Harris Building Heist
Projected Project Goals

Primary Goals:

- Create a dynamically traversable map
- Create a character to interact with certain objects on the map
- Create AI Guards to move around the map
- Implement a working detection system for the guards
- Implement hiding mechanics for the detected character
- Create Mini games for item collection

Final Goal:
Realized Project Goals

Primary Goals:

✓- Create a dynamically traversable map
✓- Create a character to interact with certain objects on the map
✓- Create AI Guards to move around the map
✗- Implement a working detection system for the guards
   - Implement hiding mechanics for the detected character
✓- Create Mini games for item collection

Final Goal:
Main Character
Name: Cambridge “One and Done” O’Brien
Age: Classified
Sex: Yes please
Alcohol Limit: Really Low
Gullibility: Extremely high
Intelligence: Cavemen might be smarter than you

After passing out from using your roommates alcohol based mouthwash, you wake up near the Harris building. You realize that your only chance of passing the exam in four hours is to steal the test from Harris. After a little help from a feline friend, you manage to break into the Harris building. Expulsion awaits those dumb enough to get caught.
Character Controls

- Normal WASD/Arrow Keys format for movement of the character
- Shift key makes the character sprint
- Space key makes the character jump
- Certain various action keys are used throughout the level and you’re prompted on what each is when you need to press it.
Security Guard
Animations and Movement in Unity

Built in Animator Controls

Built in Script Editor (Mono Dev)
Chasing and Detection

Detects player only when he is in front of him and starts chasing him down until the player is in a line of sight.
Spawning

(Spawn points of main character and guards)
Scoring System

Talk To Gleason (press F)

Timer that measures performance
Have to obtain certain objects in order to complete the level.

Press "R" to open the door with the key.
Game Map
Harris Building
Game Music

Implemented:

Harris Heist Menu
Harris Outside
Harris Inside
Guards shout

Attempted:

Gleason, Variable guard shouts, Chase music, Door activation
Experience with Unity

Initial learning of Unity was relatively easy due multiple tutorial videos found on the internet

Would randomly delete items from the program (trolley of terror)

Extensive customization terrain assets

Ease of importing SMALL assets through Blender

Would use Unity again if tasked with creating another game

Know how we would make the game differently if forced to start over
Lessons Learned

1. Use the repository
2. Use the repository
3. Use the repository
4. Maintain communication throughout the semester
5. Have well defined goals (week to week)
6. Make sure each group member knows what they’re working on
7. For the time given, should of created a game with less substance
8. Sometimes creating models can be more challenging than programming
Questions?
Demo