

Game/Documentation Link:

Game Overview:

Purpose: A dungeon game that combines traditional aspects of dungeon games such as elves, music, and dungeon environments with silly, cartoonish aspects like tomatoes, a segway, food enemies, etc. The game also contains stimulating riddles.

Description: You are an elf who has acquired a mystical segway and is on a mission to find the Great Brussel Sprout, with which he can vanquish all unhealthy food from the world. He uses his healthy tomatoes to defeat his enemies, the minions of the Hot Dog Dictator, who are trying to get to the brussel sprout first. You travel through the First Dungeon, the Forest Dungeon, and the Ice Dungeon, where you find the Hot Dog Dictator. You have a battle of riddles with him.

Target Audience: Young children who want a silly yet challenging atmosphere for their games, as well as anyone interested in solving riddles.

Directions: Hold the W key to move forward and the S key to move backward. Hold the left shift key while moving to move faster. Left click to throw tomatoes. Move the mouse side-to-side and up-and-down to look around and aim. The fast food enemies can reduce your health by 5 if they touch you, and you can destroy them with your tomatoes. If an enemy is defeated, it will provide you with a med kit, which will add 10 to your health, and tomatoes, which will add either 10 or 20 to your tomato count. If your health reaches 0, you lose a life. If you lose all three lives, the game will reset from the first level. If you run out of tomatoes, you will restart from the beginning. When a riddle and an input box appear, you can type the answer in the box. You will be given three hints, after which you can continue, but a life will be deducted. Travel through translucent portals to advance.

Control Functions:

W or Up Arrow: Move forward

S or Down Arrow: Move backward

Move mouse up: Look up

Move mouse down: Look down

Move mouse left: Look left

Move mouse right: Look right

L-click: Throw tomato

Enter: Advance

Esc: Exit game

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Music from <https://filmmusic.io>:

"Townie Loop" by Kevin MacLeod (<https://incompetech.com>)

Licence: CC BY (<http://creativecommons.org/licenses/by/4.0/>)

"Derp Nugget" by Kevin MacLeod (<https://incompetech.com>)

Licence: CC BY (<http://creativecommons.org/licenses/by/4.0/>)

"Morgana Rides " by Kevin MacLeod (<https://incompetech.com>)

Licence: CC BY (<http://creativecommons.org/licenses/by/4.0/>)

Fonts from <https://www.dafont.com>:

"Enchanted Land" by dennis@sharkshock.net (www.sharkshm.com)

"Standard Assets"

(<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>)

Software used:

"Unity" (<http://www.unity3d.com>)

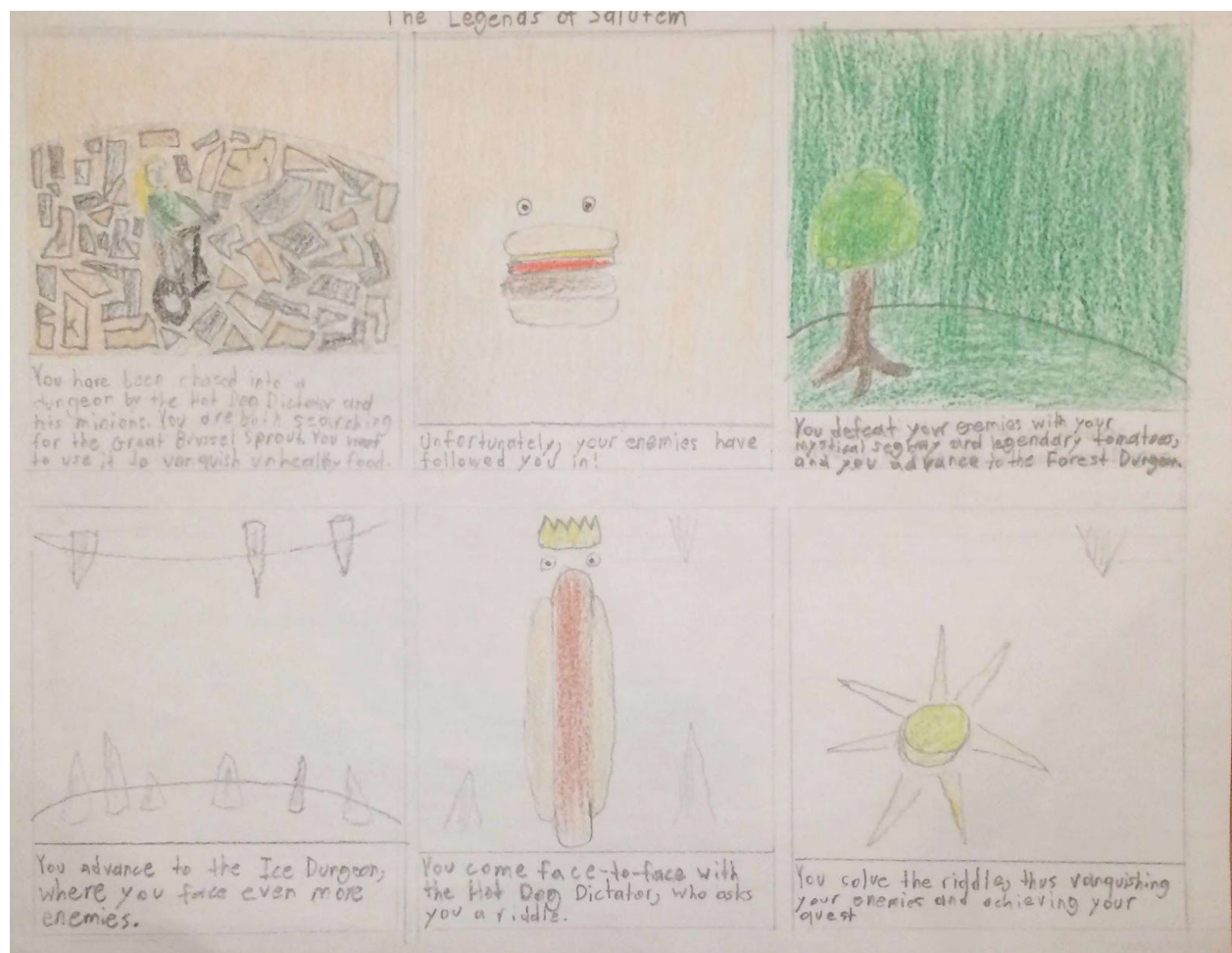
"Autodesk Maya" (<https://www.autodesk.com/products/maya/overview>) "Adobe Fuse" (<https://www.adobe.com/products/fuse.html>)

"Mixamo" (<http://www.mixamo.com>)

"Microsoft Visual Studio" (<https://visualstudio.microsoft.com/>)

"Incompetech" (<https://incompetech.com>)

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STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? ☒ YES ☐ NO

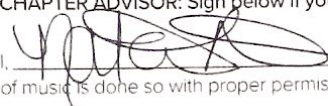
If NO, go to question 2.

If YES, is the music copyrighted? ☐ YES ☒ NO

If YES, move to question 1A. If NO, move to question 1B.

- 1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.
- 1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? ☒ YES ☐ NO

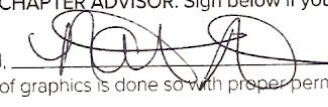
If NO, go to question 3.

If YES, is the graphic copyrighted, registered and/or trademarked? ☐ YES ☒ NO

If YES, move to question 2A. If NO, move to question 2B.

- 2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.
- 2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

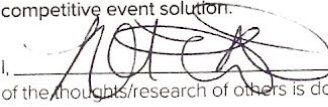
- 3) Does your solution to the competitive event use another's thoughts or research? ☒ YES ☐ NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I,  (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

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TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK				
Date	Task	Time involved	Team member responsible (student initials)	Comments
8-25-18 1.	Brainstorming	2 hrs.	Everyone	Decided on segways, tomatoes, enemies as fast food
September-February 2.	Modeling of character, environment, enemies, etc.	5 hrs.	W.D., C.B.	
September-February 3.	Program motion using C#	20 hrs.	W.D.	
January-February 4.	Set up level system	6 hrs.	W.D., C.B.	
1-17-19 5.	Find music	2 hrs.	A.R.	Music cited in documentation
1-17-19 6.	Find riddles	2 hrs.	M.S., S.J., E.M., C.B.	

Advisor signature

