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MCS Male: Wood Elf Scout,
<https://assetstore.unity.com/packages/3d/characters/humanoids/mcs-male-wood-elf-scout-48991>, MORPH 3D, This is a unity asset, so we bought the license (It is copyrighted, but is royalty-free)

MCS Male, <https://assetstore.unity.com/packages/3d/characters/humanoids/mcs-male-45805>, MORPH 3D, This is a unity asset, so we bought the license (It is copyrighted, but is royalty-free)

Mega Fantasy Props Pack,
<https://assetstore.unity.com/packages/3d/environments/fantasy/mega-fantasy-props-pack-87811>, KARBOOSX, This is a unity asset, so we bought the license (It is copyrighted, but is royalty-free)

Free HDR Sky, <https://assetstore.unity.com/packages/2d/textures-materials/sky/free-hdr-sky-61217>, PROASSETS, This is a unity asset, so we bought the license (It is copyrighted, but it royalty-free)

Coin Graphic, , Us, We made a cylinder in Unity

Backstory - You live in a small village in the countryside. You're a simple peasant who lives your life in peace. One day, you hear a cry for help. You run toward it but fall into a hole. When you wake up, you find yourself on an island in an empty village.

Level 1 - There are ghostly ogres coming at you. You realize you have to fight the monsters swarming you in order to have a chance to survive. You have to defeat them by punching them in order to complete the level. Then you have to find the one red coin to move on.

Level 2 - This time it is the same thing, but there are more monsters than level 1. You have to fight the monsters swarming you in order to have a chance to survive. You have to defeat them by punching them in order to complete the level. Then you have to find the one red coin to move on.

Level 3 - This time it is the same thing, but the monsters have figured out your spawn point and have surrounded you. There are more monsters than level 3. You have to fight the monsters swarming you in order to have a chance to survive. You have to defeat them by punching them in order to complete the level and the game. Then you have to find the red coin to finish.

Purpose - This is an action game that is supposed to test one's speed. It is for fun, but can also be competitive/intense if you play it more often and become good at it. The target audience are people of all ages, but will be primarily enjoyed by kids.

General Info - Collecting black coins hurts your health. You have to defeat all monsters and collect the one red coin in each level to win. The number of gold coins you collect is your score. If you want, you can time your level and compete against

friends for the best time. Coins can be a tiebreaker for such a competition. You have a certain amount of health. If you lose all your health, then you will have to replay.

To move forward - w key

To turn left - a key

To move left - q key

To turn right - d key

To move right - e key

To punch - left click

To crouch - c key

To run forward - shift + w key

To turn left while moving forward - w key + a key

To turn right while moving forward - w key + d key

To turn left while running forward - shift + w key + a key

To turn right while running forward - shift + w key + a key

To turn left while crouching and moving forward - w key + a key + c key

To turn right while crouching and moving forward - w key + d key + c key

To turn left while crouching and running forward - shift + w key + a key + c key

To turn right while crouching and running forward - shift + w key + a key + c key

To jump - Space bar

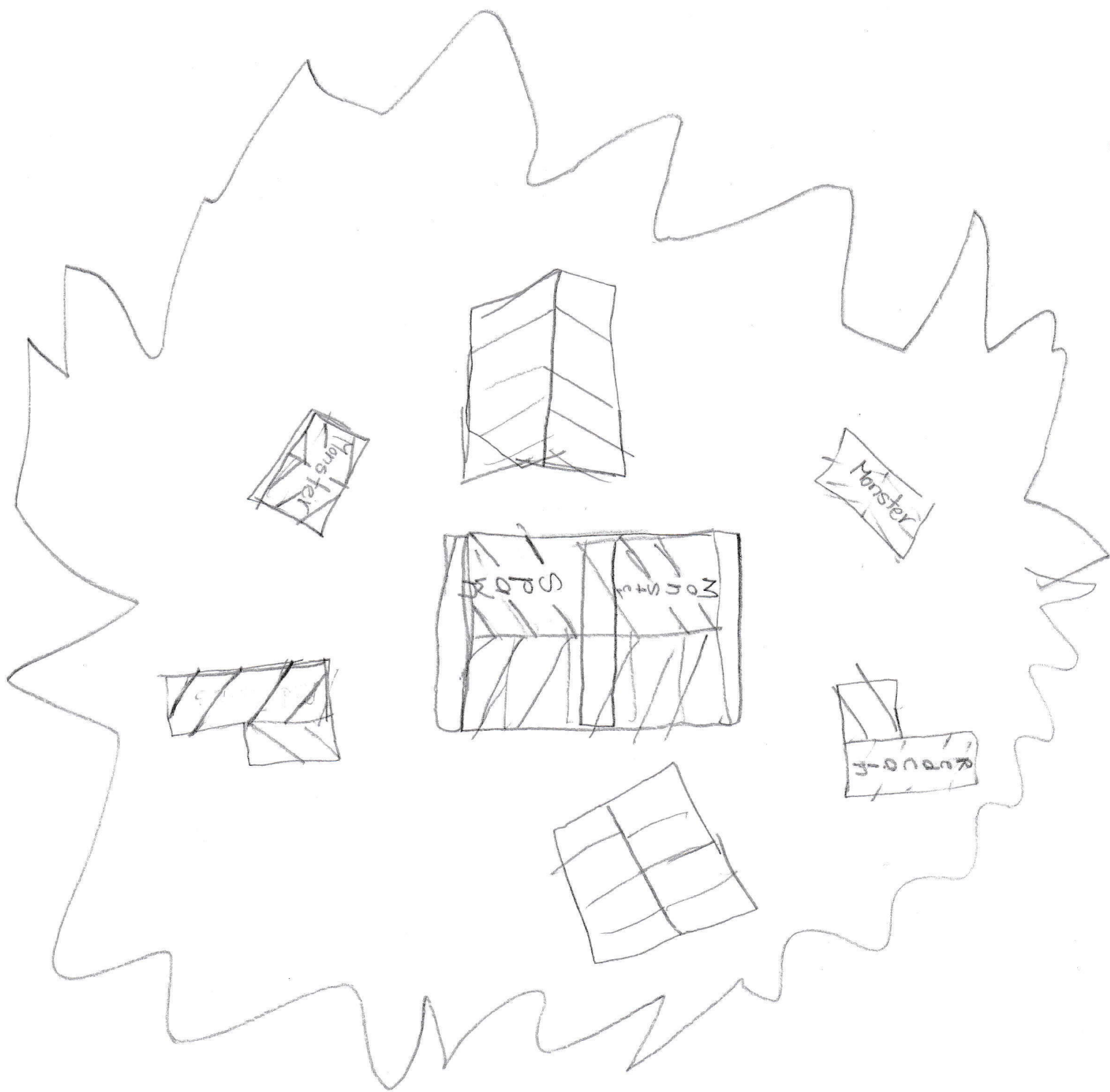
To walk and jump - w key + spacebar

To run and jump - w key + shift + spacebar



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

Date	Task	Time involved	Team member responsible	Comments
3/8/18 1	selecting and getting music	20 minutes	1021050	selected nate-like, medieval music that didn't have copyrights/royalties
3/8/18 2	working on the character models' movement	1 hour 30 minutes	1021035	Animating characters on key presses was pretty hard
3/9/18 3	worked on documentation and got up the web site	1 hour	1021050	Completed the copyright mark list and other things.
3/9/18 4	worked on the enemies' movement and abilities	2 hours	1021035	They are ogres, they attack the character.
3/9/18 5	Designed the main menu and made the storyboard	30 minutes	1021064	Placed monsters and the spawn point
3/14/18 6	Looked at game	10 min	1021058	Gave suggestions for improvements
Advisor signature <u><i>A. Lee</i></u>				



Level 1

Level 3

