

# Firebreath Forest

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**Interim Demo**

**Created by Proximity**

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# Outline

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- Task Progress
- Implementation
- Design and UI
- Future Plans

# Task Progress

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# Task Progress

- Excitement Minigame:
  - Game Mechanics Done
  - Scene work in progress
  - Scaling of Scenery important
- Anticipation Minigame:
  - Player Mechanics Done
  - Dragon AI work in progress
  - Variation in gameplay and clearness of dragon behaviour as main design challenge
- Roller Coaster Level (main scene):
  - Basic functions finished
  - Open forest environment behind schedule
  - Physical simulation set as desired target

# Implementation

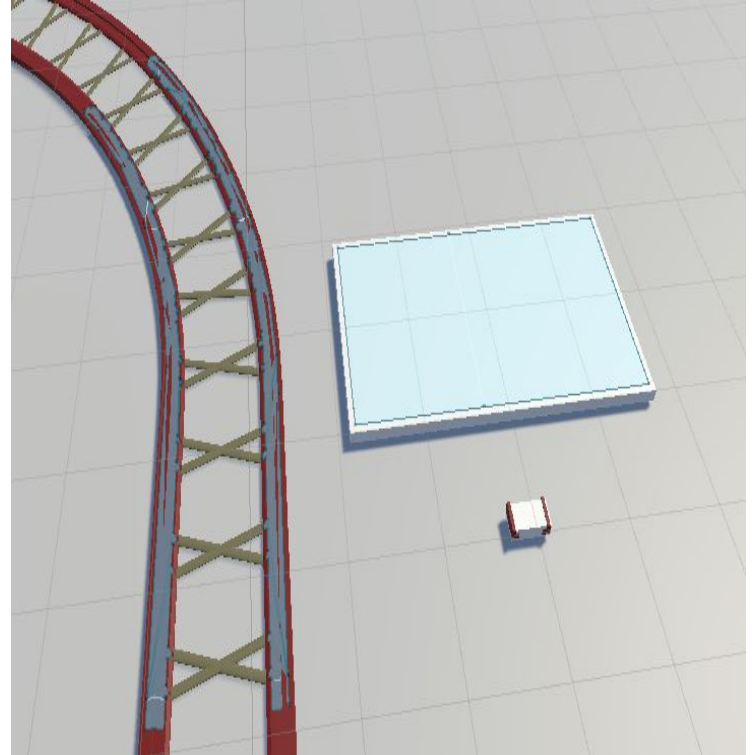
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# Implementation

- **Excitement Minigame:**
  - Randomized Stream of Button Sequences
  - Scaling with increasing difficulty
  - Change in speed depending on success or failure
  - Continuous loss of gold depending on distance to dragon
- **Anticipation Minigame:**
  - Different types of movement and object interaction tied to noise level
  - Collect gold from different tiers of deposits over time
  - Dragon detects player if awake

# Implementation - Railroad Tracks

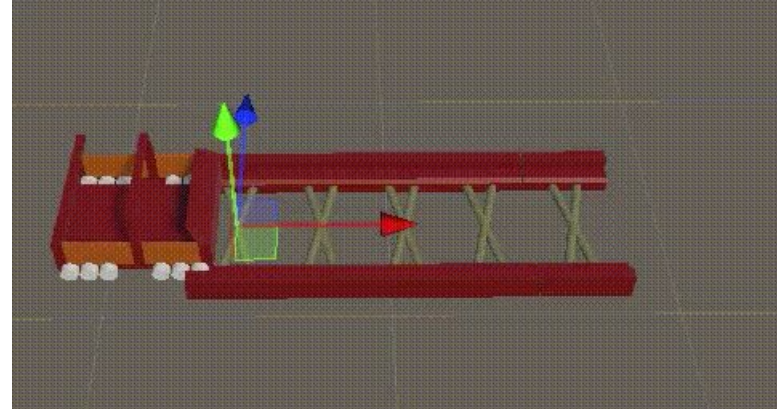
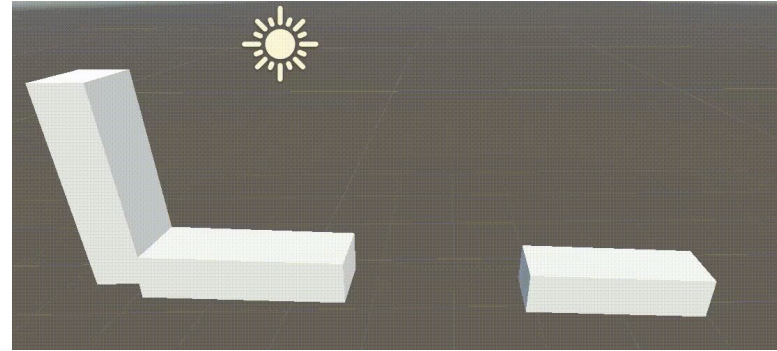
- Three possible approaches:
  - Navigation mesh
    - Pros: Easy to implement
    - Cons: Track piece is too small to bake





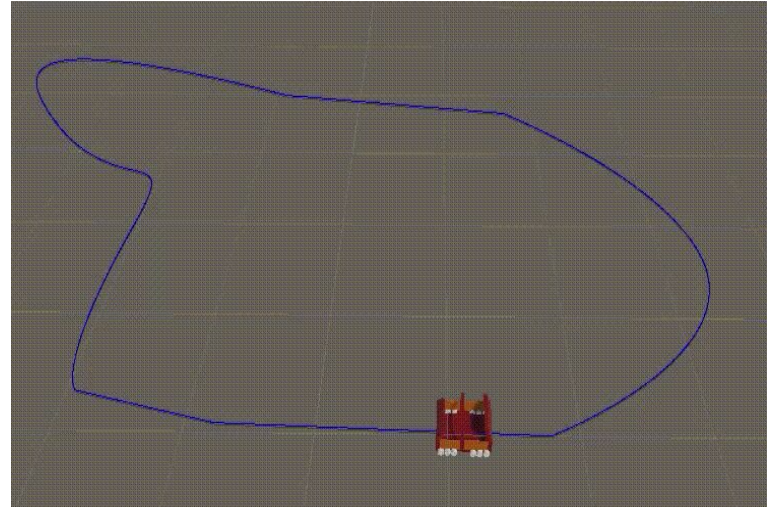
# Implementation - Railroad Tracks

- Three possible approaches:
  - Travel along each gameobject
    - Pros: Flexible, easy to adapt
    - Cons: Connect the track piece by piece



# Implementation - Railroad Tracks

- Three possible approaches:
  - Spline
    - Pros: Convenient
    - Cons: Limited function provided by Unity



# Implementation - Railroad Tracks

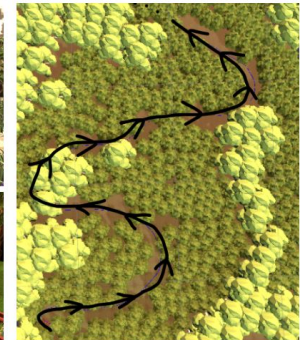
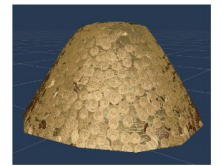
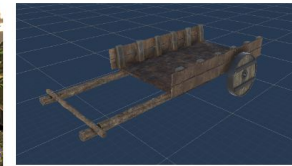
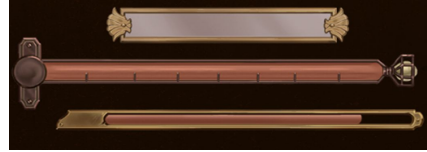
- Three possible approaches:
  - Navigation mesh
    - Pros: Easy to implement
    - Cons: Track piece is too small to bake
  - Travel along each gameobject
    - Pros: Flexible, easy to adapt
    - Cons: Connect the track piece by piece
  - Spline
    - Pros: Convenient
    - Cons: Limited function provided by Unity
- Solution:
  - Spline + rigid body

# Design and UI

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# Designs and UIs

- Assets collected that match the theme of the game for level design and UI
- Essential build-ups of the mini-games
- Terrains used to build the environment and painted initial assets in the forest
- UI design follows the theme of old adventures



# Future Plans

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# Future Plans

- High Focus on Testing and Refining once minigames are complete
- Adding complexity to minigames as needed to keep players engaged
- Designing difficulty for players to master games mechanics only after multiple playthroughs

# Thank you!

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Any questions?