IEEE GameSIG Intercollegiate Game Showcase 2018
Game Overview: Trash Panda   Date: 4/14/2018

One-Sentence Description	Trash Panda is a puzzle platformer game where you play as a hungry raccoon that sneaks into peoples houses to eat all of their food.
List of Team Members and Their Schools	Michael Wolf CSULB (michaelwolf95@gmail.com) Alexis Pinedo CSULB (pinedo.alex@yahoo.com) Joel Lee CSULB (lee.joel395@gmail.com) Kei Matsuo CSULB (matsuokei.chan@gmail.com) Virginia Kitchen Coastline College (kitchen.virginia@gmail.com) Nathan Chan CSULB (Azoura.art@gmail.com) James Davis CSULB (Jamesmdavis95@gmail.com) Laura Tran CSULB (lauratran1058@gmail.com) Daniel Ramos CSULB (da_ramos@live.com) Luwena Wou CSULB (luwenawou@gmail.com) Main Contact: Michael Wolf (714) 791-4733
School Level	_X_ College/University ___ High School
Target Platform and Audience	Windows PC, Macintosh "Adults and Children of All Ages"
One-Paragraph Summary of Gameplay and Objectives	Your goal is to infiltrate homes, find and eat as much food as you can, and escape before time runs out and without being caught. *However*, the more food you eat, the fatter and clumsier you get, and certain foods will have adverse side-effects. In each level, you must find a way to traverse the environment safely, while also managing the order in which you eat things.
Key Features	- Three levels of increasing complexity - Unique musical theme on each level 3D Platforming and Wall-Climbing mechanics. - Stealth and Noise detection systems - Modular interaction system - Modular status effect system.
Thumbnails of Game Art	
Software Libraries and Packages Used	Unity3D 2017, with PlayMaker, ProBuilder, and FinalIK plugins. FMod Audio Engine, ProTools, Kontakt, Cubase Autodesk Maya, Substance Painter, 3D Coat
Third-Party and Ready Made Asset Credits	See table on next page.
Faculty Member Name & Contact Information	Michael Kyle Wolf CSULB michaelwolf95@gmail.com (714)791-4733

YouTube Link	https://youtu.be/7Dt8--3Qc_8
Misc. Notes	Michael Wolf, the lead developer for this project, had previous experience working as a game developer before the project - working for small indie companies Silicon Storm and MonsterVR.

Submitted by: Michael Wolf michaelwolf95@gmail.com (714)791-4733

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.
PlayMaker	Unity Asset Store	Extended system for project specific functionality
ProBuilder	Unity Asset Store	
NonConvexMeshCollider	Unity Asset Store	
Wooden Fence	Unity Asset Store	
Toon Furniture	Unity Asset Store	Used as base meshes and heavily modified in Maya.
Trash Can and Trash	Unity Asset Store	
Kitchen Props	Unity Asset Store	
Pizza and Pizza Box	Unity Asset Store	
Complete Home Interior Pack	Unity Asset Store	

When you send your submission, please answer the following:

What were the top technical challenges that you encountered in the project?	The largest technical challenge for Trash Panda was mainly the character controller - and it's still not as tight as we want. In the future, we plan to completely overhaul it so that it feels great to play.
How did the design evolve during development? What changed, and what didn't?	Luckily enough, the main design of the game did not change much. The original design did have more "side effect" food, which we were not able to make feel right just yet. In future iterations, we plan to have more wacky food with wacky effects.