

Can't stop. Non-stop like a
hamster wheel. Can't stop. Non-
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20211599 HYUNSOOJOO Can't
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| Project Description

Medium : game

➔ Mainly focuses on user interaction

Goal :

The goal is to enable users to experience a life resembling **a hamster wheel**, where they are so consumed by the daily grind that they fail to take care of themselves and never truly become the masters of their own lives through a game.

#HAMSTER_WHEEL

#CANNOT_BE_THE_OWNER_OF_LIFE

| Project Description

Main character : Super Mario

Object : Modern people who live a life of excessive work and not being the subject of their lives

Brief game summary :

After GAMEOVER, Super Mario leaves the in-game world and rushes home. He wants to lie down on his bed, but there's a mountain of tasks to complete before that!!

| Project Description

Motivation :

These days, there are many days when I feel like I'm being dragged down rather than being the subject of life. Living a life like this, makes me lose my subjectivity and live without thinking about what I'm living for.

| Flowchart

**TART GAMEOVER STAGE1 STAGE2 STAGE3
GAMES FINAL STAGES STAGE4 STAGE5**

| Flow & Experience

1. GAMEOVER scene

GAMEOVER == finish work

This game starts with 'GAMEOVER' scene.



| Flow & Experience

2. Stage0

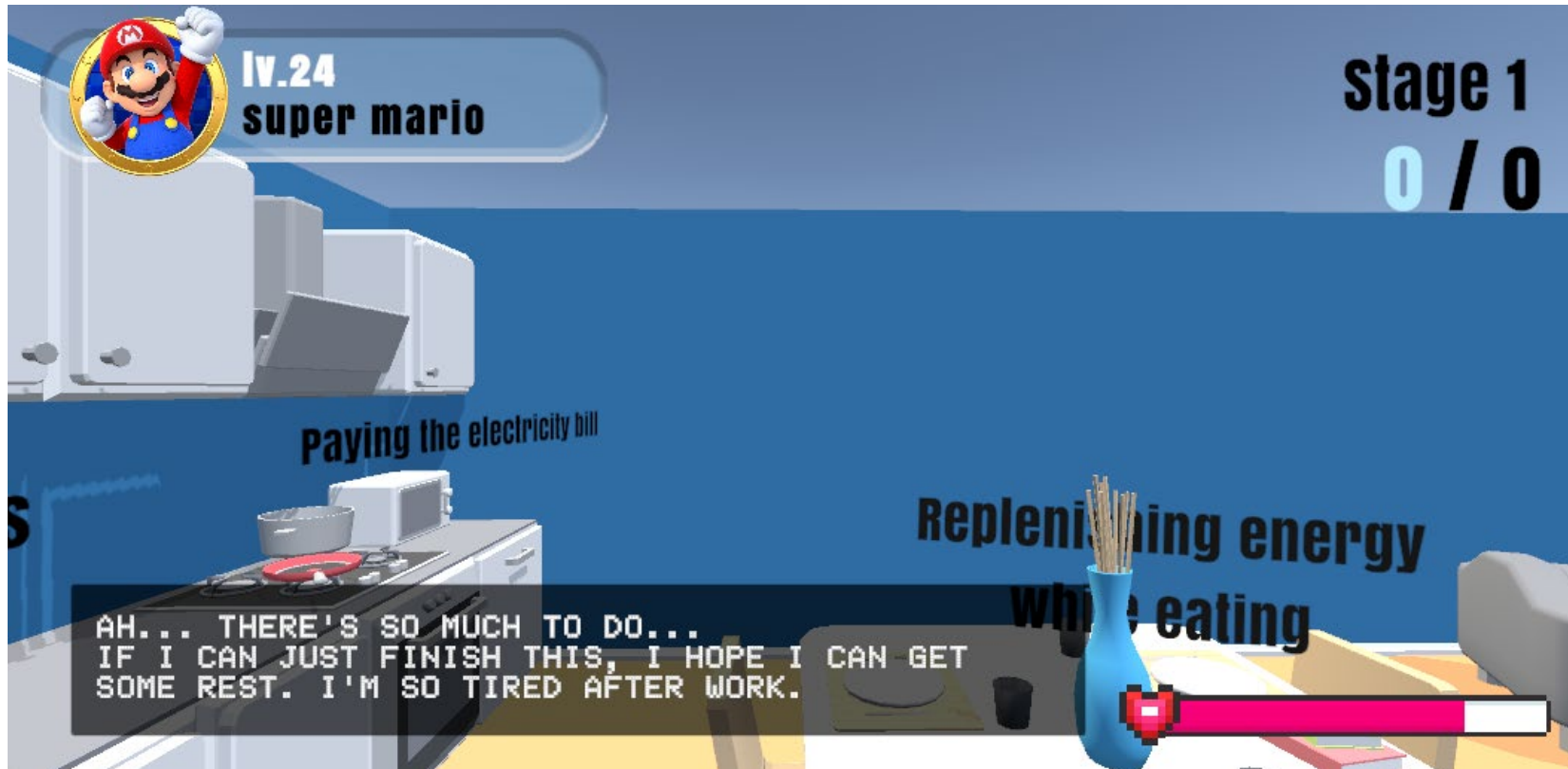
Tutorial stage to explain how to play this game



| Flow & the experience

3. Stage 1

If player try to leave the room without performing all the goals, that stage starts again



To do list

- ☐ Washing the dishes
- ☐ Paying the electricity bill
- ☐ Replenishing energy while eating
- ☐ Preparing for a performance evaluation on how to win in the game
- ☐ Studying coin calculus
- ☐ Writing a job application letter
- ☐ Recording mario's walk and jump video
- ☐ Contacting Peach to apologize for rude remarks

| Flow & the experience

4. Stage 2

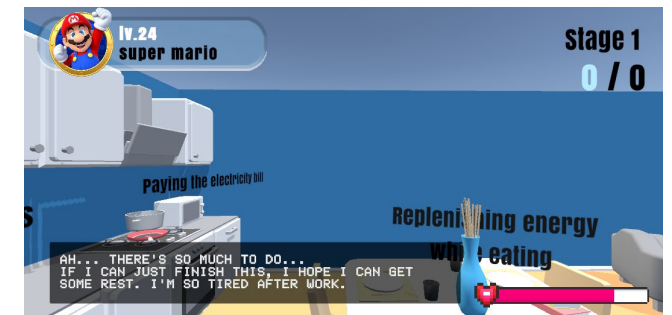
Mario's HP gets shorter as the stage goes up



To do list

- ☐ Cleaning the bathroom
- ☐ Taking a shower

Stage 1



| Flow & the experience

5. Stage 3

After completing all the goals on the right, go to bed, which is the final goal of the player.



To do list

- ☐ Packing belongings
- ☐ Writing today's game performance report
- ☐ Practicing wall climbing
- ☐ Practicing fighting with king Koopa

| Flow & the experience

6. GAMESTART scene

GAMESTART == go to work



| Technology

1. GAMEOVER scene

- 1) Create two cameras and set the start screen and the camera inside the game
- 2) Create a script and write it as follows
- 3) Connect the generated function to the on_click() of the button on the start screen UI

```
public void GameStart()
{
    menucam.SetActive(false);
    gamecam.SetActive(true);

    menupanel.SetActive(false);
    gamepanel.SetActive(true);

    player.SetActive(true);
}
```

| Technology

2. Game scene

- stage & UI : Build for each stage



| Technology

2. Game scene

– Text collider

: check if the text and the player collide, and if it is increase itemCount

```
public void GetItem(int count)
{
    usercount.text = count.ToString();
}
```

```
private void OnTriggerEnter(Collider other)
{
    if (other.tag == "item")
    {
        itemCount++;
        audio1.Play();
        Debug.Log("충돌");
        other.gameObject.SetActive(false);
        Debug.Log(itemCount);
        manager.GetItem(itemCount);
    }
    else if (other.tag == "finish")
    {

```

| Technology

2. Game scene

- stage up / restart :

```
else if (other.tag == "finish")
{
    if (itemCount == manager.Totalitemcount)
    {
        if(manager.stage == 3)
        {
            SceneManager.LoadScene("Example1_4");
        }
        //game clear
        SceneManager.LoadScene(manager.stage+1);
    }
    else
    {
        //game restart
        SceneManager.LoadScene(manager.stage);
    }
}
```

| Technology

3. GAMESTART scene

- Fade-In effect : to match the timing of the sound of the coin.

```
⦿ Unity 메시지 | 참조 0개
private void Start()
{
    imageToFade.color = new Color(imageToFade.color.r, imageToFade.color.g, imageToFade.color.b, currentAlpha);
    startTime = Time.time;
}

⦿ Unity 메시지 | 참조 0개
private void Update()
{
    float elapsedTime = Time.time - startTime;
    float t = Mathf.Clamp01(elapsedTime / fadeInDuration);

    currentAlpha = Mathf.Lerp(0.0f, targetAlpha, t);

    imageToFade.color = new Color(imageToFade.color.r, imageToFade.color.g, imageToFade.color.b, currentAlpha);

    if (t >= 1.0f)
    {
        enabled = false;
    }
}
```


| Future work

- 1) Implement additional user interfaces rather than approaching text
- 2) Additional Stage Implementation
- 3) Mario goes to work, plays a Mario game, gets off work again, and allows this game to repeat indefinitely

| Credits

1st person controller :

<https://assetstore.unity.com/packages/3d/props/interior/free-house-interior-223416>

Mario's house : <https://assetstore.unity.com/packages/3d/props/interior/free-house-interior-223416>

PNG : <https://www.pngwing.com/>