sota staircase``

Technical README

Game Information

Game Name   Running Late

Genre   Single-Player First Person Casual Arcade-Style Runner Game

Game Elements
- Navigating (Running, Walking, Jumping)
- Interacting (with Vending Machines)

Players   1 (Single Player)

Technical Form   3D Graphics (Form)

View   Point Of View (First-Person)

Language   C# (via Unity Mono Runtime)

Platforms   Windows

Device   PC

Application Control

W   Forward Movement

A   Leftward Movement

S   Backward Movement

D   Rightward Movement

Space   Jump

Shift   Sprint

E   Game Object/Entity Interaction

Known Bugs, Issues, and/or Limitations

- You can't go back to your house after you take the lift to the void deck
- Human AI takes a while to start moving
- The game runs at 20 fps
- The jumping out the window no longer kills you
- The car and the bus fsm stopped working(thanks git)
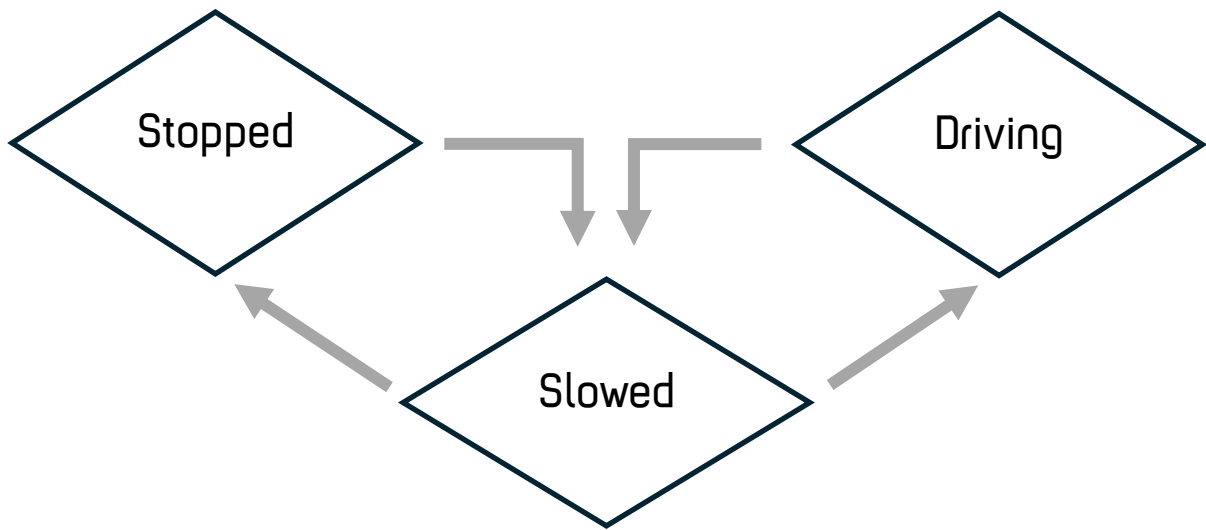- Camera clips into walls

Full State Machines

I. People AI

Walking

The Ai get a position randomly and it will raycast to make sure that it is on a layer it can walk on

2. Car AI

```
   ┌─────────┐                    ┌─────────┐
   │ Stopped │ ───────┐   ┌─────→ │ Driving │
   └─────────┘        ↓   ↓       └─────────┘
              ↖   ┌─────────┐   ↗
               └──│ Slowed  │──┘
                  └─────────┘
```

The car will go to a target position and depending on its surroundings will be in one of the three states. The car will be in slowed state if the car is very close to the target position and will stop if it is directly on it.

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```
        /\
       /  \
      /    \
     / Rain \
     \      /
      \    /
       \  /
        \/
```
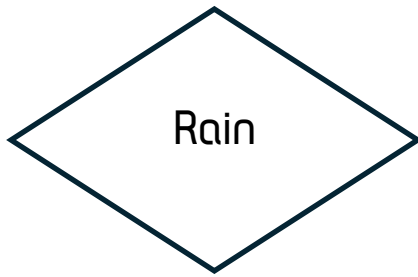
. Environment AI

The environment will change to like a rainy weather based on a random value and if the day is a sunny one there will be no differences in the player stats but if it was raining the player would walk faster under shelter but significantly slower in the rain.

Playing the Game

There are no puzzles to solve for our game. You are to leave the house and find either a Bus Stop or Train Station to complete a game session, or a "run".

References and Credits

- Terrain
    - [Conifers [BOTD]](#) by forst: Standard Unity Asset Store EULA (Extension Asset)
    - [Terrain Tools Sample Asset Pack](#) by Unity Technologies: Standard Unity Asset Store EULA (Extension Asset)
- [Starter Assets: Character Controllers | URP](#) by Unity Technologies: Standard Unity Asset Store EULA (Extension Asset)
- UI Fonts
    - [GO Darkslide](#) by [griptype](#) (from [studio ¡muchogusto!](#)) [Running Late Logo Font, 'Running Portion"]: OFL-1.1
    - [Fervojo](#) by [Reiya Watanabe (kohakuno)](#) [General Body Font in Game and Figma Prototype]: OFL-1.1
- Audio
    - Music
        - Custom music track composed by Mark: Samples "Walao" voice clip recorded with permission by Mr