Moonflower

CSE 5912

A 3D Action-Adventure RPG

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GAMEPLAY

Run, Fight, Jump, Talk, Sneak, and Solve Puzzles in a 3D world based on Guarani mythology!

Approach enemy encounters in multiple ways

- Peacefully interact with an enemy by talking or gifting them with an item (increase **charisma**)
- Sneak past an enemy (increase **stealth**)
- Attack enemies (increase **strength**)
- The success rate of each option will depend on your relevant stats (**charisma, stealth, strength**)

Switch between characters and help each other out!

Anai   **Mimbi**

GRAPHICS

Post-processing including bloom and fog
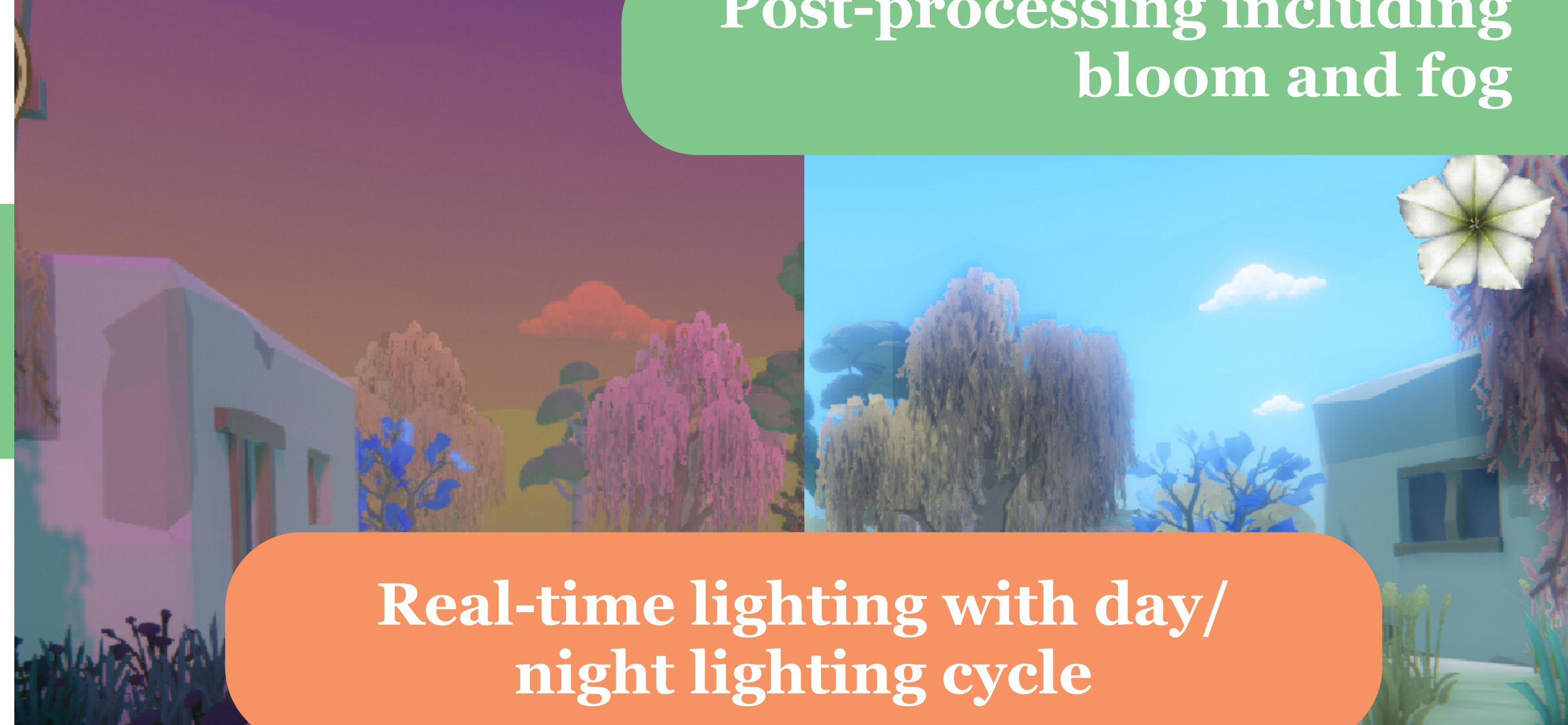
Real-time lighting with day/night lighting cycle

Hand-crafted environments with particle effects

AI

'E' to Interact

Enemies can be passive, aggressive, and frenzied

- **Passive** enemies will not initiate a fight and you can talk to them
- **Aggressive** enemies will attack when the player comes into their field of view
- **Frenzied** enemies will attack anything in their field of view, even their friends!

Stealth mechanics let you sneak by enemies

Enemy suspicion levels are affected by your actions

- Running by an enemy results in the greatest increase in suspicion level, followed by walking, sneaking, then staying still
- When an enemy's suspicion level reaches a certain threshold, they will chase the player

ANIMATIONS

65 unique animations across all characters

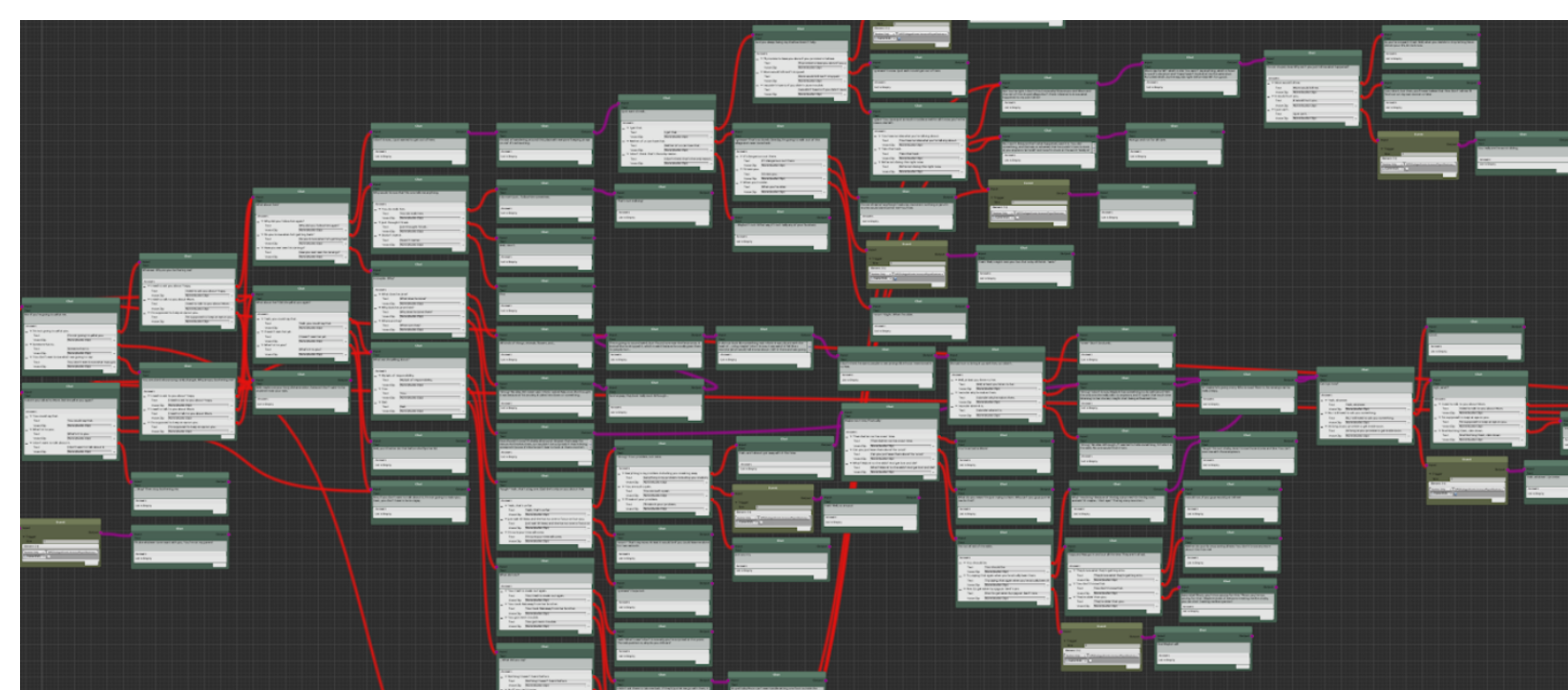**A state machine controls the animations for each character**

DIALOGUE

Many dialog paths and choices for an engaging experience

- Each character/enemy has a unique tree of dialogue nodes
- **17 total extensive dialogue trees** containing a combined total of **2,700 lines of dialogue**
- Different dialogue choices will result in different outcomes, such as receiving items or a change in an NPC's mood

Hey, Anai, mom wants to see you.

Not again...
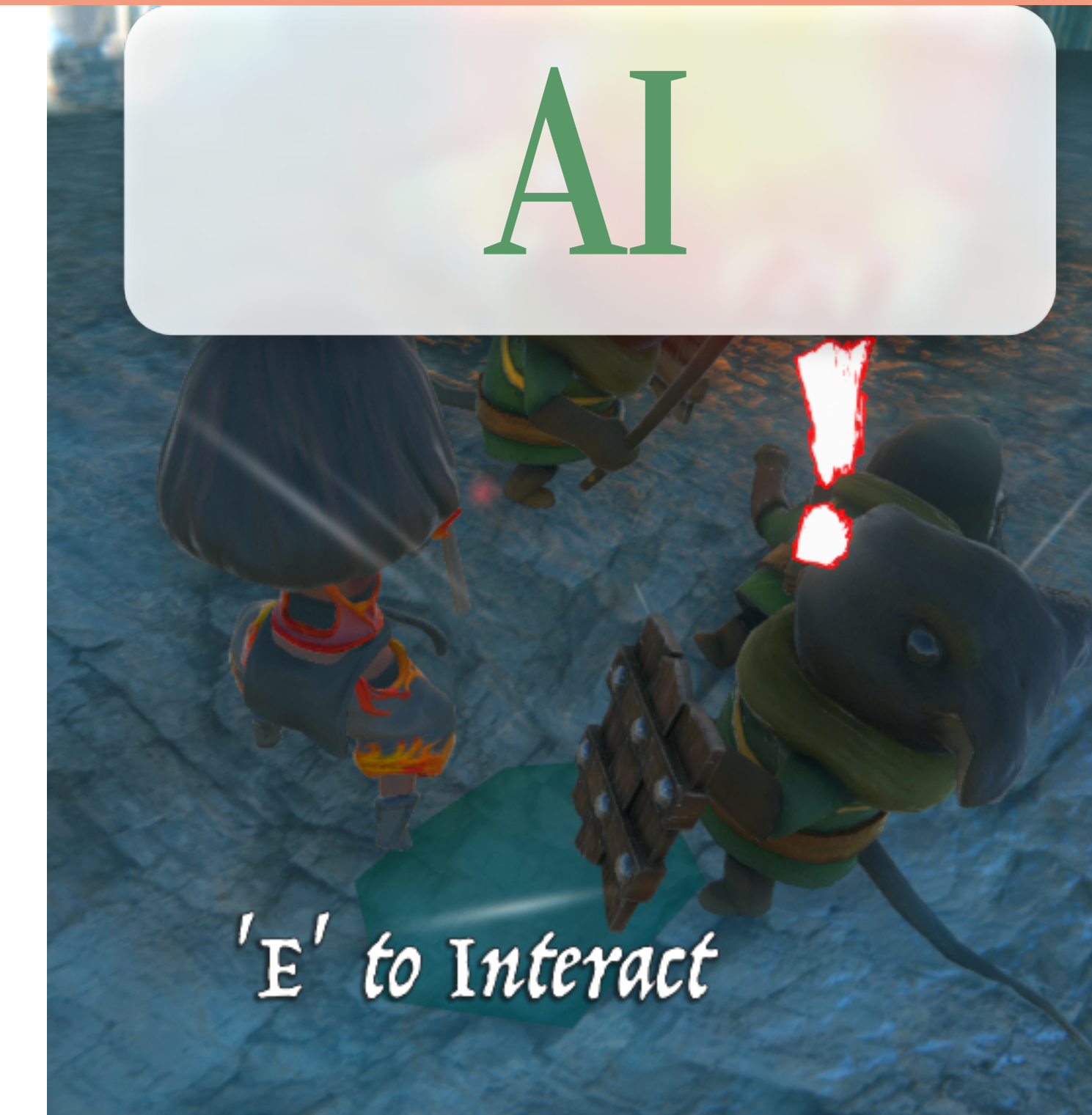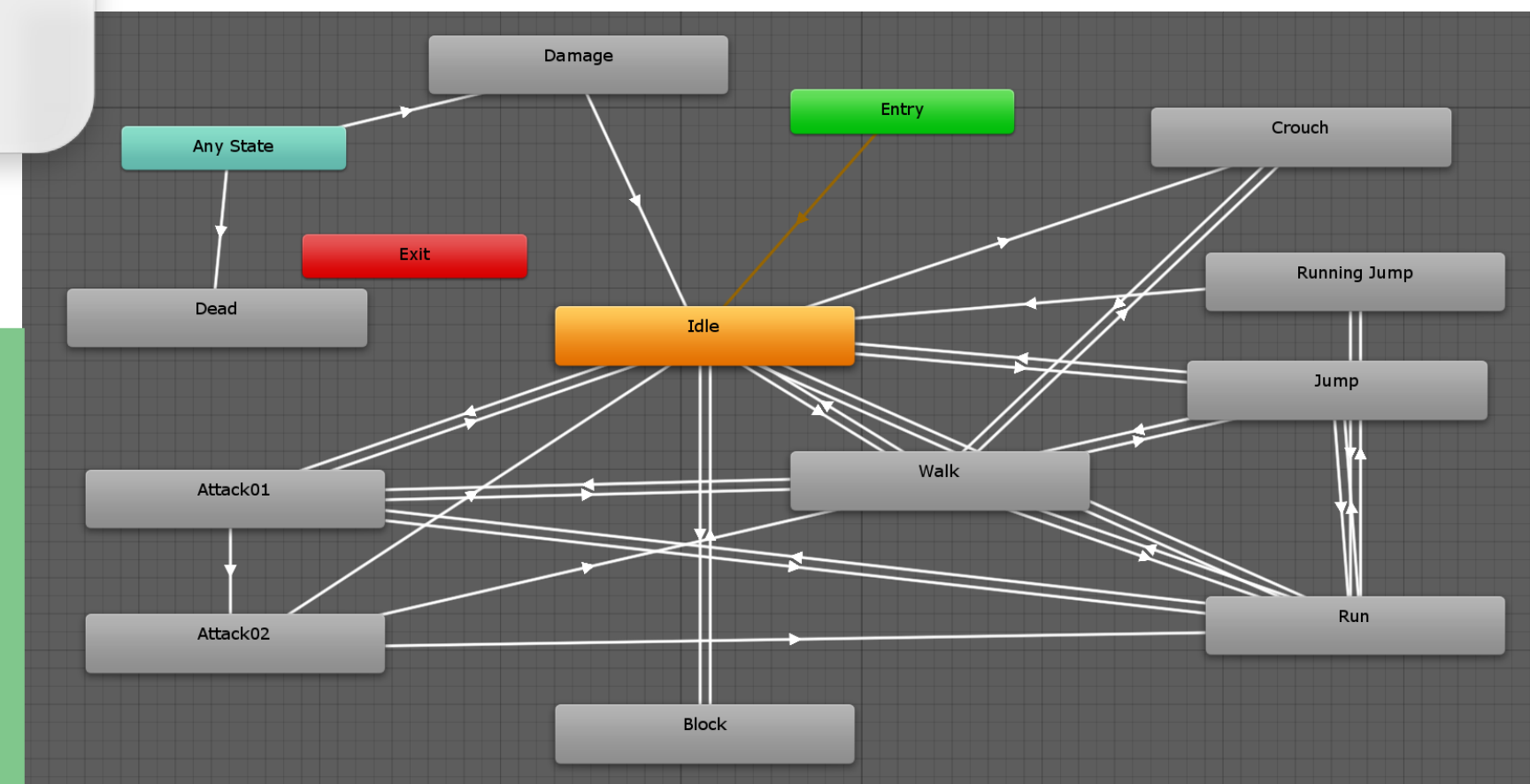Does she need to see me now?
Why?

AUDIO

Dynamic soundtracks provide auditory indicators for in-game events
- Layered music dynamically increases or reduces the feeling of tension depending on the situation

Sound effects and background music create an engaging environment
- 75 different 3D sound effects including footsteps, splashing, and snoring

METRICS

Scrum Iterations: 7
Lines of Code: ~18,000
Commits: ~1,300