

# GET AWAY

*Final Timebox Presentation*





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Dinosaur AI  
General Scripting





## **Keegan Donnelly**

Player/Character Controller  
Character Testing  
Scrum Master





**Jacob Grealey**

Environment  
Procedural Content





## Zach Knickerbocker

User Interface  
Crafting & Item Backend





**Nate Niederkorn**

Dinosaur AI  
General Scripting





**Sean Peck**

Character Interaction  
Weapon Animation  
Sounds



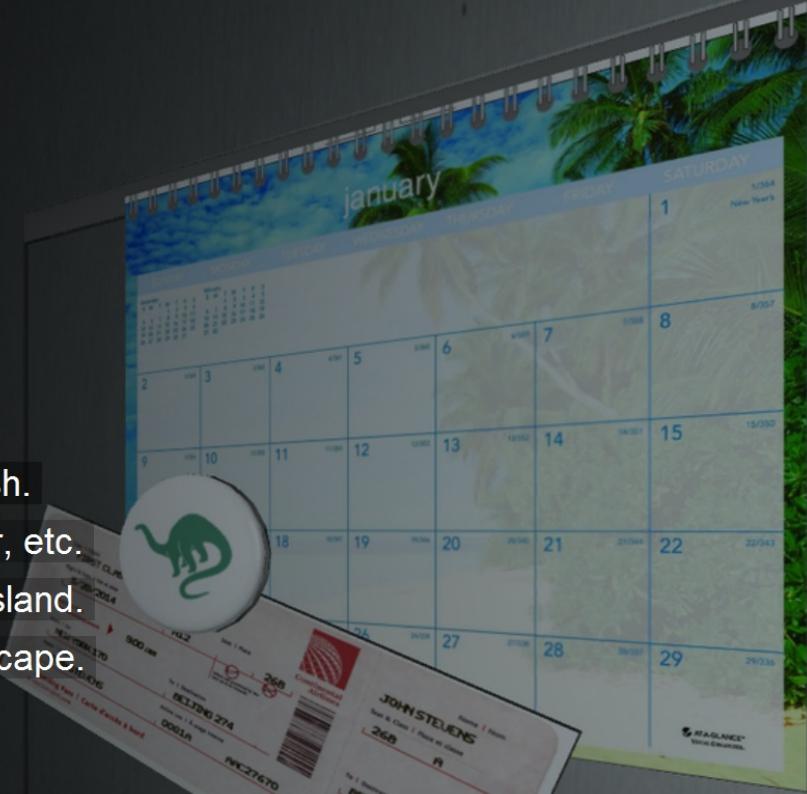
# How It Works

You're the victim of a tragic plane crash.

You must manage your health, hunger, etc.

Fend off the dinosaurs inhabiting the island.

Collect the necessary resources to escape.



# Controller Bindings



# Interface Controller Support

An Xbox Controller can now be used to control actions in the inventory and crafting menu.



# Interface Controller Support

The crafting menu can also be controlled with a 360 controller.

The button hints are only visible when a controller is active.



# New Weapon: Torch

*Lights up the area around the player.*

*Short-ranged Weapon.*



## New Weapon: Bow & Arrow

Allows the player to attack dinosaurs from a safe distance.  
Arrows disappear on contact.

Weak weapon.



# Weapon Updates

Weapons break after their durability reaches 0.

Can no longer attack as fast as you can click,  
must wait for animation to finish to register  
another hit.

Weapons ranges:

- Low: Unarmed, Ax, Torch
- Med: Spear
- Long: Bow



# Health

**Physical Health** affects movement speed.

**Hunger** can lessen effectiveness of player's attacks.

**Mental Health** shakes the screen, makes player hear voices.

**Thirst** causes player to move slower, attack weaker, and makes the screen shake.

**DAYS SURVIVED:1**



# Score

Game keeps track of:

- Days Survived
- Damage Done
- Damage Taken

Can view days survived while on the island.

Other stats not visible until the player wins or gets a game over.

**DAYS SURVIVED:1**



# Campfire Changes

Can only use a campfire once.

Campfires are put out after use.



# Environmental Changes

Island has multiple biomes.

More items are placed around the island to collect.

Island size was decreased.

Dirt paths are visible on the island.



## Drops

Dinosaurs now drop items when killed.

Player can use items recovered to either  
heal themselves or use them in crafting.



# Sounds Added

Inventory and crafting GUI sounds.

Separate sounds per weapon.

Weapon breaking sounds.



# AI Updates

Flocking implemented based on boids

Prey detection and attacking improvements

Progress on new dinosaurs



## Pack AI

Group of dinosaurs represented by 1 object.

Dinosaurs spawn as player approaches.

Despawn dinosaurs when player leaves.

Manage dinosaur's attributes.



# The Difference

## Flocking

Traditional flocking algorithm

Flock members share common waypoint

All members chase same prey

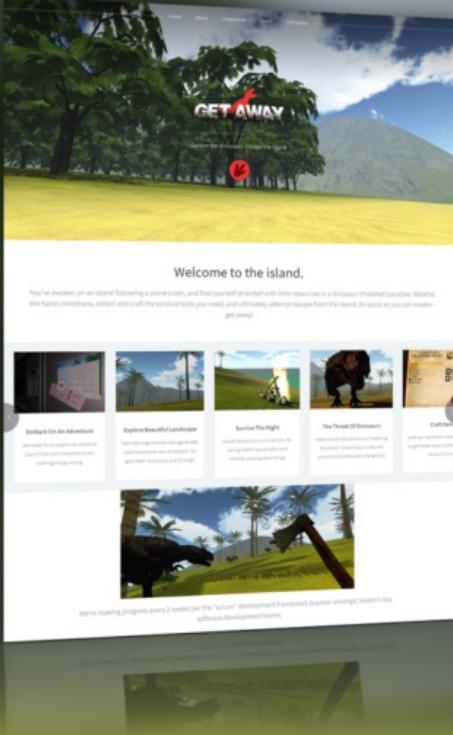
## Pack AI

Assists in optimization

Multiple dinosaurs represented by one object

Object moves around map based on needs





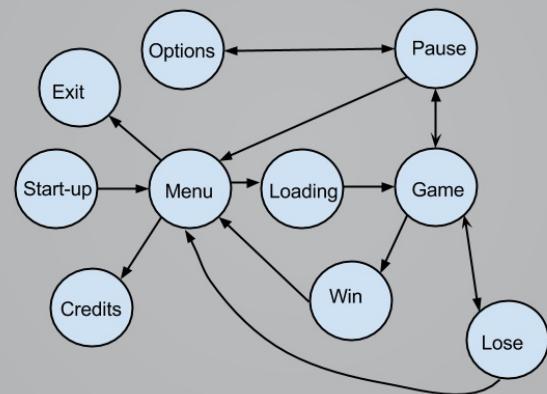
# New Website

Screenshots, feature descriptions, and other game information.

Playable demo.



# Final State Diagram



# Final Plans

- Weapon Balance
- Dinosaur Balance
- Replenishing Thirst
- More Dinosaur Varieties
- More Environmental Sounds
- Opening Cinematic

