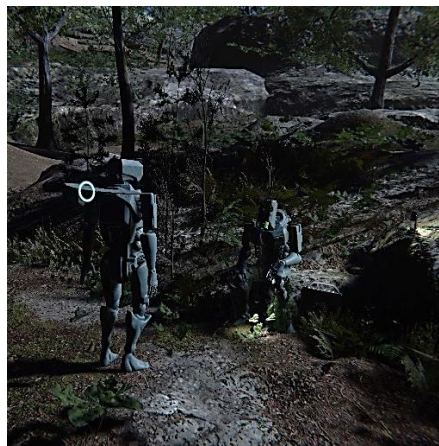# The Mountain

By: Harry Lynch, Harry Atkinson and Zaq Muru   Supervisor: Susan Scott   Client: Self-Client

This robot is ready for adventure!

Not all robots are so lucky though…

Sometimes things don't go as planned…

INTRODUCTION

The Mountain is an adventure-themed video game that we have created using Unity. You play as a robot that is sent into an unfamiliar environment with no comprehension of a goal besides a marker on your map. You can walk, run, climb and jump but all of this uses your precious resource: energy. Energy is your lifeblood in this game; without it, your robot cannot function.

One of our group members, Harry Atkinson, had the idea for this game a year ago after doing a course on game development. He was very excited to create an adventure game that was both visually stunning and realistic. While the other two members, Zaq Muru and Harry Lynch, both felt the same way about creating the game as he did, our demo isn't quite as stunning as we had imagined. We won't let that stop us though, and we are planning to continue development until we have made what we imagined our reality.

DEVELOPMENT

The first few weeks of our project were centred around getting the idea of what we wanted into our heads. We also had a meeting with a professional animator, Mark Tobin, who was going to help us create a robot. Then, of course, there was the of paperwork.

Next, we started development of core mechanical systems, such as general movement, climbing, the energy management system, and started the very lengthy process of creating a map.

The following weeks were about fleshing out what we had currently created. We made an extensive UI system (many thanks to our photoshop wizard Harry Lynch), added some audio, and created some stunning visual effects.

The main thing we had to do next was to piece everything together, which we learnt is sometimes easier said than done. However, we did get it done, and emerged with a system to save and load the game, a script which manages all the weather effects, and a system which integrates the climbing and movement systems.

CONCLUSION

Although not in line with our top-quality next-generation expectations for what the game would include in terms of graphics or mechanics, we are very proud of what we have created and all that we have accomplished. We are all avid gamers ourselves and have always dreamed of being game designers, wondering what it would be like to develop our own game. Now, we are fortunate enough to know. Even if the demo we created in 13 weeks isn't the same as what EA pays hundreds of people to create in a year, our dreams still came true, and we have made a game that is entirely our own.

We hope that you enjoy playing it as much as we did creating it.