El Chapo’s Escape
(pronounced éscápé)

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Overview concept & genre

3D platformer, first-person
Centered around a person escaping from prison
Stealth elements, “serious” approach
Overall an exciting action game
Primary Mechanics: Guards

Sneak past the AI guards roaming the halls to make your escape.  
**Initial configuration:** in your cell, without knowing where to go or how to dodge guards  
**Objective:** reach the outside world and your freedom  
**Skills:** learn the map of the prison and the AI paths of the guards to better avoid them  
**Physical controls:** WASD or arrow keys to move  
**Theatrics:** suspenseful music, security cameras serving as guard’s line of sight to avoid
Primary Mechanics: Items

Initial configuration: Empty inventory
Objective: Find and utilize items to help escape from the prison
Skills: Learn which items are useful to meet the end goal
Physical controls: Animations for each action of the item. Keys 1 - 3 to select the item
Theatrics: Hold and cycle through items in the player’s hotbar. View the model of the currently selected item.
Primary Mechanics: Player Movement

**Initial configuration:** Empty inventory

**Objective:** Learn how to use movement to navigate in the map

**Skills:** Sprinting, crouching, jumping, jump crouch and more

**Physical controls:** Shift for sprint, Control to crouch and Spacebar to jump

**Theatrics:** Camera movement when executing any of the controls and sound depending on the state of the player’s position
Goals

primary goal
- Escape from the prison without being caught by guards

sub-goals
- Find items within the prison to help escape
- Use corridors and cells to hide from guards and cameras
Environment
Lessons Learned

- Turn off Realtime GI and Baked GI unless you’re doing some crazy magic with Unity lighting
  - When it started taking hours to render our simple lights on each boot-up, we knew something was wrong
- Start early, keep hierarchy organized
- Take advantage of Git. It can be powerful when utilized correctly
  - Use a `.gitignore` file to only track needed files
  - Create branches for easier editing on different parts of the game (keep branches updated with master!)
Game Demonstration

You have been caught!

- Play Again
- Exit
Modeling
Asset Store models and textures

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Questions?