Isle Of Trials
Team 3

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Game Objectives

- Goal is to escape all obstacles alive
- Adventure game with fun interaction with world
- Challenging game mechanics to keep game involving
- Interesting environments player encounters
Primary Mechanics

Interaction with in-game objects

Inventory system of objects for player to utilize

Terrain Navigation

FPS style movement

Caves, mazes, etc

Basic Problem Solving

Puzzles, simple logic
Various Models Used
Goals and Sub-Goals

Get past each obstacle on the island to win

Utilize game objects discovered to get through each puzzle

Certain game areas need to be unlocked through other areas
Points of Emphasis

Unique Assets

- Most in game objects and all terrain are aesthetically unique.
- Sound effects and music created by us

Environment

- Utilized different scenes

Gameplay

- How player finds and interacts with objects
Lessons Learned

It’s a lot more work than initially expected

Skills in different software

Blender, Git, Unity

Git wouldn’t push due to FIT enterprise file sizes.

Combining through Git is tricky

Teamwork

Finding time for all teammates to meet and working around those who can’t

Finding a way to combine creative thoughts in a uniform manner