First Generation

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Project
★ Purpose
  ○ 3D Mobile Game
  ○ iOS / Android
★ Unity 3D Game Engine
  ○ C#
  ○ Collaborate
★ Maya - Animation / Modelling
Game Design & Gameplay
Art & Game Progression
Art
★ Cartoon-style
★ Simple and colorful
Art

★ 3-D environments
Map & Player Movement
Inside of Cafeteria & Art Building

- Game Objects
- Assets Store (Downloaded Free objects such as prefabs or meshes)
- Materials
- Directional Lights
- Mesh Renderers
- Sky Box
- Changing Scene
What is Material

- How the surface should be rendered
  - References to texture use
  - Tiling information
  - Color tints
- Shader
Example of Material
Directional Lights

The Directional lights is used to create the effects as sunlight in the scene. There are many more lights such as spot light or point light but the directional light gave more natural brightness to all spot
Mesh Renderers

- Creating a NavMesh from the level geometry.
- It creates the navigation mesh that approximates the walkable surface of the level.
- Four steps to create the NavMesh.
Mesh Renderers CONT.

Mesh Renderers Stop player from walking outside the Map

Script that displays the Message and Blocks the Access
Making SkyBox Black

Sky Box is a wrapper around the entire scene that shows what the world looks like beyond your geometry.
Changing Scene

The picture shows the object of the cube that changes the scene, when the player object's gets close to the invisible trigger area.
Inside of Cafeteria & Art Building
User Interface (UI) & Heads Up Display (HUD)
Dialogue & Decision Making
North

Hey, I'm North. Thanks for taking the time to speak to me. I run the student organizations here on campus.

What does it take to join one?
Music / Sound FX

&

Mini - Map
Conclusion: more to come ...