# Culmination Project Progress Report

Su Huan Li

# About My Project

- An open-world, action role-playing game
- The world is where humans and monsters coexist, but everyone has their domain
- Player being summoned to this world, exploring the world to gather information and find a way to get back
- This game gave the player the option of what to do when they encounter task/quest

# Inspiration Come from

# The Difference...

- **Weapons are obtained by exploring the world to find forgotten artifacts.**
- **Liberty/Non-Linear, no story guideline or questline request the player to follow, the development of the game is dependent on player action.**
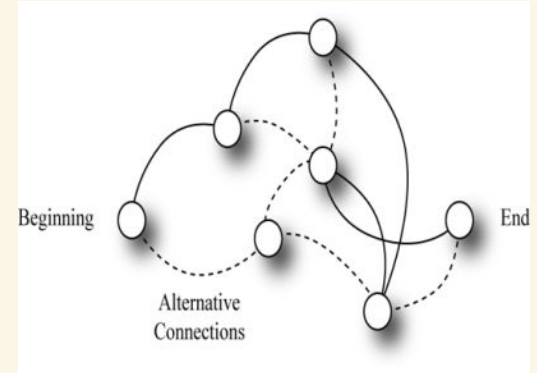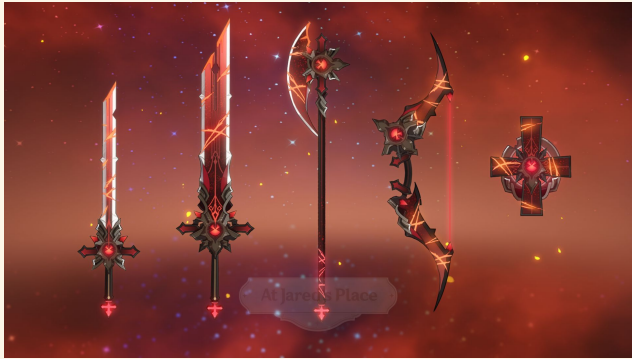
# Resources

1. Unity
2. Unity Asset Store
3. Blender（3d model）
4. House of model
5. Mixamo
6. Freesound
7. A PC
8. Google

# The Changes Of Plan After Meeting

At first, I wanted to make all the characters, enemies, weapons, buildings, items, and other types of resources myself, and then start making character controls, animations, and other in-game features. Then I brought my idea to Professor hosni and he thought my idea was too broad right now and it might take a whole semester to make the required model, so he thought if I wanted to focus on animation I could do it, and if it was a game I should focus on the functional side first. As for whether the game environment can be completed again, I continue. So now I'm focusing on player controllers and enemy controllers, and one of the challenges I face is that the combat system regardless of any 3D RPG game, most of them have gorgeous, impressive, and unique attack animations and methods, which is something I don't know how to do, but I know how to animate by pressing or clicking a specified button, So another suggestion I got was to start with something that was functionally simple, and then I could add more things.
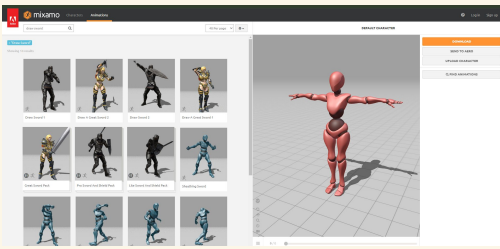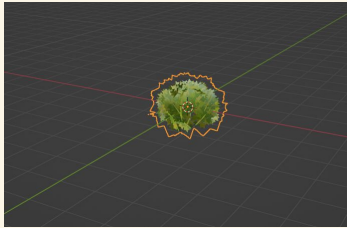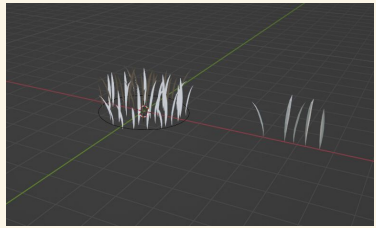
# Schedule

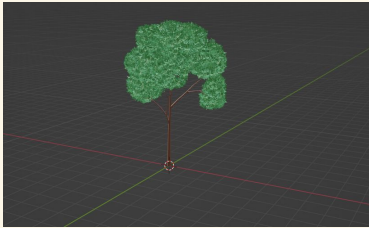## Before

| Su Huan Li Gant Chart Table | | | |
|---|---|---|---|
| **Task** | **Start Date** | **End Date** | **Duration** |
| Game style development | 2/1/24 | 2/8/24 | 7 |
| Create Player character | 2/3/24 | 2/15/24 | 13 |
| Create NPC character | 2/16/24 | 3/1/24 | 14 |
| Create Monster character | 3/2/24 | 3/10/24 | 8 |
| Create World environment | 3/11/24 | 3/15/24 | 4 |
| Create Buidling | 3/16/24 | 3/30/24 | 14 |
| Create item asset | 4/1/24 | 4/8/24 | 7 |
| Implment materials in unity | 4/9/24 | 4/10/24 | 1 |
| Programmed game | 4/11/24 | 4/25/24 | 14 |
| Search Sound effect | 4/26/24 | 4/27/24 | 1 |
| Implment sound in unity | 4/28/24 | 4/29/24 | 1 |
| Test | 4/30/24 | 5/1/24 | 1 |
| Turn it | 5/6/24 | 5/9/24 | 3 |

## After

| Su Huan Li Gant Chart Table | | | |
|---|---|---|---|
| **Task** | **Start Date** | **End Date** | **Duration** |
| Game style development | 2/1/24 | 2/8/24 | 7 |
| Create World Envirnomet | 2/3/24 | 2/7/24 | 4 |
| Programmed basic game function | 2/7/24 | 3/1/24 | 23 |
| Programmed Enemy fuction | 3/2/24 | 3/10/24 | 8 |
| Programmed Dialogue fuction | 3/11/24 | 3/15/24 | 4 |
| Programmed Combo fuction | 3/16/24 | 3/30/24 | 14 |
| Create World Envirnomet | 4/1/24 | 4/8/24 | 7 |
| Search Sound effect | 4/9/24 | 4/10/24 | 1 |
| Implment materials in unity | 4/11/24 | 4/25/24 | 14 |
| Implment sound in unity | 4/26/24 | 4/27/24 | 1 |
| Game test | 4/28/24 | 4/29/24 | 1 |
| Fix  bug | 4/30/24 | 5/1/24 | 1 |
| Ready for turn in | 5/6/24 | 5/9/24 | 3 |

# Progress Photos and Video



Video Link

# THANK YOU!