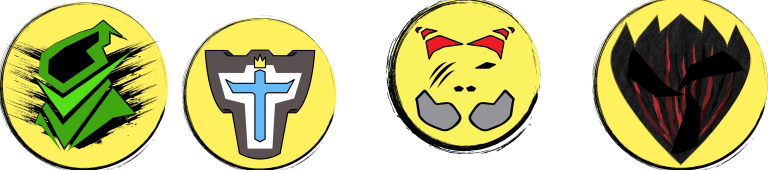# IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Last Conquest   Date: 4/15/18

One-Sentence Description	Last Conquest is an online multiplayer battle/action game where four kingdoms fight to see who will conquer the great mountain.
List of Team Members and Their Schools	Christian Zazueta • Century High School • zazueta.c.sp@gmail.com Gary Zeri • Century High School • garyzeri@gmail.com Aylin Esquivel • Century High School • ayline913@gmail.com Michael Tapia• Century High School • plumsuperset98@gmail.com Main Phone Number: (714) 200-8726
School Level	___ College/University X High School
Target Platform and Audience	Target Platform: PC We expect teenagers, people who enjoy fantasy, as well as video game player that enjoy decisive battle based gameplay to play this game. We choose PC as our target platform, since most players who enjoy online fantasy multiplayer action gaming, such as World of Warcraft and League of Legends tend to use PC.
One-Paragraph Summary of Gameplay and Objectives	The player chooses a hero from one of four different kingdoms, and is placed at the bottom of a mountain. The objective of the player is to reach the top of the mountain, and plant their kingdom's flag at the top to start earning points for every second the flag is on the mountain. Other players will attempt to place their flag, but battle ensues on the mountain top as each player tries to plant their flag. At the end of a set time limit, the player with the most points wins is given the title of conqueror.
Key Features	Strategy Based Gameplay • Online Multiplayer • King of the Hill Type Gameplay
Thumbnails of Game Art	
Software Libraries and Packages Used	Rhino 3D • Unity 3D • Adobe Illustrator • Adobe Flash • Windows Paint • Windows Paint 3D • Photon Online Multiplayer System and Servers
Third-Party and Ready Made Asset Credits	
Faculty Member Name & Contact Information	Christopher Martin • Century High School • christopher.martin@sausdlearns.net
YouTube Link	https://youtu.be/_f1ajF3yDT8
Misc. Notes	

Submitted by: Gary Zeri, garyzeri@gmail.com

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

Name or brief description	Source (ideally both URL and creator's name)	If modified by team, explain how.
Viking Character Model	Unity Online Asset Store	Scaling, model size
Knight Character Model	3D Maesen https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586	
Goblin Character Model	Grigotiyarx https://assetstore.unity.com/packages/3d/characters/humanoids/goblin-robber-66959	
Orc Character Model	Alexander "Gozuu" Kotov https://assetstore.unity.com/packages/3d/low-poly-medieval-strategy-pack-71644	
Invector Character Control/Animation System	INVECTOR https://assetstore.unity.com/packages/templates/systems/third-person-controller-basic-locomotion-free-82048	Code edited to function with attack system and with Photon online multiplayer system.
Tent Models	Unity Online Asset Store	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	The top technical challenges encountered were those relating to the multiplayer aspect of the game specifically ensuring that positions and physics engine data were properly synced between the master server and the clients in addition to determining which game objects should be local and which should be server based.
How did the design evolve during development? What changed, and what didn't?	Design evolved through many ways, one of the biggest was that we have only started making games on the unity engine for one year. The Art team had to learn how to find a consistent art style and color palette in order to fit the game and give people a medieval world.