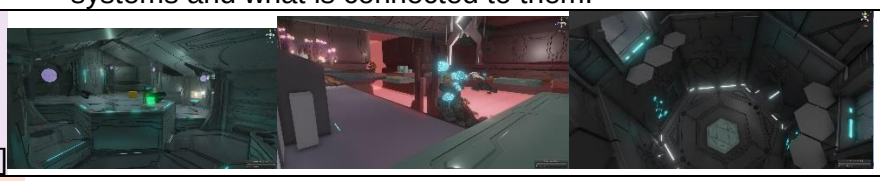
IEEE GameSIG Intercollegiate Game Showcase 2018

Game Overview: _Astrae[1] **Date: __4-15____**[2]

One-Sentence Description	[3] You're a space explorer who has inadvertently teleported into a hostile alien ruin; unarmed, you must collect and use alien technology to traverse and unravel the labyrinth in this third-person action adventure puzzle game, all without proper weapons.
List of Team Members and Their Schools	[4]Leonora Moran, Laguna College of Art and Design, leonoramoran@lcad.edu Matthew Shiroma, Chapman University, shiro105@mail.chapman.edu Daniel McBride, Texas A&M, papakrom@tamu.edu Tina Grillo, Laguna College of Art and Design, bettinagrillo@lcad.edu David Tellez, Laguna College of Art and Design, davidtellez@lcad.edu Evelynn Burt, Laguna College of Art and Design, evelynnburt@lcad.edu Ke Syu, Laguna College of Art and Design, kesyu@lcad.edu Diana Cha, Berklee College of Music Alumni, dianachamusic@gmail.com Yena Kim, USC Alumni, yenajkim@gmail.com Main Contact: Leonora Moran (310) 991-8684 Please Text only! Bad Reception!
School Level	__x_ College/University ____ High School[5]
Target Platform and Audience	[6]PC platform and possibly the Switch. Teen Rating and up. Contains darker themes and hints of nostalgia through gameplay style. So appeals to those familiar with old school exploration games.
One-Paragraph Summary of Gameplay and Objectives	[7]You play as a stranded space explorer who has accidently teleported yourself into an unknown alien ruin. Your goal is to escape. In order to navigate the labyrinth of paths, ledges, and traps the player has to explore in order to determine the exit and obtain the tools needed to overcome obstacles to reach the exit.
Key Features	• [8]One small portion of a zone • Unique tool to help the player • Climbing System • In-game consoles with interconnected virtual systems that manipulate your surroundings. • In game systems that store custom lore and can be set to detect nearby systems and what is connected to them.
Thumbnails of Game Art	[9] 
Software Libraries and Packages Used	[10]Unity, Photoshop, Maya, 3DSMax, Zbrush, Adobe Illustrator, Substance Designer, Substance Painter, Substance Player, Wwise, Unity Post Processing Stack, Dynamic Decals, 3D Coat
Third-Party and Ready Made Asset Credits	[11] Sci-Fi Spaceship 'Omega Fighter' by Omega Creative
Faculty Member Name & Contact Information	[12]Sandy Appleoff, Laguna College of Art and Design, sappleoff@lcad.edu Tim Pyror, Laguna College of Art and Design, tpryor@lcad.edu
YouTube Link	[13] https://youtu.be/UsKU4cPQtnk
Misc. Notes	[14]The game our video submission is on is still a WIP model.

Submitted by: Leonora Moran, leonoramoran@lcad.edu.

List of game assets not entirely made by the team. Includes ready-made rigs, templates, images, models, textures, music, sound effects, and voice acting.[15]

Name or brief description	**Source (ideally both URL and creator's name)**	**If modified by team, explain how.**
Brain Scan Image Side	https://commons.wikimedia.org/wiki/File:MRI_brain.jpg No creator listed, source link is dead.	Photoshopped to reduce noise and read clearly as a glowing object.
Brain Scan Image Front	https://commons.wikimedia.org/wiki/File:Brain_MRI_FLAIR_Cor_142219.png Nevit Dilmen	Photoshopped to reduce noise and read clearly as a glowing object.

What were the top technical challenges that you encountered in the project?[16]	The first big hurdle was getting our climbing system to work properly. The second large hurdle was to make the camera work in tandem with the character controller. That was our biggest hurdle. The only other large hurdle we encountered was the network system as we had trouble having the system behave outside of its tester scene.
How did the design evolve during development? What changed, and what didn't?	The nature of how the environment was structured as ledges and handholds changed to work around the problems we knew we didn't have time to solve. The puzzles also inadvertently grew a tad bit harder with the final two puzzles as play testers were glitching through them without solving them. Our biggest change though was a shift in how the camera and character controls handled as the initial vision was clearly causing the scripts to work in conflict with one another.