

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



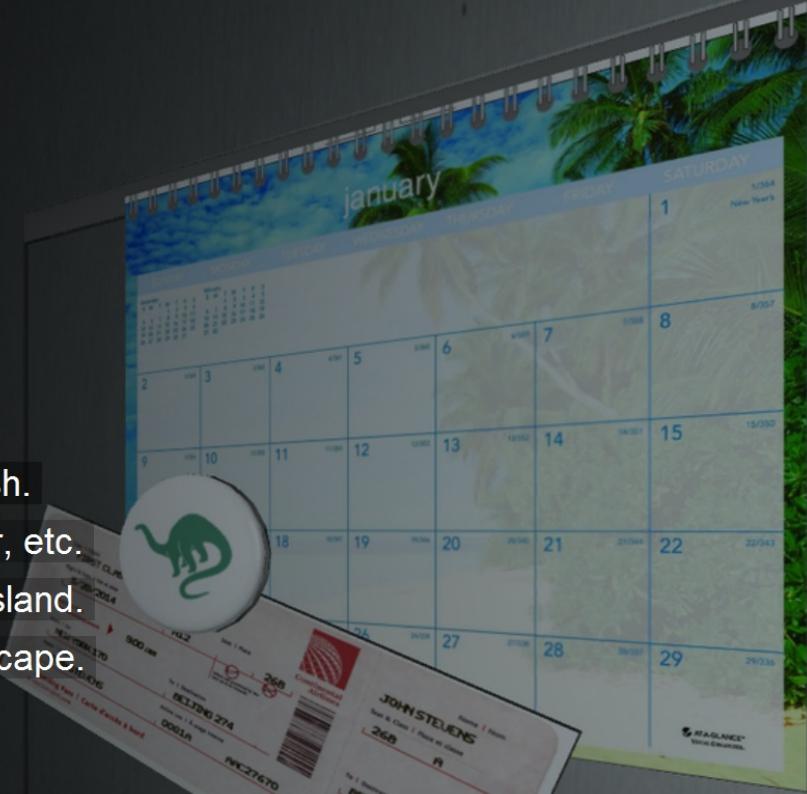
How It Works

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.



A vibrant tropical landscape featuring dense green foliage, palm trees, and a range of mountains in the background under a blue sky with white clouds.

Environmental Changes



< Persp

Smaller, More Dense Island





New Meadow Biome





Additional Collectable Items



Vastly Improved Object Spawning And Level Of Detail System



Element 12

Lod Object

Original Lods

Size	4
Element 0	Sandstone
Element 1	Sandstone
Element 2	None (Game Object)
Element 3	None (Game Object)

Persistent

Min Scale

Max Scale

Number To Spawn

Beach	<input checked="" type="checkbox"/>
Grass Land	<input type="checkbox"/>
Jungle	<input type="checkbox"/>
Cliff	<input checked="" type="checkbox"/>
Mountain	<input type="checkbox"/>
Road	<input checked="" type="checkbox"/>
Ocean	<input type="checkbox"/>

Where To Spawn

Element 13

Lod Object

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Ocean	<input type="checkbox"/>

Where To Spawn

Non Lod Objects To Spawn

Size

Element 0	3
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Game Object

Min Scale

Max Scale

Number To Spawn

Beach	<input type="checkbox"/>
Grass Land	<input checked="" type="checkbox"/>
Jungle	<input type="checkbox"/>
Cliff	<input type="checkbox"/>

Where To Spawn

A tropical sunset scene featuring a large, bright orange sun setting behind a dark cloud. Two palm trees frame the scene: one on the left and a larger one on the right. In the foreground, there's a sandy beach with some low-lying green plants on the right side.

Larger Sun and Moon
Smooth Transition of Shadows



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

