

GET AWAY

Final Timebox Presentation





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Dinosaur AI
General Scripting





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Player/Character Controller

Character Testing

Scrum Master





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Environment
Procedural Content





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User Interface
Crafting & Item Backend





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Dinosaur AI
General Scripting





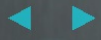
Sean Peck

Character Interaction
Weapon Animation
Sounds



How It Works

You're the victim of a tragic plane crash.
You must manage your health, hunger, etc.
Fend off the dinosaurs inhabiting the island.
Collect the necessary resources to escape.



Controller Bindings



Interface Controller Support

An Xbox Controller can now be used to control actions in the inventory and crafting menu.



Interface Controller Support

The crafting menu can also be controlled with a 360 controller.

The button hints are only visible when a controller is active.




New Weapon: Torch

Lights up the area around the player.

Short-ranged Weapon.





New Weapon: Bow & Arrow

Allows the player to attack dinosaurs from a safe distance.
Arrows disappear on contact.

Weak weapon.



Weapon Updates

Weapons break after their durability reaches 0.

Can no longer attack as fast as you can click, must wait for animation to finish to register another hit.

Weapons ranges:

- Low: Unarmed, Ax, Torch
- Med: Spear
- Long: Bow



Health

Physical Health affects movement speed.

Hunger can lessen effectiveness of player's attacks.

Mental Health shakes the screen, makes player hear voices.

Thirst causes player to move slower, attack weaker, and makes the screen shake.

DAYS SURVIVED:1



Score

Game keeps track of:

- Days Survived
- Damage Done
- Damage Taken

Can view days survived while on the island.

Other stats not visible until the player wins or gets a game over.

DAYS SURVIVED:1






Campfire Changes

Can only use a campfire once.

Campfires are put out after use.




A 3D rendered landscape featuring a dirt path in the foreground, a dense forest of large ferns on the left, and rolling hills with sparse vegetation in the background. The sky is blue with scattered white clouds. A semi-transparent black box with white text is centered over the middle of the scene.

Environmental Changes



Smaller, More Dense Island





New Meadow Biome

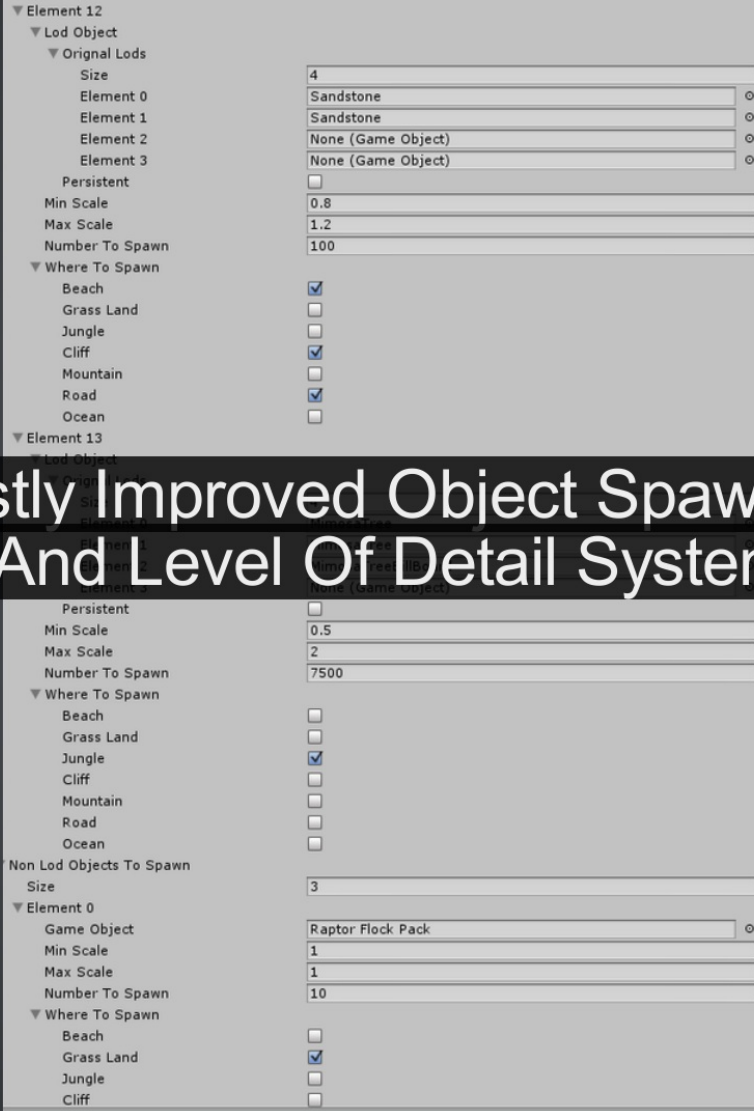



A screenshot from a game showing a collectible item on a sandy beach. The item is a dark, irregularly shaped object with a glowing red and purple pattern. It is partially obscured by a patch of green grass. The background is a sandy beach with some shadows. A text overlay in the center reads "Additional Collectable Items".

Additional Collectable Items



Vastly Improved Object Spawning And Level Of Detail System



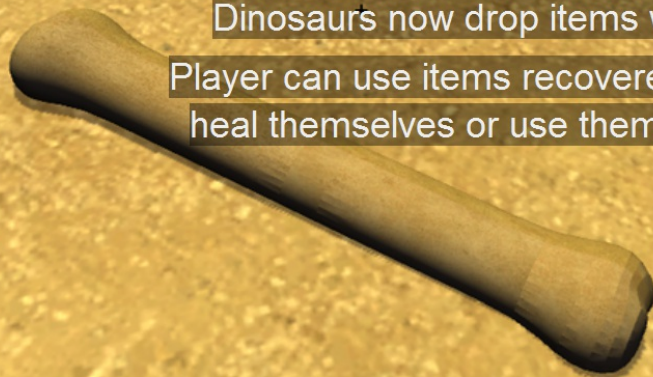
A tropical beach scene at sunset. The sky is a deep blue with scattered white clouds. A large, bright orange sun is positioned in the center of the sky, with a smaller, fainter moon visible to its right. The sun is partially obscured by a dark horizontal bar. The foreground consists of a wide, sandy beach with gentle dunes. In the distance, the ocean meets the horizon. On the left and right sides, there are palm trees. In the bottom right corner, there is a small, light blue directional pad icon.

Larger Sun and Moon
Smooth Transition of Shadows

Drops

Dinosaurs now drop items when killed.

Player can use items recovered to either
heal themselves or use them in crafting.



A tropical landscape with rolling green hills, numerous palm trees of varying heights, and large, grey, rocky mountains in the background under a blue sky with scattered white clouds. The scene is brightly lit, suggesting a sunny day.

Sounds Added

Inventory and crafting GUI sounds.

Separate sounds per weapon.

Weapon breaking sounds.



AI Updates

Flocking implemented based on boids
Prey detection and attacking improvements
Progress on new dinosaurs

