

GAME DESCRIPTION



Paracosm is a narrative-based collection game about recovering the lost memory of your hometown, and convincing your neighbors that you're not delusional. You'll need to recover clues that point to your memory's validity, travel through your memories of your hometown, then try to convince everyone that what you saw was real.

WEBGL EXPORT

<https://play.unity.com/en/games/0068e783-00a3-49ed-bce3-6560dd658f60/paracosm-game-prototype>

UNITY PROJECT

Submitted on canvas

CONTRIBUTIONS

Script/Component	Contributors	Description
PlayerHealth.cs	Jose	Jose: wrote script, designed health bar UI

Fall Damage	Jose	Jose: wrote script (part of playerhealth.cs) and implemented relevant environment/player components
CameraBehavior.cs	Kerem	Kerem: wrote script
CameraMovement.cs	Kerem	Kerem: wrote script
ClueBehavior.cs	Kerem	Kerem: wrote script
DialogueBehavior.cs	Kerem	Kerem: wrote script
DoorBehavior.cs	Kerem	Kerem: wrote script
GameUIBehavior.cs	Kerem & Vi	Vi: Moved components from LevelManager here Kerem: Wrote singleton behaviors
GetKey.cs	Kerem	Kerem: wrote script
KeyBehavior.cs	Kerem	Kerem: wrote script
LevelManager.cs	Vi	Vi: wrote script
MainMenuCamera.cs	Kerem	Kerem: wrote script
MenuManager.cs	Kerem	Kerem: Wrote Script, designed main menu
NPCBehavior.cs	Vi & Kerem & Jose	Vi: wrote AI & FSM components Kerem: wrote rest of script Jose: debugging with NPCs in level 3 and WebGL build issues
PauseMenuBehavior.cs	Kerem	Kerem: wrote script, designed pause menu
PlayerMovement.cs	Kerem & Vi	Kerem: wrote script Vi: bug fixes associated with dying
TextBehavior.cs	Kerem	Kerem: wrote script
ThirdPersonCamera.cs	Kerem	Kerem: wrote script
Level 1 & 3 Design	Kerem	Kerem: designed world, selected and imported new assets
Level 2 Design	Jose	Jose: designed world, selected and imported new assets

GAME VISION DOCUMENT

1. GAME VISION

Paracosm is a narrative-based collection game about recovering the lost memory of your hometown, and convincing your neighbors that you're not delusional. You'll need to recover clues that point to your memory's validity, travel through your memories of your hometown, then try to convince everyone that what you saw was real.

2. CORE GAMEPLAY

- The player's goal changes slightly between levels, but always leads back to convincing their neighbors that their hometown actually existed. In the first level they do that by collecting clues and briefly chatting with everyone to gauge their reactions. In the second level they have to observe their memories closely enough to find evidence for those clues' validity. And finally in the last level they have to use both the clues and their memories to give a convincing argument to each NPC.
- The player can look at keys or clues and press E to pick them up, press T while near an NPC to talk to them, and jump around to move faster.
- Mechanically a mix of a collection/hidden object game and a narrative based game

3. GAME WORLD AND SETTING

The game world, both in the present and in the player's memories, is a vaguely sci-fi world with cyborgs and robots and the like. The world we spend Level 1 and 3 in (a tiny seaside port town with a couple buildings closed off by a giant wall) is designed intentionally to also be a bit rusty and bleak, but not in a way any of the NPCs acknowledge, to symbolize how the player feels totally alien to the world despite everyone around them being fine.

4. CHARACTERS AND ENEMIES

- Our main character is a drifter that's recently had all memory of their hometown erased from seemingly all sources except themselves. They can collect clues, go back into their memories as if they're living it in real time, and have established some form of relationship with everyone in their new home.
- Obstacles our player faces are a time limit in Levels 1 and 2, and in Level 3 the main obstacle they face is the stubbornness of their neighbors, who are various levels of hostile towards their claim that their hometown ever existed.

5. ARTWORK/ASSETS

<https://assetstore.unity.com/packages/3d/characters/3d-characters-zombie-hospital-low-poly-pack-lite-274047>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/3d-neon-capital-city-low-poly-urban-environment-for-unity-298393>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/pixel-boxes-low-poly-free-159691>

<https://assetstore.unity.com/packages/3d/props/industrial/low-poly-wooden-barrel-307706>

<https://assetstore.unity.com/packages/3d/props/3d-sprite-sci-fi-props-246349>

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/sci-fi-cyborg-girl-35921>

<https://assetstore.unity.com/packages/3d/characters/robots/robot-hero-pbr-hp-polyart-106154>

<https://assetstore.unity.com/packages/3d/characters/robots/animated-low-poly-robot-free-stylized-sci-fi-character-318201>

<https://assetstore.unity.com/packages/2d/textures-materials/sky/customizable-skybox-174576>

<https://assetstore.unity.com/packages/3d/props/trash-bag-trash-box-316725>

<https://assetstore.unity.com/packages/3d/environments/apartment-kit-124055>

<https://assetstore.unity.com/packages/3d/props/electronics/sci-fi-chip-162878>

<https://assetstore.unity.com/packages/3d/props/interior/free-wood-door-pack-280509>

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<https://assetstore.unity.com/packages/3d/props/basketballring-297800>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-doors-162876>

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/futuristic-soldier-scifi-character-202085>

<https://assetstore.unity.com/packages/3d/characters/robots/sci-fi-drones-90326>

<https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi/sci-fi-soldier-29559>

<https://assetstore.unity.com/packages/3d/characters/robots/robot-sphere-136226>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-old-rusty-props-pbr-200267>

<https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-futuristic-environment-pack-v2-0-246983>

<https://assetstore.unity.com/packages/2d/textures-materials/glass/stylized-grass-texture-153153>

<https://assetstore.unity.com/packages/2d/textures-materials/brick/p3d-outdoor-wall-tile-texture-pack-lr-247739>

<https://assetstore.unity.com/packages/3d/vehicles/simple-train-pack-313190>

<https://assetstore.unity.com/packages/tools/particles-effects/led-light-blocks-195651>

<https://assetstore.unity.com/packages/3d/props/guns/voxel-guns-low-poly-guns-241958>

<https://assetstore.unity.com/packages/3d/props/exterior/low-poly-houses-free-pack-243926>

<https://assetstore.unity.com/packages/3d/props/industrial/low-poly-factory-machine-pack-demo-272637>

<https://assetstore.unity.com/packages/3d/environments/simplepoly-city-low-poly-assets-58899>

<https://assetstore.unity.com/packages/3d/vehicles/sea/boats-polypack-189866>