

WILDLANDS

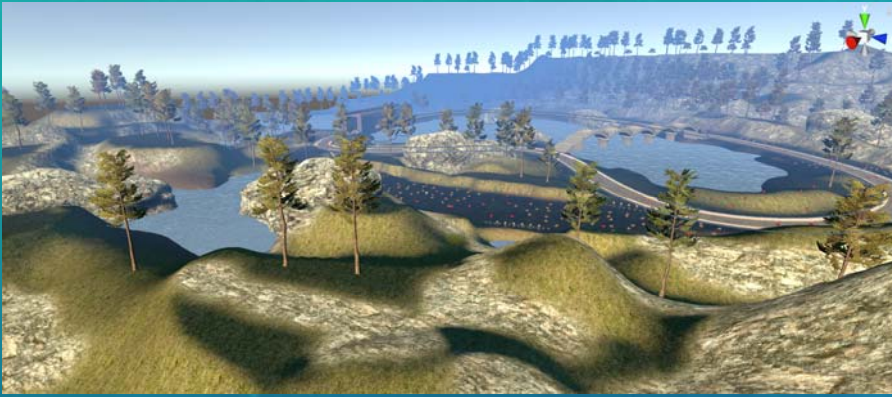
OBSTACLE AVOIDANCE

ANTHONY HERRON AND MAHFOUDH BATARFI

GOAL

- We wanted to create a game that is easy to pick up and play.
- The game is supposed to be played mostly for exploring the world.
- The objective in the game is to pickup as many gems as you can within the time frame.

ENVIRONMENT



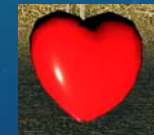
MODELING

Enemies

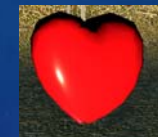


Player

Rewards



Health

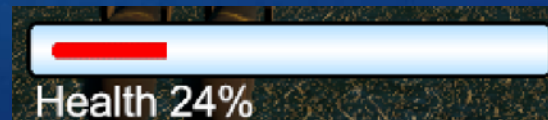
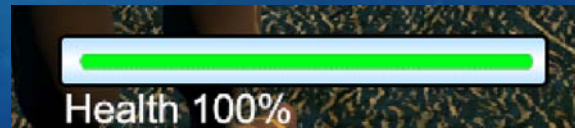


TIME, SCORE, HEALTH BAR, AND INSTRUCTIONS

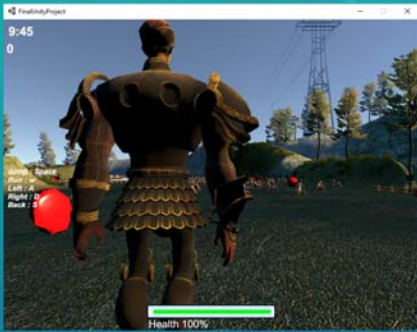
Level Two
Time: 1:59
Score: 0



=====
Jump = Kill: Space
Jump away : shift + arrow left
Run : w | Page Up
Left : A | Left arrow.
Right : D | Right arrow
Back : S | Page Down
=====
View: mouse | or
Key 1: Forward (Third Person)
Key 2: Up (First person)
Key 3: Right Side
Key 4: Left Side
Key 5: Back Side



VIEW CONTROLS : MOUSE OR KEYBOARD



Key 1: Forward (Third Person)



Key 2: Up (First person)



Key 3: Right Side



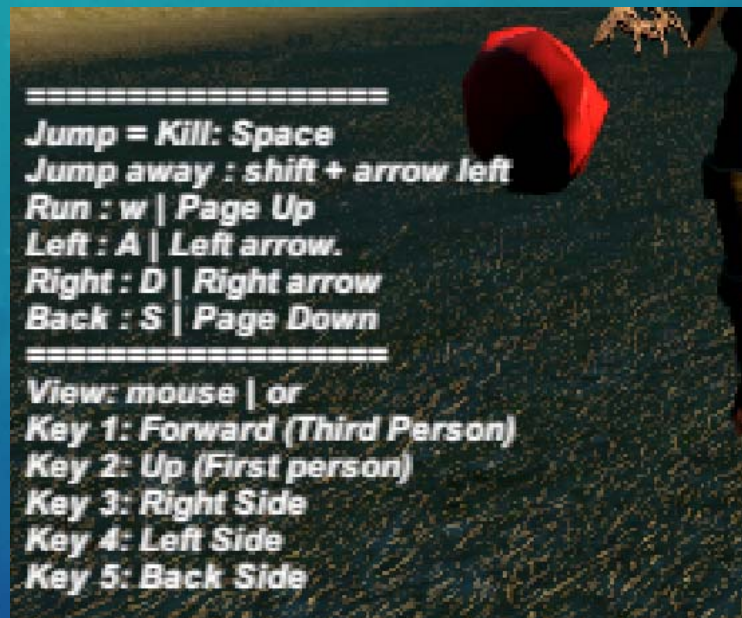
Key 4: Left Side








Key 5: Back Side

PLAYER CONTROLS

- Jump = Kill: Space
- Jump away : shift + arrow left
- Run : w | Page Up
- Left : A | Left arrow.
- Right : D | Right arrow
- Back : S | Page Down



SOUNDS

- Alert Health 
- Attack Enemy
- Enemy Sound 
- Background Sound (fight Sound) 
- Death Enemy
- Get Rewards
- Get health
- Win Sound 
- Defeat Sound
- Jump
- The End sound 

SENSORS

- We used proximity sensors for enemies.
- Time sensor for finishing levels
- Collision detection and Touch sensors for enemies and collecting items.

INTERACTIVITY

We have multiple forms of interactivity:

- Killing enemies
- Collecting gems
- Collecting health

ANIMATIONS

- We have models that have animations
- The player has an idle, jumping, running animation.
- Enemies have a moving animation
- Gems have a spinning animation.

LEVELS

- We have 2 levels in the game.
- Level 1 is generally a simple version of the game so that the player can explore the world easier.
- Level 2 is harder because there is less time and enemies do more.

Level requirements

Level	Time	Score+	Score-	Health+	Health-
1	5 min.	1	1	1%	1%
2	3 min.	5	10	5%	10%

IMPORTANT CODE

- GameManager.cs
 - SendMessageUpwards("OnDeath");
 - BroadcastMessage("OnEnter", true ,SendMessageOptions.DontRequireReceiver);
- Enemy.cs
 - public delegate void GetHealthPlayerAction(GameObject player);
 - public static event GetHealthPlayerAction OnGetHealthPlayer;
- GameManager.cs
 - DamagePlayerEvent.OnDamagePlayer += DecrementPlayerHealth

DEMO

THANK YOU