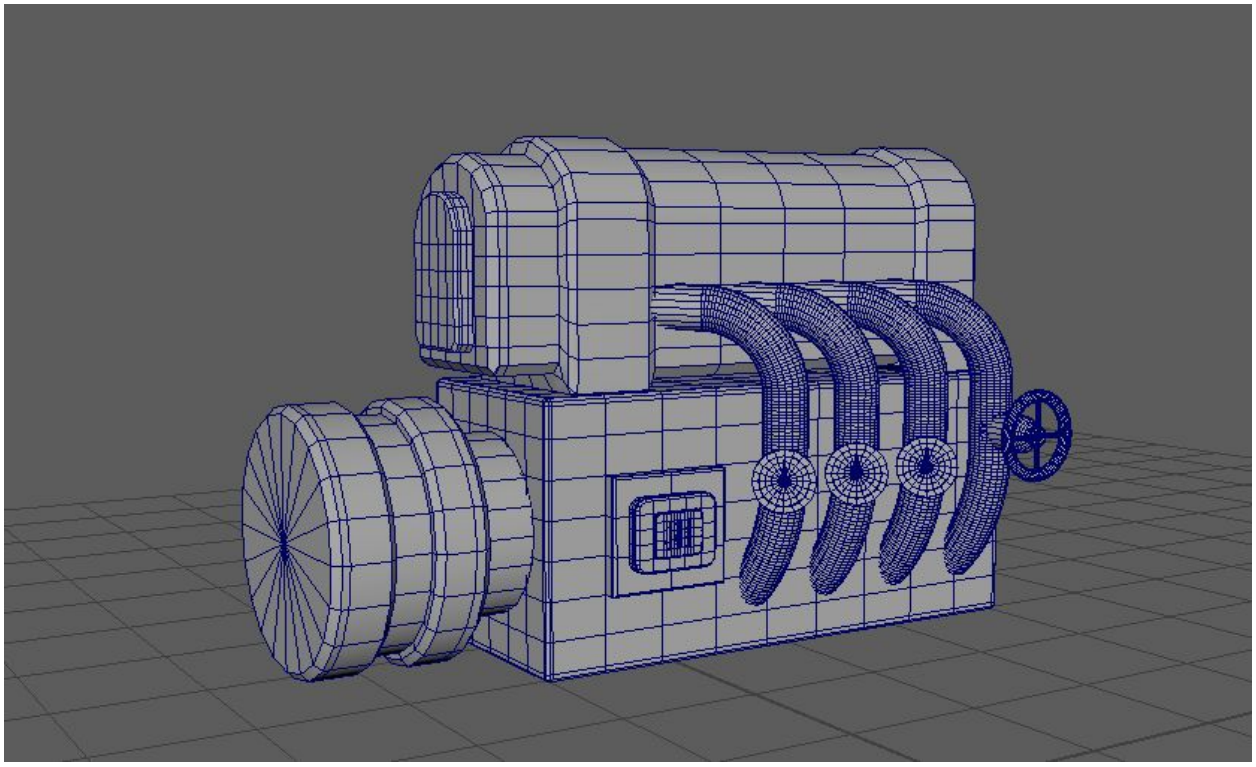




Cockpit Model

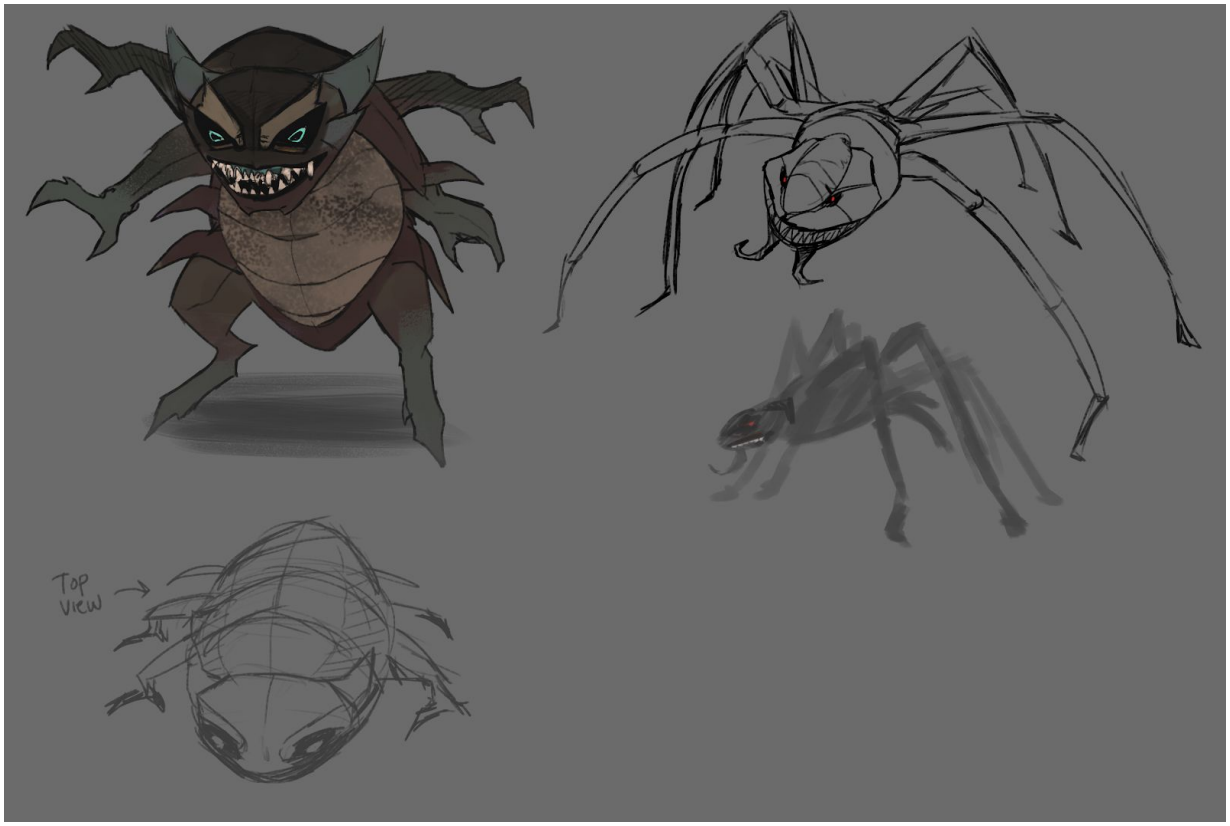


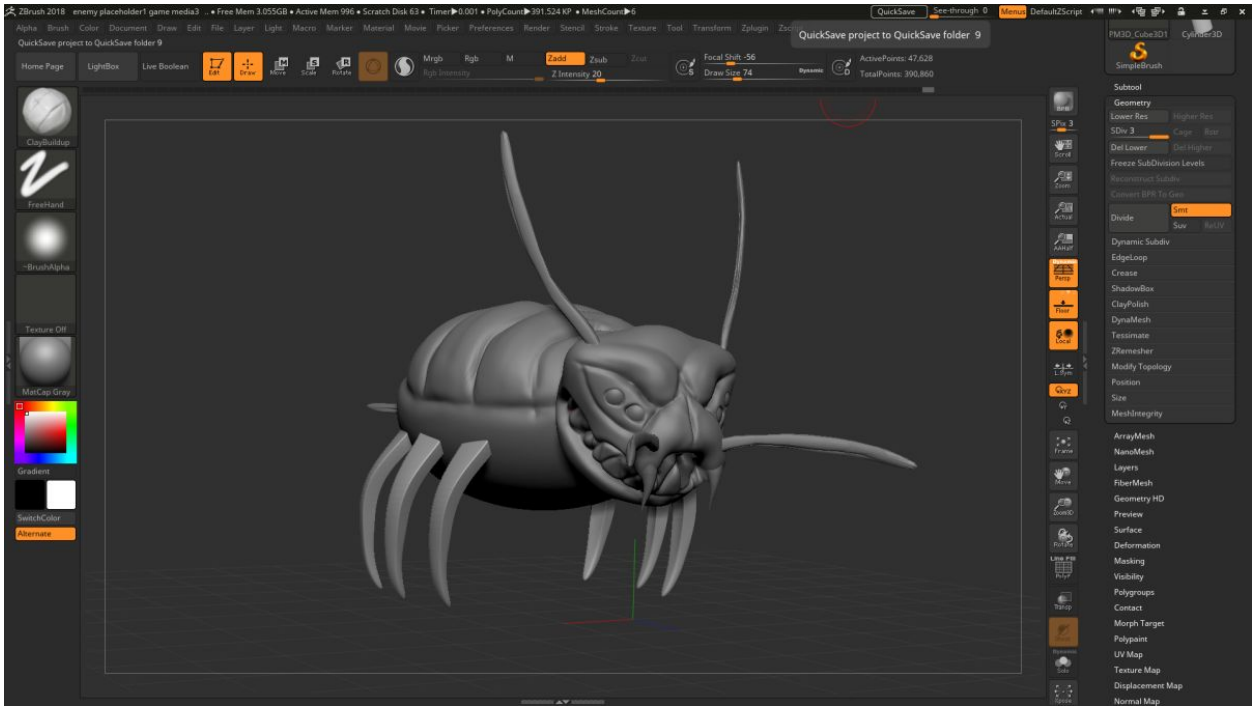




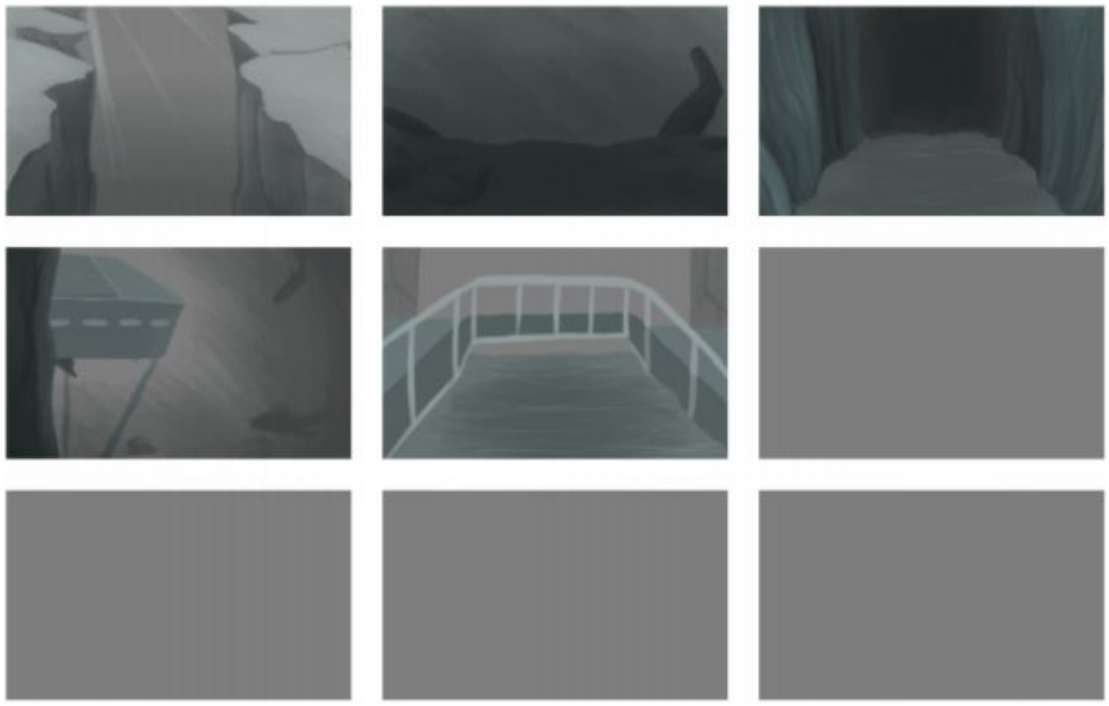
Periscope
Wire tasks
Engine
Supply closet
Control Console

Enemy Creatures:




QuickSave project to QuickSave folder 9

Concept Art:

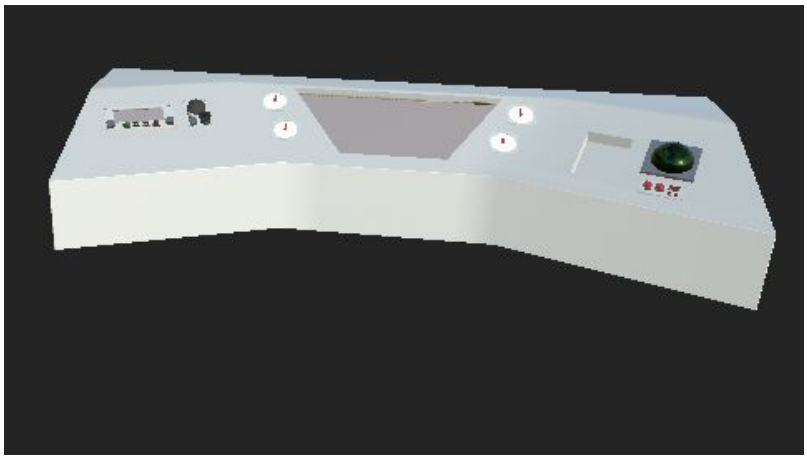


Eurydice
START

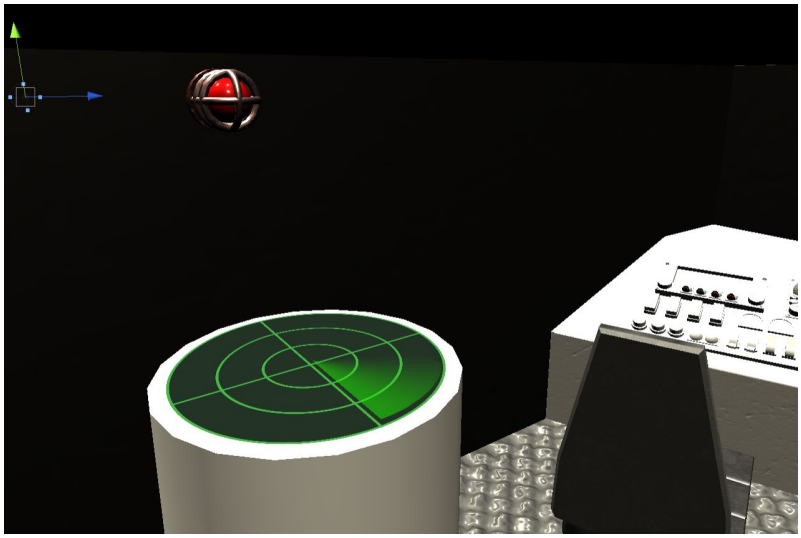
Interior Textures

- Lighting In Unity
- Chair
- Control panel
- Submarine walls
- Wire box
- Fuse box
- Fire extinguisher
- Engine
- Supply closet
- Periscope
- Indoor creature
- Wrench
- Alarm lights
- UI elements
    - Heath bar
    - Sonar map
    - Start screen
    - Buttons

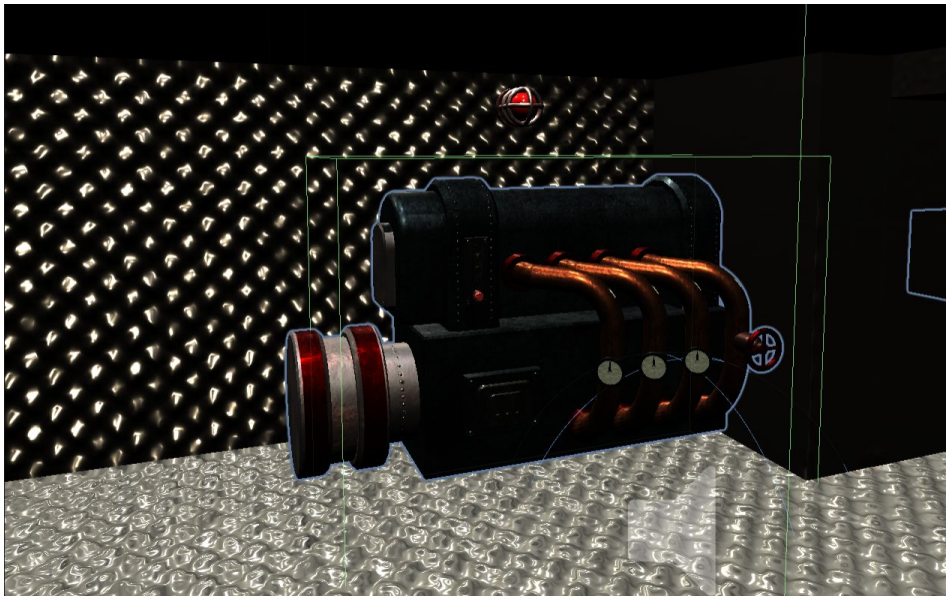
Textures:

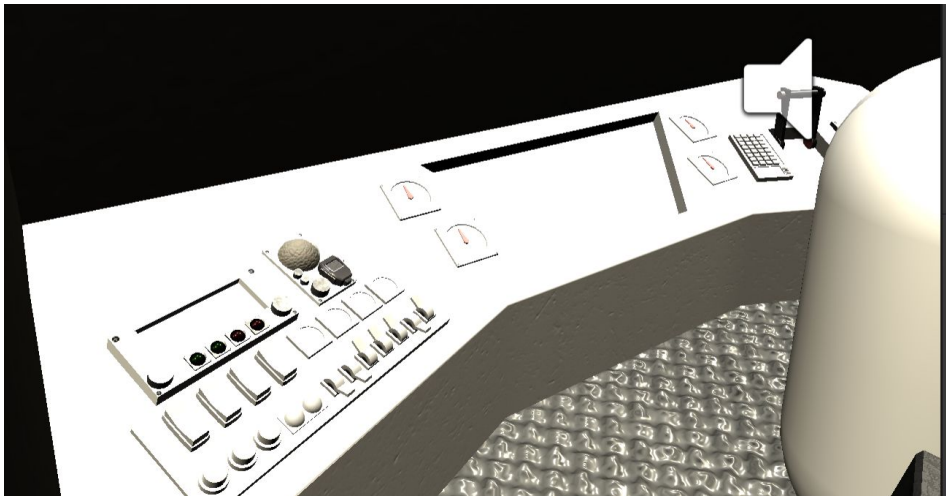


Screenshots of the game:

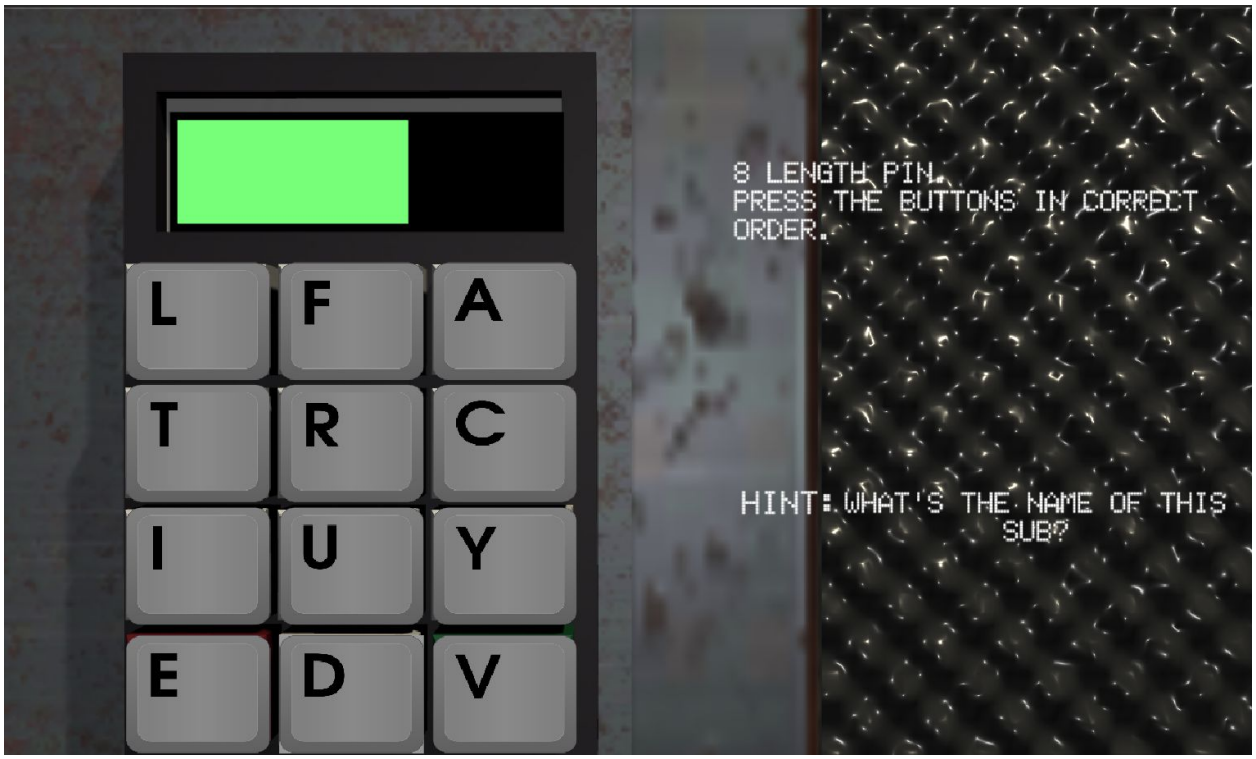


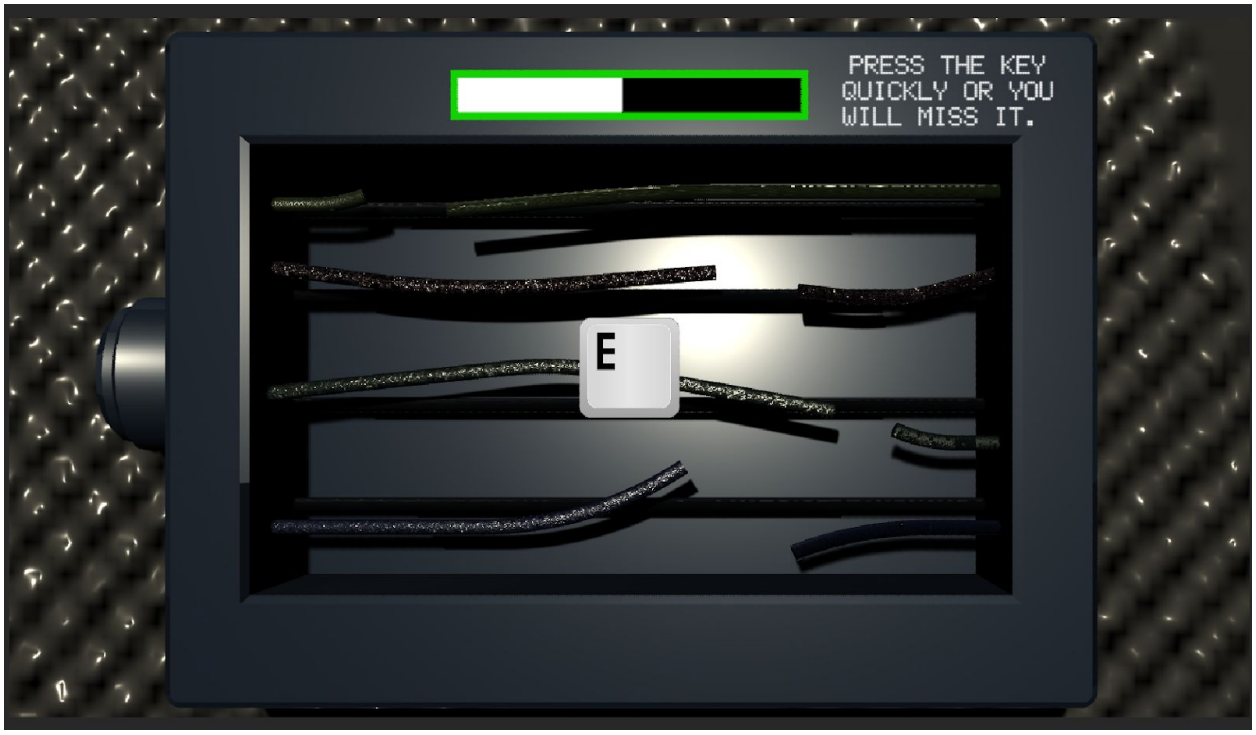
1.
to grab
2.
Aim at
3.
to

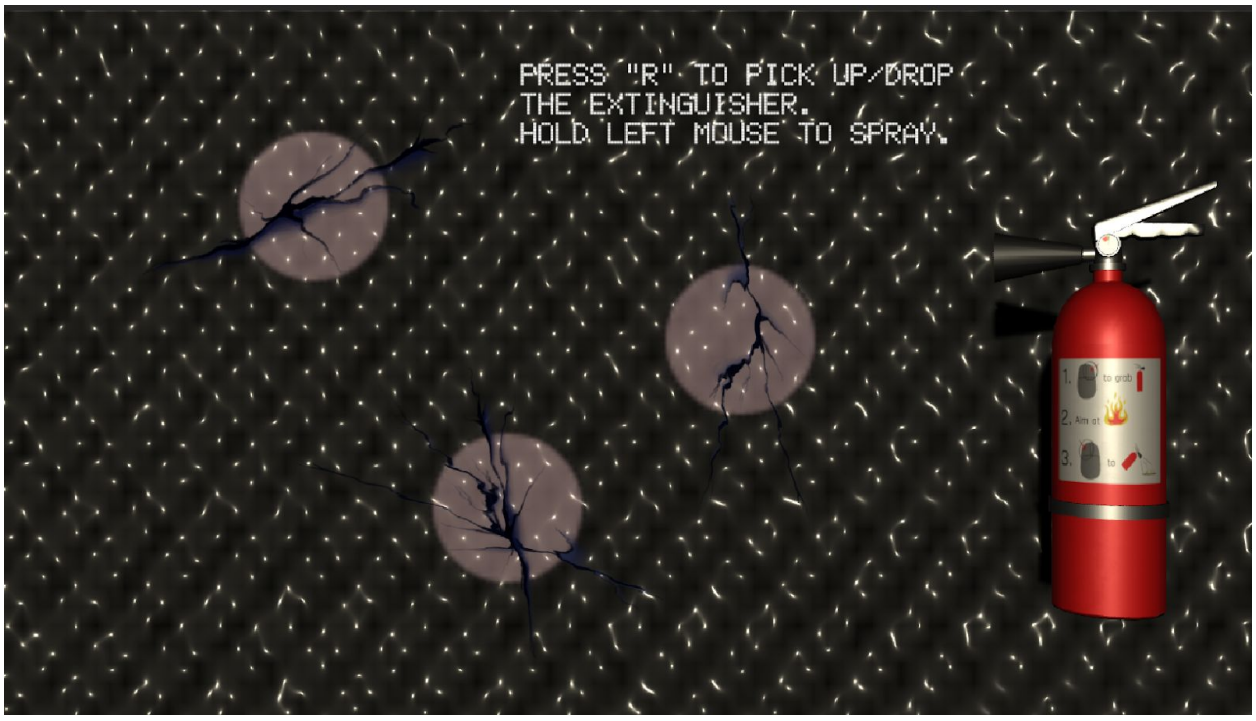




NEW TEXT
PROVE YOU ARE NOT A ROBOT! CLICK THE CORRECT BUTTONS TO TOGGLE THE RADAR
H
I
E
A
F
D
G
C
B
K
J
A
B
C
D
E
F
G
H
I
J
K


L
F
A
T
R
C
I
U
Y
E
D
V
8 LENGTH PIN.
PRESS THE BUTTONS IN CORRECT ORDER.
HINT: WHAT'S THE NAME OF THIS SUB?


PRESS THE KEY
QUICKLY OR YOU
WILL MISS IT.
E


PRESS "R" TO PICK UP/DROP
THE EXTINGUISHER.
HOLD LEFT MOUSE TO SPRAY.

Sounds/Music

Style Attributes

- Spooky ambient sound
- Ominous music and sound effects

Sounds

- Effect Sounds
  - Footsteps when walking/running
    - Removed
  - Radar
    - Added
  - Alarm
    - Removed
  - Heavy breathing
    - Removed
  - Door creaks
    - Removed
  - Heavy metal scraping
    - Removed
  - Fire
    - Added
  - Monster noises/hisses
    - Added
  - Wrench clicks into place
    - Added
  - Button pressed
    - Added
  - Fuse clicks into place/fuse removed
    - Added
  - Sparks
    - Added
  - Slab seals hole in ship
    - Added
  - Fire extinguisher spray
    - Added
  - QTE hit + miss sound effect
    - Added

- Ambient Noise
    - Engine Noise
        - Added

Music

- Creepy
- Suspenseful

Schedule

Game Production Schedule

Weekly team meetings along with smaller group meetings will be held to keep us all on track and on the same page.

September 2	Initial Game Design Document submission
September 4	Full Team Meeting to Discuss Game Doc, assign smaller, specific roles and tasks
September 9	Game Design Document submission
September 15	Movement and Vision
September 17	UI and Basic Map
September 19	Example Task
September 21	Minimum viable product Stage I: (all basic design drafts, some basic functions such as movement and UI)
September 28	Minimum viable product Stage II: (basic UI, level development, more functions integration such as camera and part of task system)
October 5	Minimum viable product Stage III: (all necessary UI and movement added, a

	playable level developed, implement any developed graphics)
October 8	Midterm Presentation
October 12 - October 26	Further Development & Integration: (Fully art elements integration, Fully task system and horor elements integration, All necessary function integration)
November 2	Stabilization & Playtesting (Fully playable game, doing more playtest and debugging)
November 11	Final Game Design Document, Playtest Log, and Executable submission
November 16	Final Publication

Post-Midterm Schedule

October 12 - October 21	Integrated most of minigame into the game, connecting mini and main scene with task system. Added interior monster. Work on texture and all left art elements.
October 21 - October 26	Almostly completed each function of the game (including minigame, UI, movement, etc.). Completed most of the main art and music elements in the game.
October 27 - November 2	Mostly completed and integrated all art, music, assets, code into the game. Should have a mostly playable game and fully completed art elements. Should integrate most interior texture and monsters' movement and task system. Adding more audios and sounds. More detailed tutorial and background story. All bugs found by playtesting will be addressed and assigned to each teammate and be solved.
November 2 - November 5	Second round playtesting completed. All advice and bugs are recorded in the google doc. We will continue debugging and improving based on the feedback. Should have most art elements like textures. Should have finished but not integrated checkpoints. Should have some minigames with higher difficulty in the later of the game. Itch.io account will be created.
November 5 - November 10	All monster mechanisms are integrated. All art elements such as texture will be integrated. All minitasks will be in the task system. The checkpoints should be integrated with no bugs.

	Third round of playtesting completed. Aim to have “No more bugs are found” and “interesting game”. Itch.io page has been built up.
November 11	Final Game Design Document, Playtest Log, and Executable submission
November 11 - November 15	Last round to revise Final Game Design Document, Playtest Log, and Executable submission. Final improvement time for Itch.io page and game.
November 16	Final Publication

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itch.io Information

itch.io Account:

sgh44@case.edu (userName: samhenke)
randolph.zhao.49@gmail.com (userName: Randolph Zhao)
smbaker@student.cia.edu (userName: ThunderCreates)

itch.io Link:

https://cwru-eecs390.itch.io/deep-below-fall-2020

Timestamp	Name	Email	How far did you get?	What about the game was difficult?	What about the game do you wish was different?	Do you have any other feedback for us?	Response
10/21/2020 12:48:04	Laith Miller	lpmiller@student.cia.edu	through 4 of the mini tasks	doing the mini tasks quickly	I Wish there was audio queues	2 of the mini tasks I couldn't get to work. The fuse box and the fire mini task did not work for me.	Added more audio to minitasks and will continue to add it to the game overall. Bugs fixing on task not starting was done and will continue to be tested
10/21/2020 13:53:15	Vina Kong	vinakong@gmail.com	Not very far, I completed a few minitasks but the distance meter got to maybe an 8th of the entire way.	How to complete or interact with the crack in the wall, extinguishing fire, didn't know where the wrench was to fix the engine.	Have a text pop up to indicate there is something interactable nearby. For example, "Press E to Fix Wires", something along those lines. Couldn't pick up the fire extinguisher, or I didn't know how to interact with the fire. The camera control is a bit annoying with the mouse being visible.	minitasks were fairly doable, would be cool to add more	Bugs fixing on task not starting was done and will continue to be tested. And text above the interactable object was added "Wire Box", "Fuses" etc, to help identify tasks alogn with minimap. Will add cursor and take away mouse in the future
10/21/2020 13:58:10	Nanette	triplebogey90@hotmail.com	Was able to interact with 3 things, but still had 3 tasks that couldn't work with.	For me, most of it as I am not used to playing games, especially on the computer.	Too early to tell, but I definitely see the potential. I will say the energy and health levels started dropping into the negative during the tutorial, and kept going throughout.		Health has been adjusted and will continue to be
10/28/2020 14:18:56	Vina Kong	vinakong@gmail.com	completed all the tasks, quarter of the way of the di	sometimes difficult to see without a good source of lighting	i think the minitasks always seem to stay broken even after compl	would like to see the enemy come into play and still give a better tutorial / background story to the game	
11/4/2020 13:50:35	Vina Kong	vinakong@gmail.com	completed the game	i think it was pretty easy, got the hang of the minigames	right not it is pretty easy to avoid the outer monster since I can alv	i cant replay the game after completing the game the first time	
10/19/20	Greg Henke	sgh44@case.edu	Finished all minitasks (6)	Knowing where to go and how to complete tasks were the most difficult parts (ex didn't know ship name, didn't know to move when to use mouse or keys sometimes)	Nothing	Game was fun, appreciated the differences in minigame gameplay	Added more helpful text to minitasks to help clarify and aid players
10/20/20	Jack Liu		Finished all available game tasks	Cannot understand where each task is located in the submarine and how I should win the game. And each minitask is pretty easy to solve.	N/A	Add repeating minitask, not just once. Provide more detailed info in the mini map to guide player to minitask	Added minimap and text indicators
10/21/2020	Ciel Wu		Finish all listed task except the fix hull	Q button pressed but seems not working. The art style of start menu image doesn't match with the control menu image. Task locations not difficult to find.			Art will continue to be updated to better fit the game
10/21/2020	Jack Xi	rxx79@case.edu		Health easily goes down to -132%. Why does the character always spown in the Console room every time quite the task? Need to change wrench's color, it is so hard to see it. For cracked hull, Q doesn't work. Press E but can't do the fire extinguisher task, but later suddenly it works. For the wrench task, if let left mouse goes when wrench has rotated about 270 degrees, the wrench goes inside the engine, and could no more pick it up by using left mouse. Energy goes to -2% for no reason. Didn't even know what cause that. For the switch in the console panel, doesn't know how it work. When all tasks are done, the progress bar at the buttom reaches the end for no reason. Weird. What is that ball in the console room for? When the progress bar reaches the end, should have a "congradulation " scene, or something similar to that to show the progress is done, and then go back to the start menu. There's no instruction for health and energy, they just keep decreasing for no reason. Almost 0 credit for most of instructions.			Player position after a task will be looked into, health and energy have been and will continue to be adjusted. And we will add more clarifying text to help explain the game
10/27/2020	Jack Liu		Finished all task except the fix hull	Cannot complete fix hull. But the death and end scene transition seems integrated. The audio looks pretty good. It is becoming a good game now.	More minitask?		We will work on fixing the bug of fix hull. Hopefully we will fix the bug in this week. We have no time for more minitask, but we may have repeated minitask in the later of game with some difficulty changes.
10/28/2020	Joe Xie		Finished some tasks	ESC panel will stuck if use ESC to return from some sub pages to main ESC menu.	Have more background informations...	Some mini tasks seems too easy for me to complete. Most just took 20-30 seconds.	We will work on fixing the bug this week.
11/2/2020	Jack Liu		Finished part of task , stucked in the periscope	Cannot quit from periscope, cannot see my mouse		Why do we need periscope?	Have released the mouse cursor during perscope, it will be used for observe outside monster
11/2/2020	Zifan Xu		Reached the end	There are always multiple wirebox in minimap, but only one of them is broken. Sometime the first one cannot be triggered			Fixed the multiple wirebox bug. Fixed sometime it cannot be triggered bug.
11/3/2020	Jack Liu		Finshed most of tasks	Again, stucked in hull task. there is no quit choice to return to main scene in hull minitask if player stick all 5 pads onto the wall but doesn't finish the task. And there is a 3d model texture missing in engien task		Maybe let player stay after the minigame at the same position as before the minigame	Allowed to press ESC to quit from hull game. Refreshed the engine texture. We will try to add player postiion record variable in the next week.
11/4/2020	Tong Shi		Finished all the task	The frequency of task is too quick. And some of task is too easy for me. There is a bug in the back button of ESC panel. The word in hull is too small for my monitor and the speed of dropping the pad is too fast.			Decreased the frequency of task. We have no time to increase the difficulty of each task. Fixed the bug in ESC panel. Will fix the bug of word, guess the reason is resolution change.
11/9/2020	Zidong Huang		2/3 of the destination	The minigame is interesting, but the game is a little bit too hard. There are too many tasks to do and the monster caused huge damage to the health.			We will adjust the diffculty of the game by changing the damage of the monster
11/10/2020	Randolph Zhao		Successfully win the game	All the texture is intergrated. The difficulty of the game is still too hard. And the periscope seems no button to exit.			We will adjust the difficulty and add a hint dialogue for the periscope mini task.
11/10/2020	Grace Yu		2/3 of the destination	The game looks totally different from the prototype weeks ago. The texture looks good, but the tasks are too many to be completed.			We will adjust the difficulty and task repeating speed.
11/11/2020	Jack Liu		half the game	The tasks speed is better. However, I was stuck at the dialogue updates of the monster hint.			We will reassign the variables in the hierarchy.