

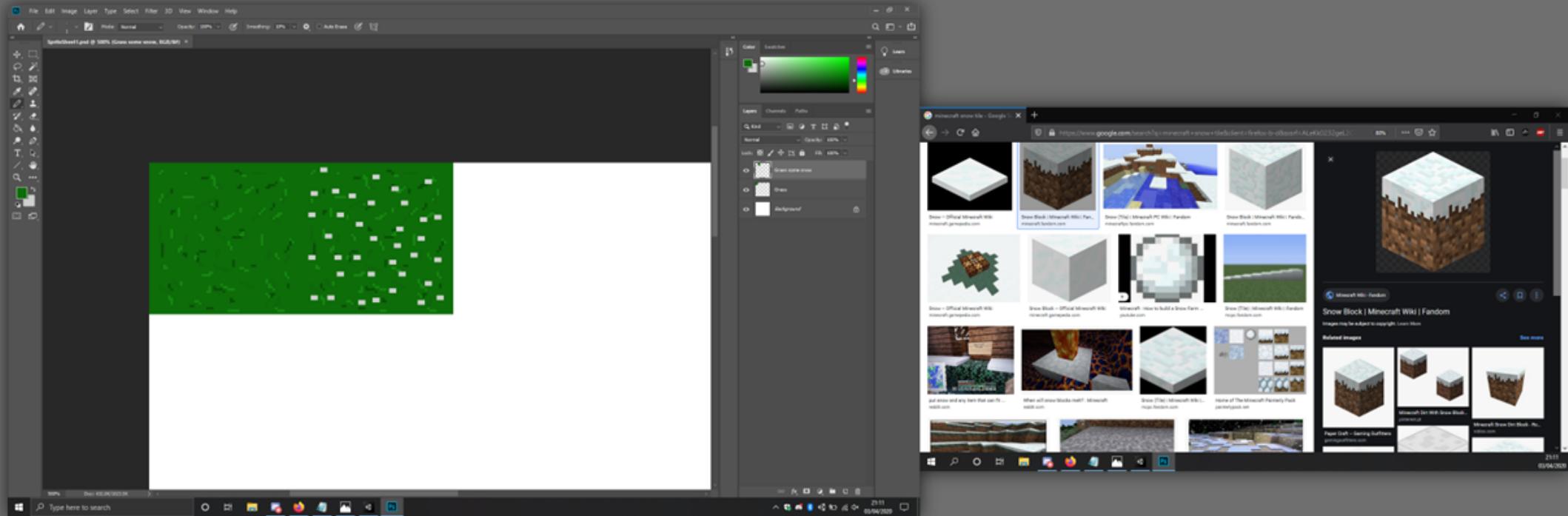
# Yeti Horror Game

## Final Major Project

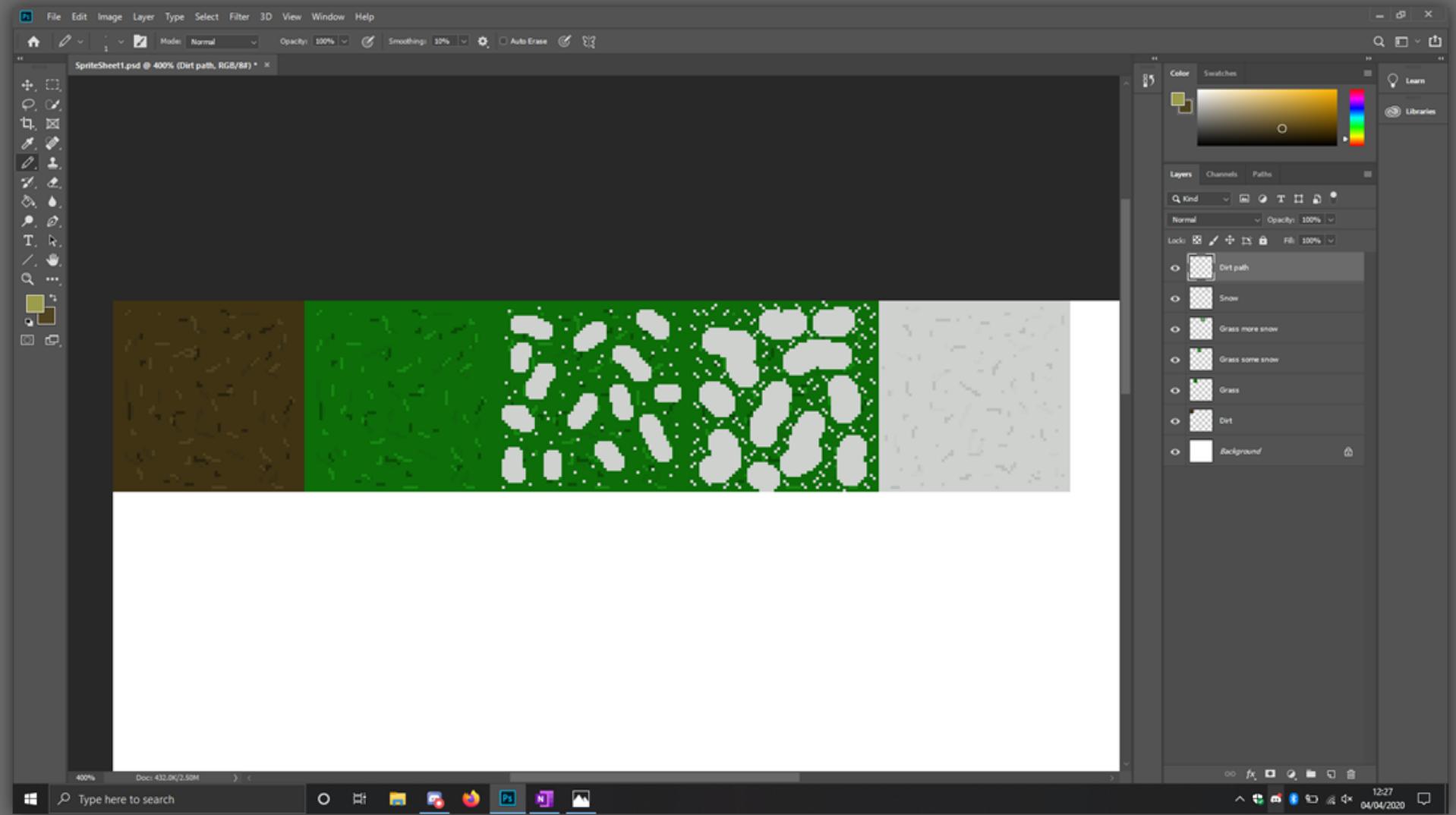
### Devlog



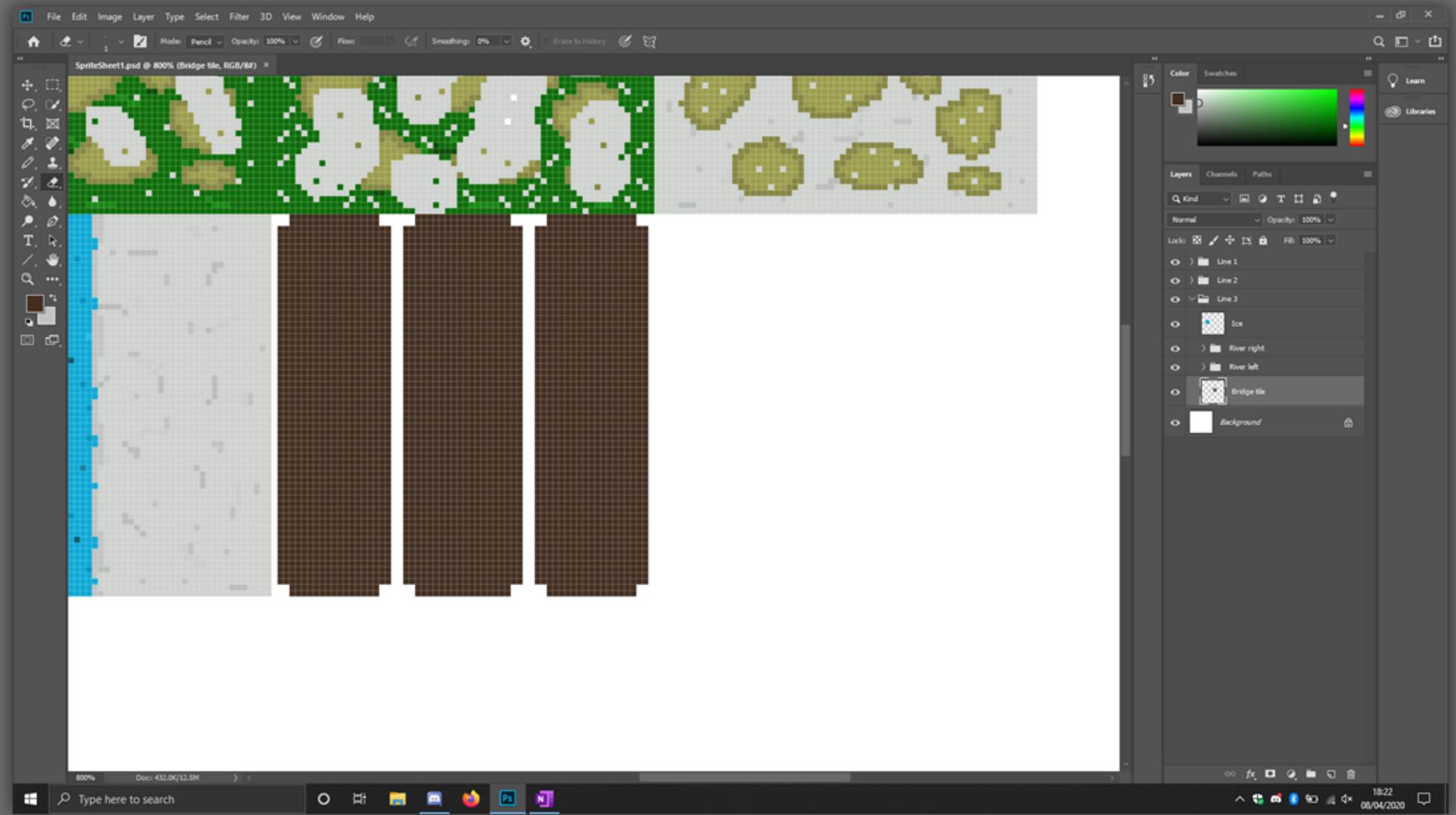
# 3<sup>rd</sup> April 2020 (03/04/2022)



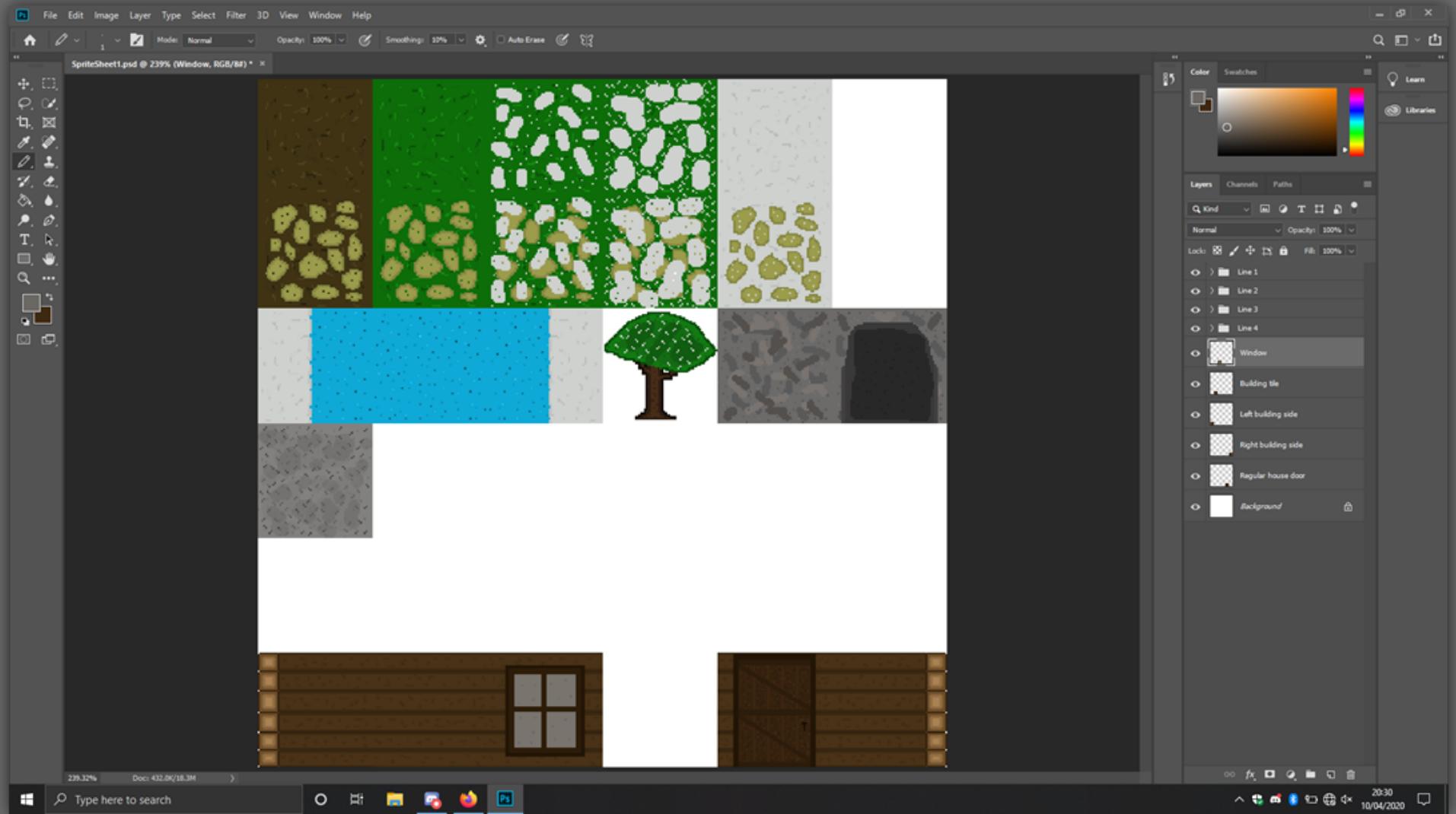
**3<sup>rd</sup> April 2020 (03/04/2022)**



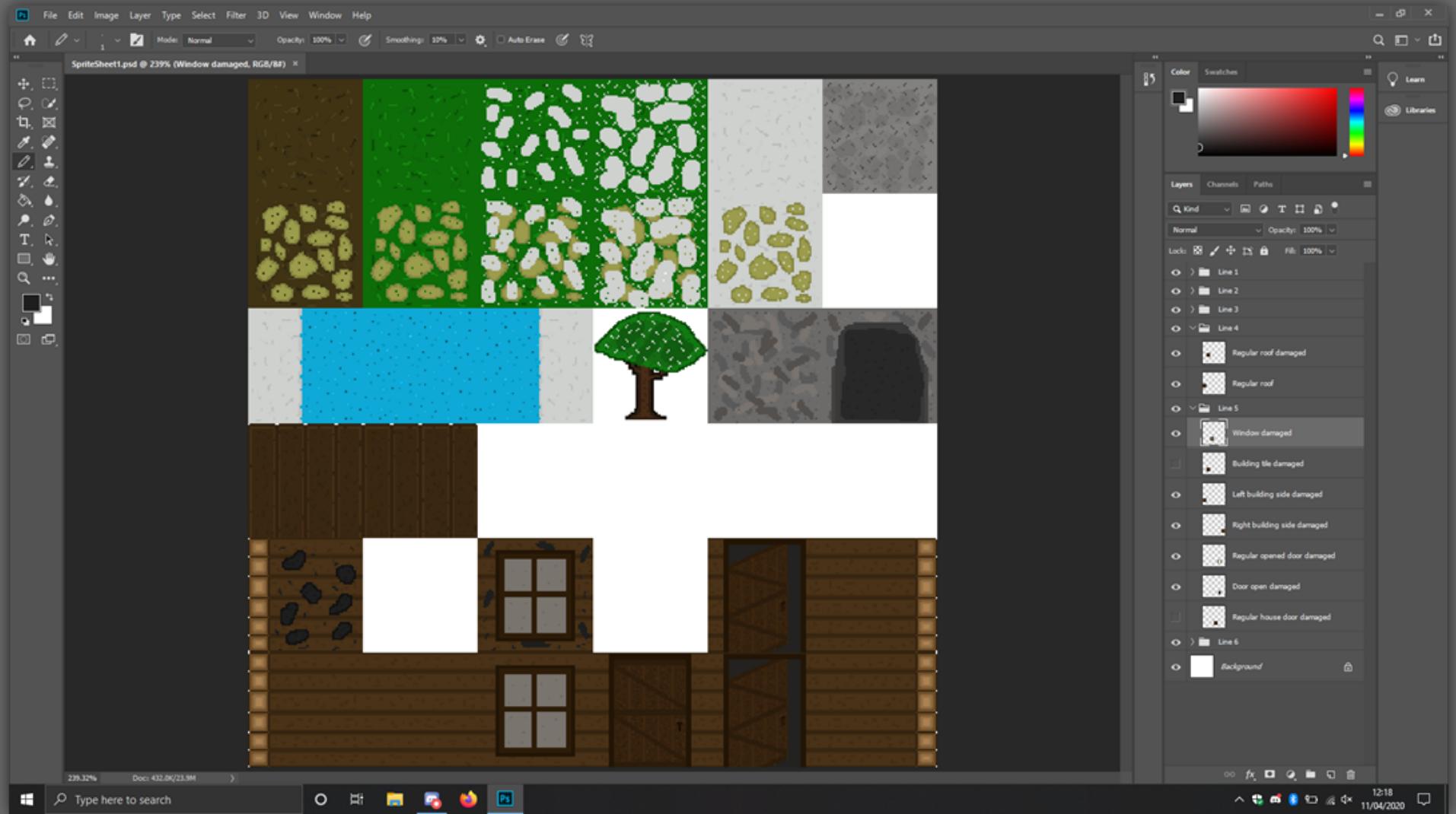
8<sup>th</sup> April 2020 (08/04/2022)



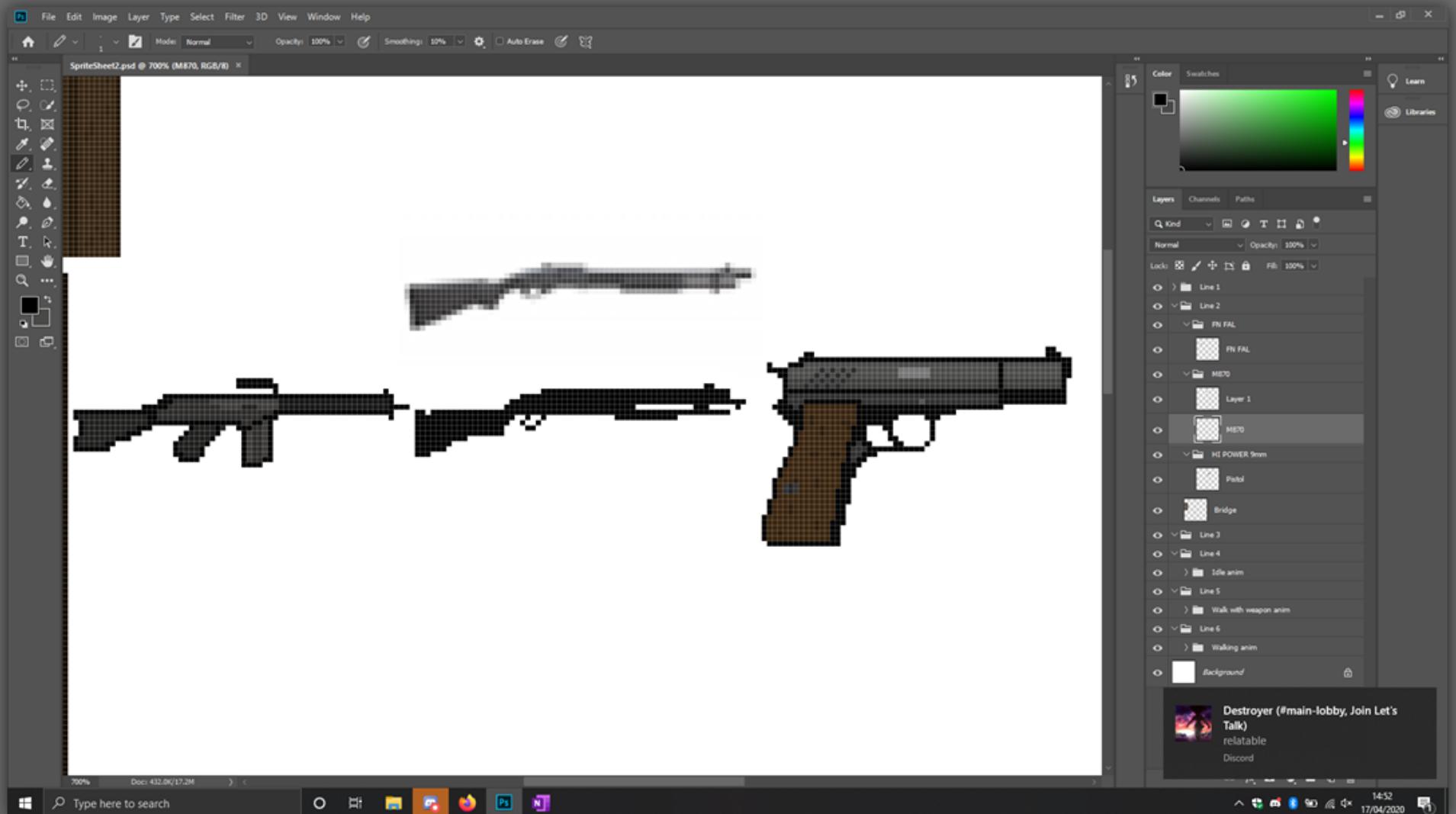
10<sup>th</sup> April 2020 (10/04/2022)



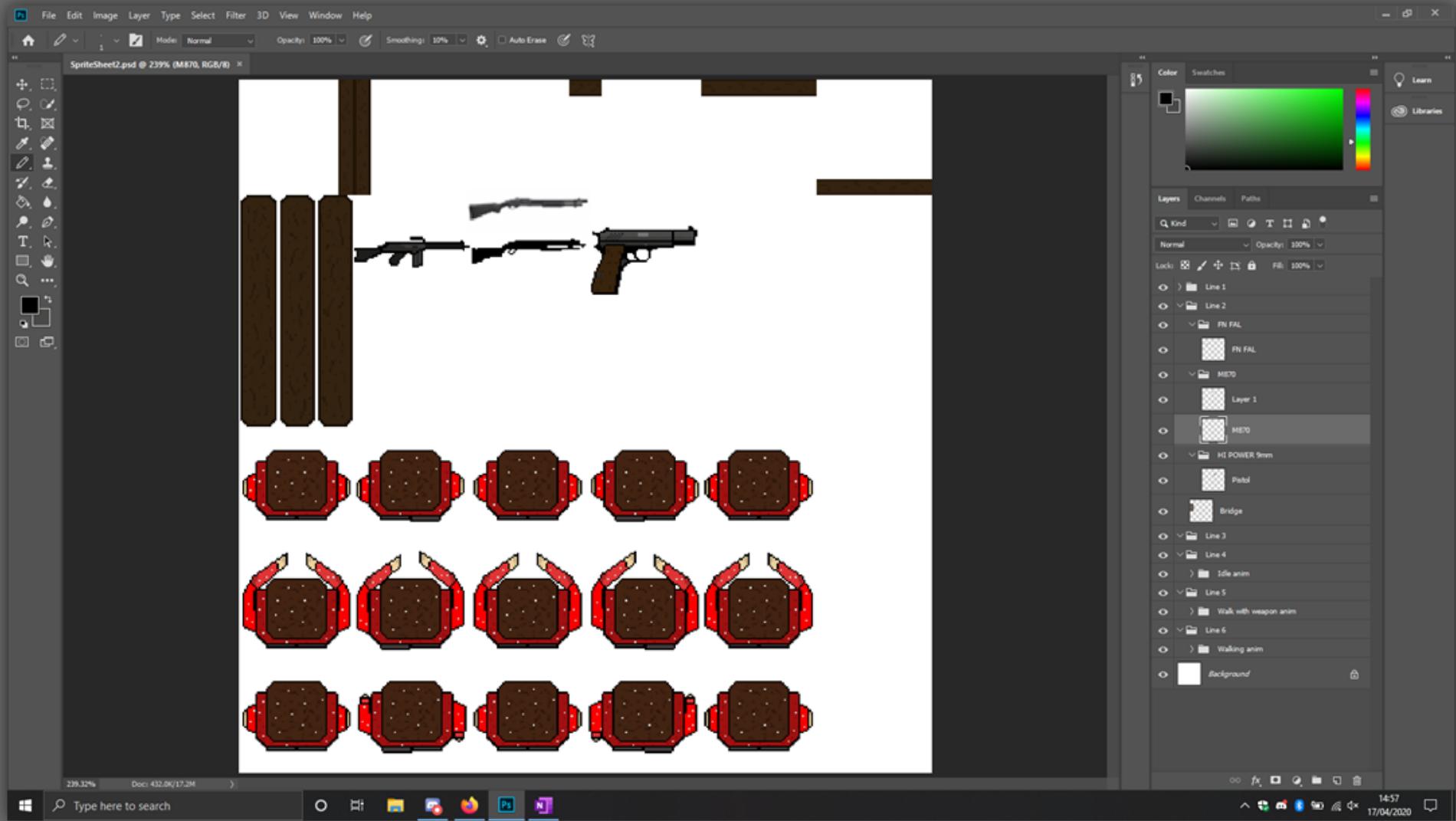
11<sup>th</sup> April 2020 (11/04/2022)



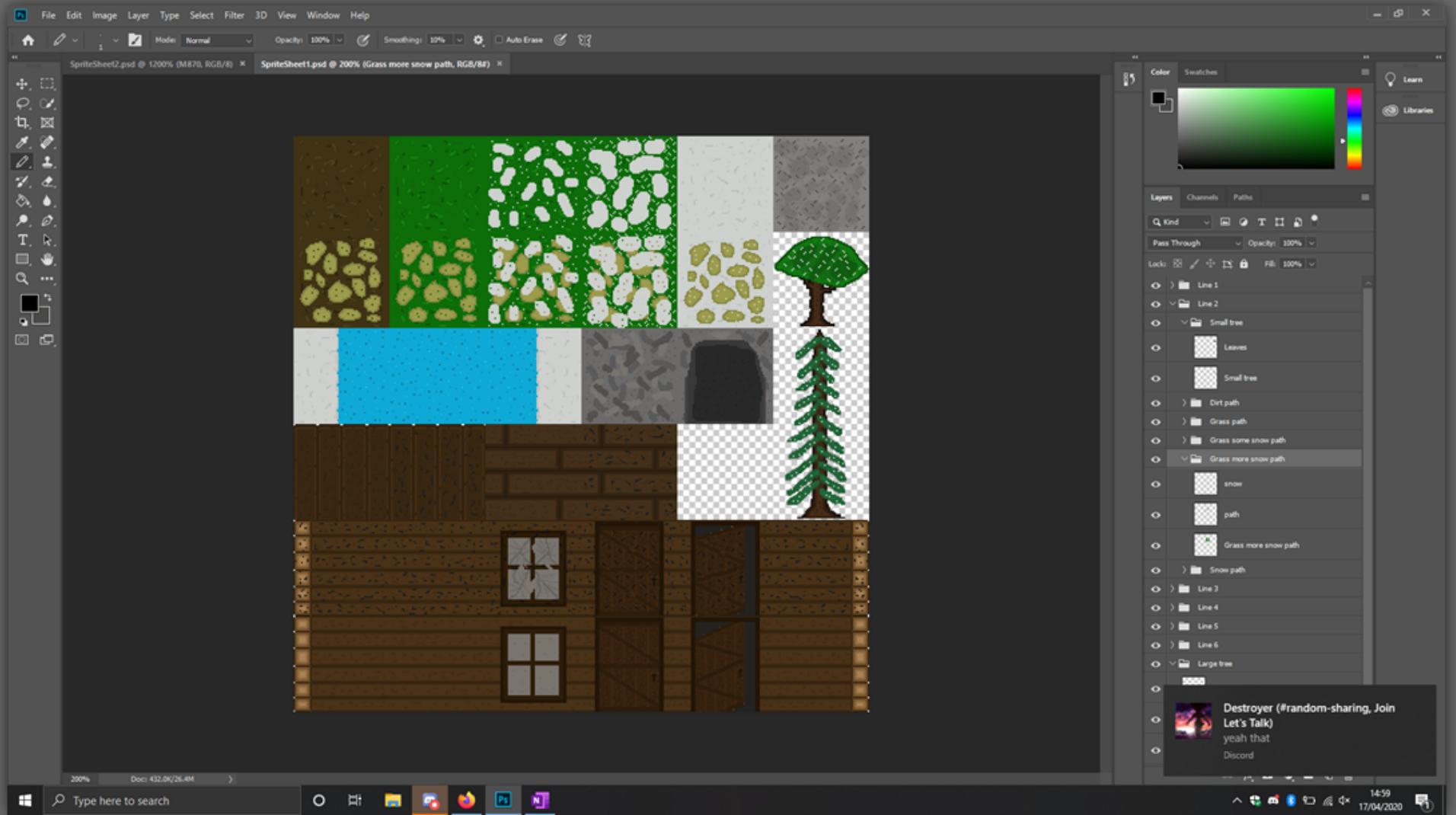
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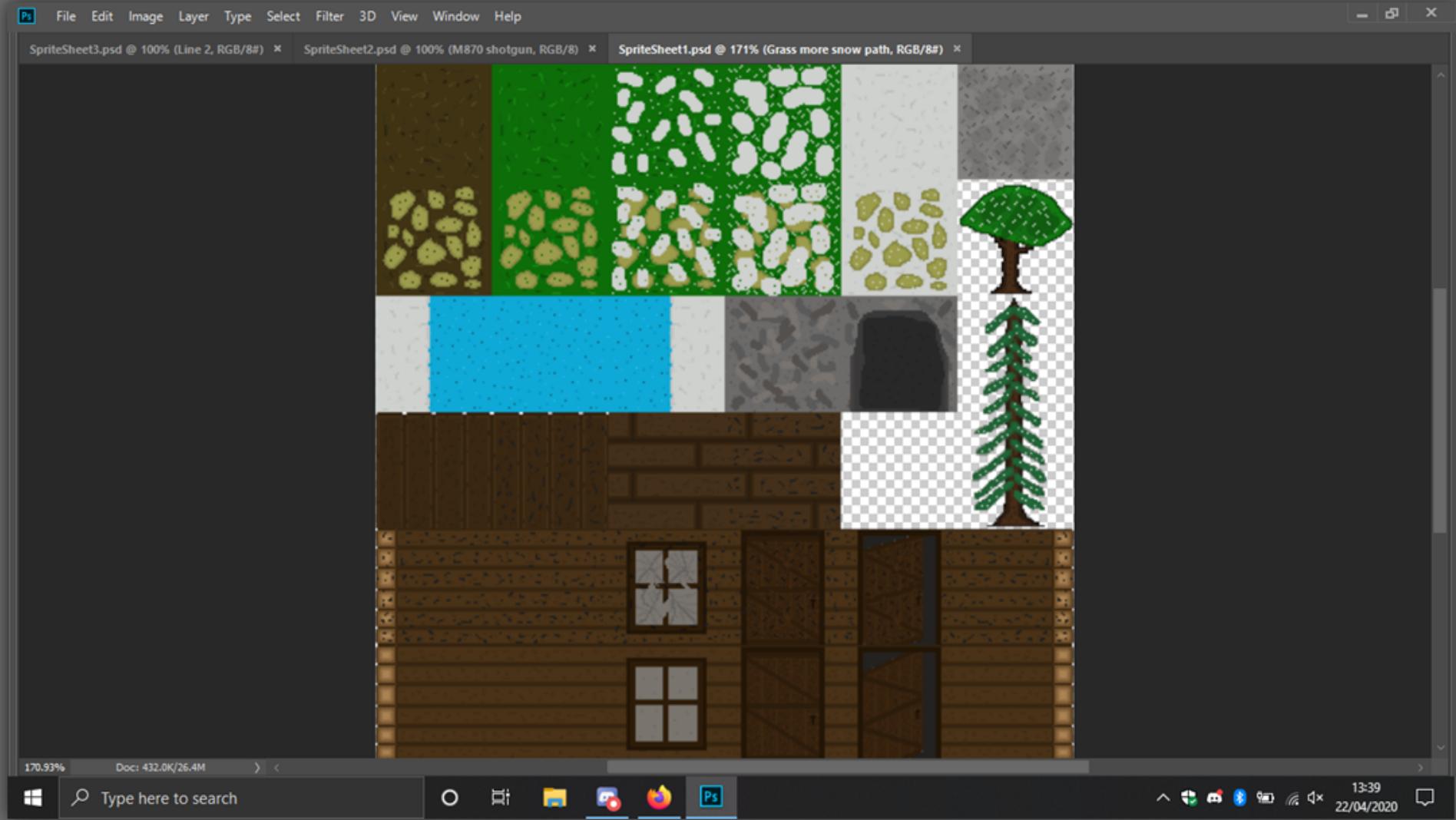
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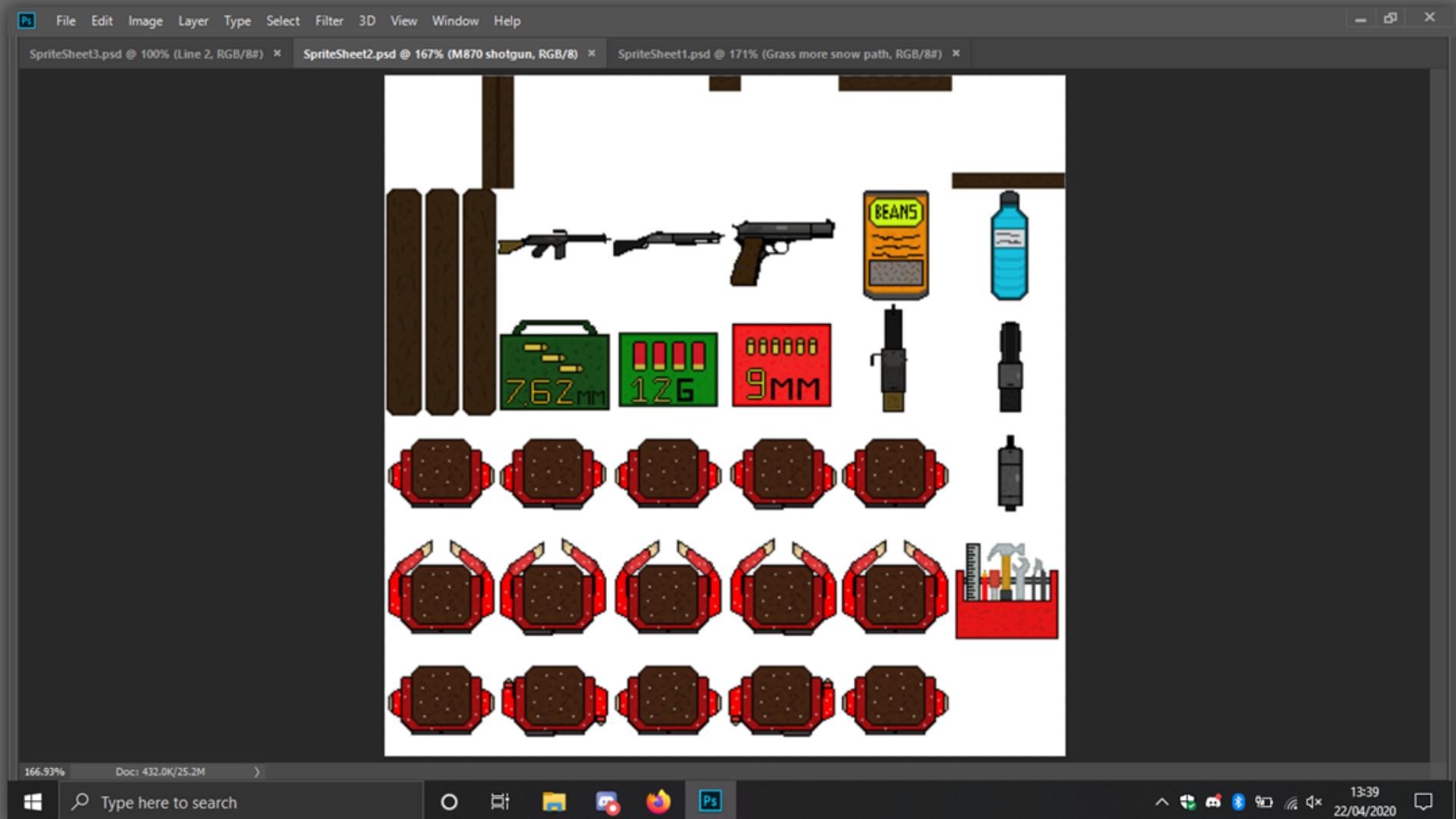
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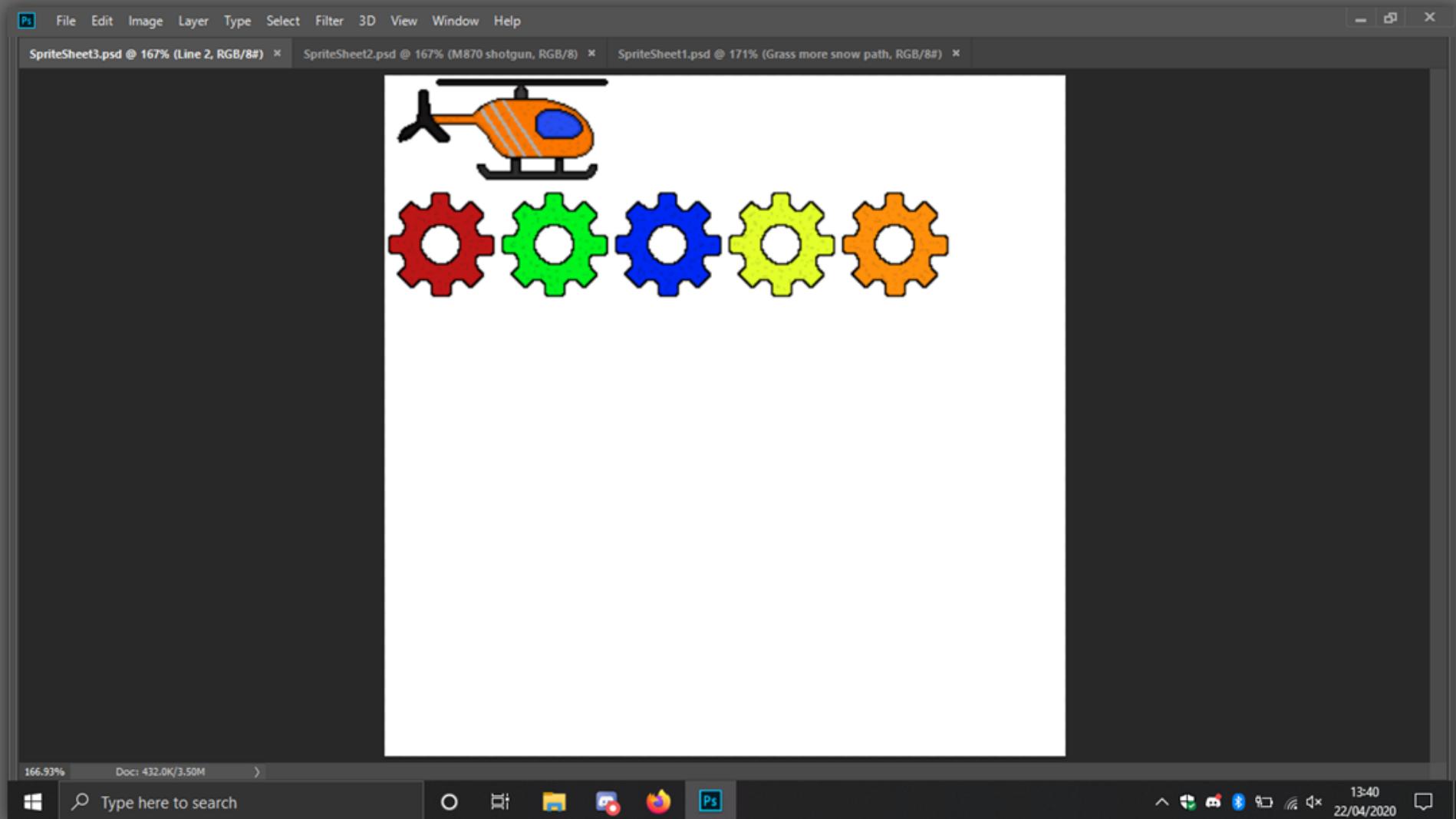
22<sup>nd</sup> April 2020 (22/04/2022)



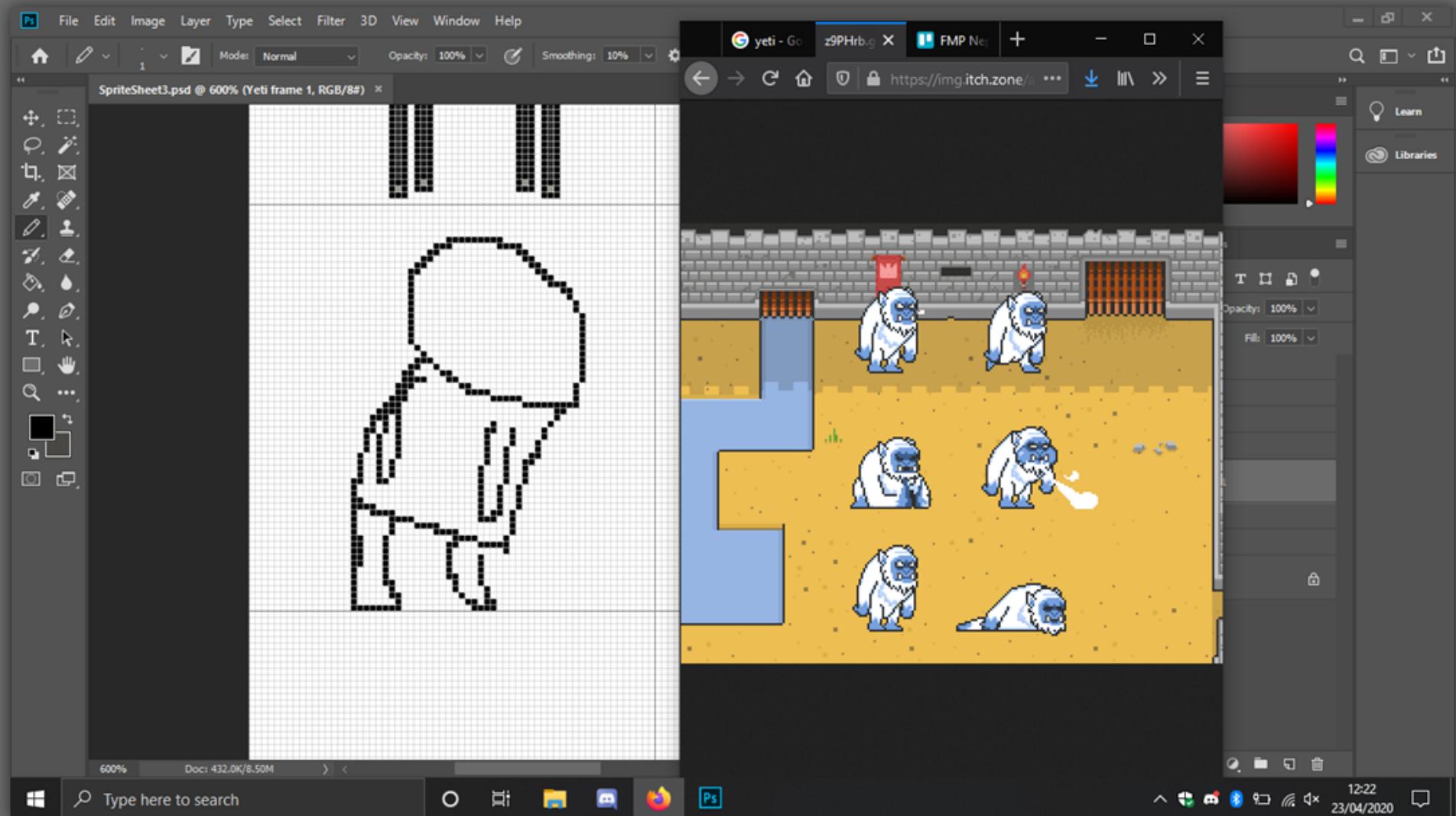
22<sup>nd</sup> April 2020 (22/04/2022)



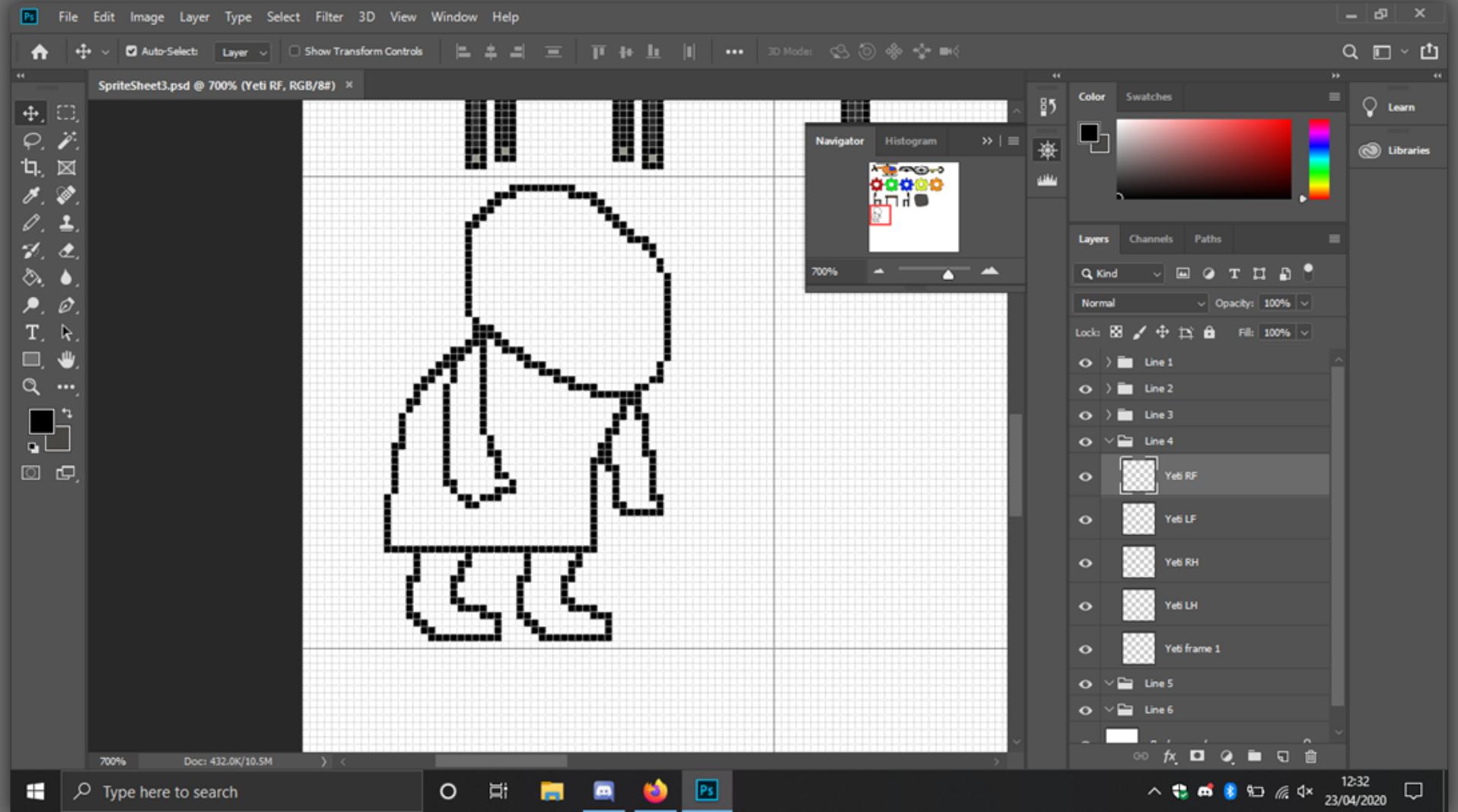
**22<sup>nd</sup> April 2020 (22/04/2022)**



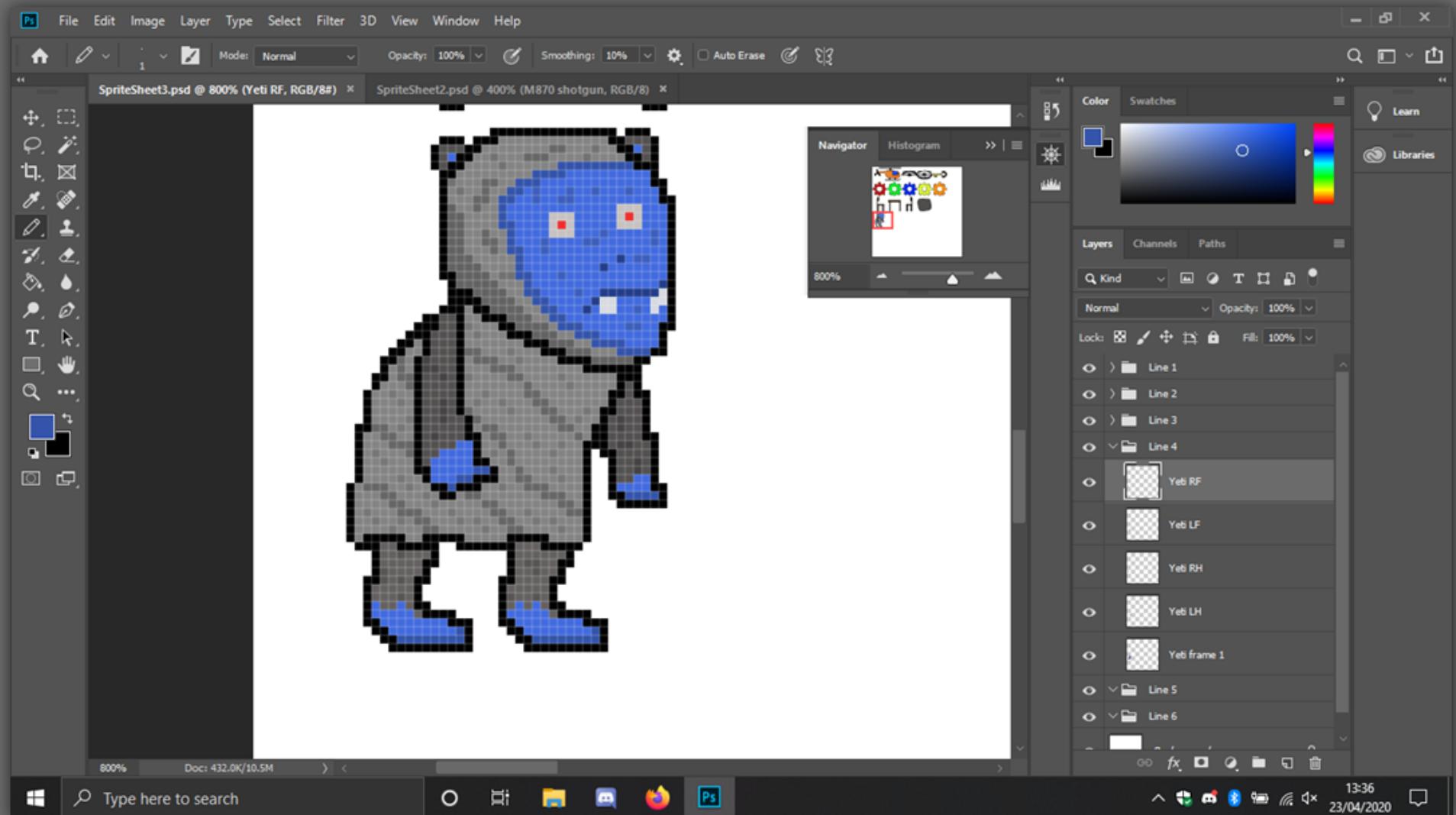
23<sup>rd</sup> April 2020 (23/04/2022)



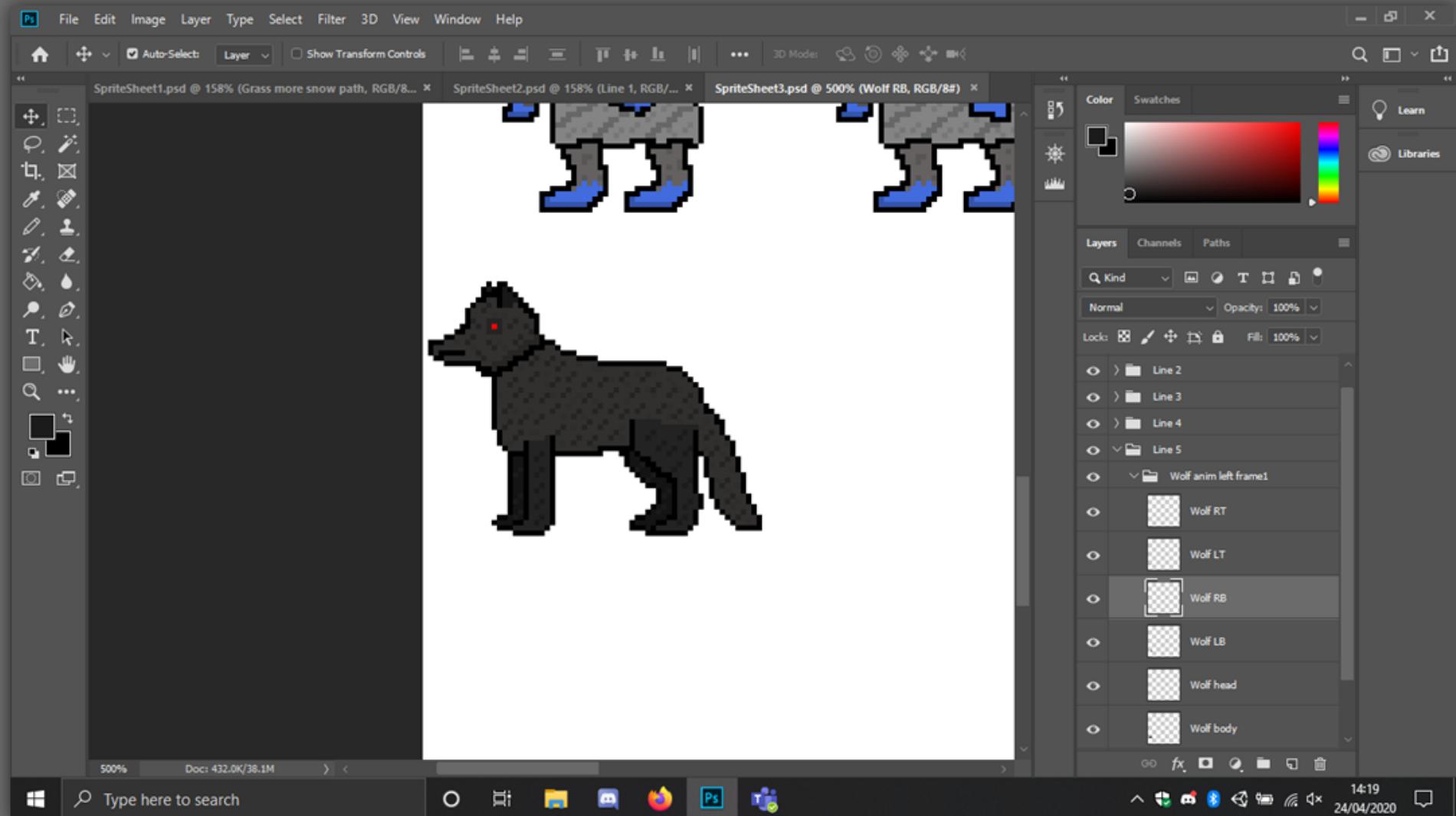
23<sup>rd</sup> April 2020 (23/04/2022)



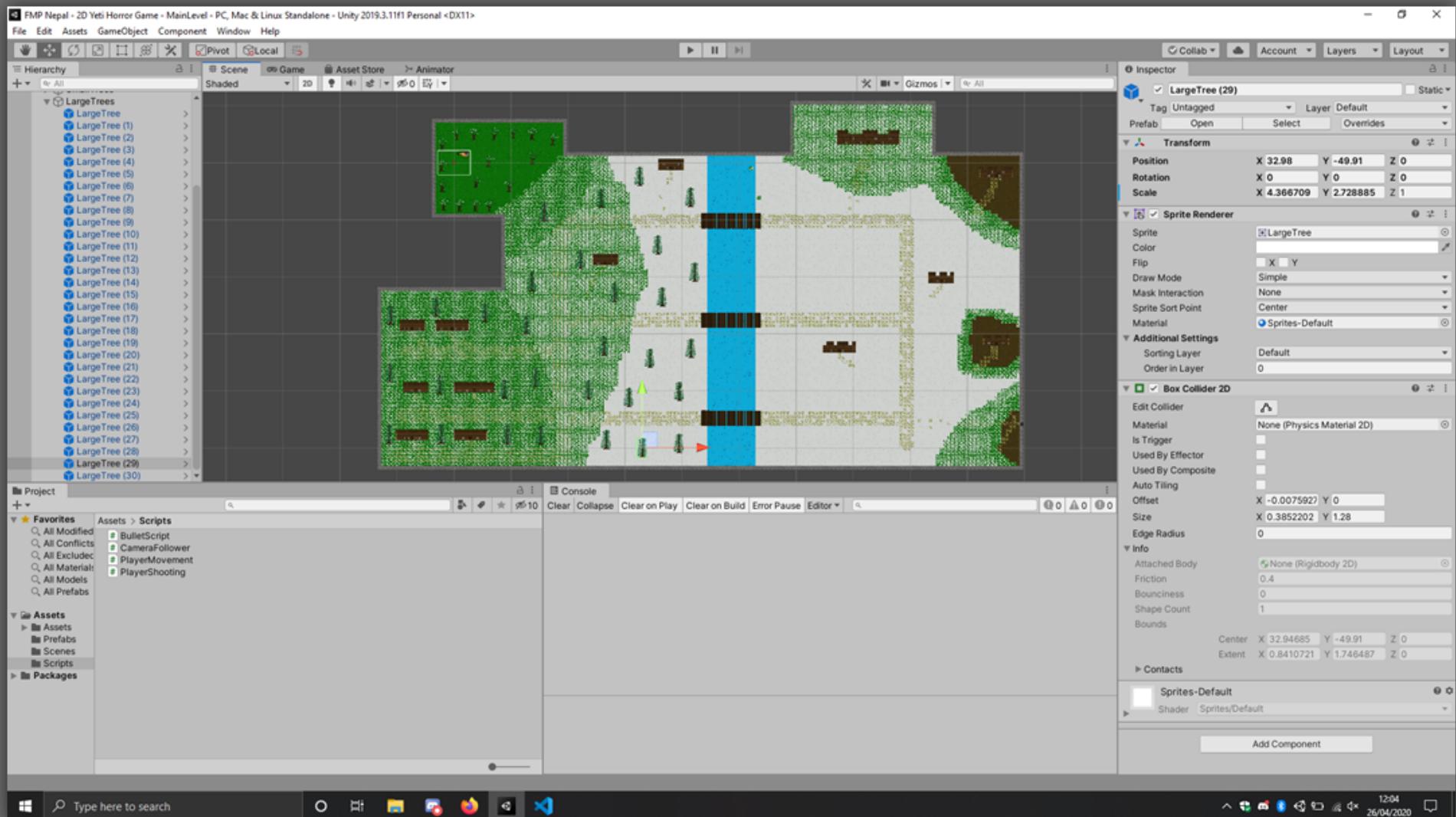
23<sup>rd</sup> April 2020 (23/04/2022)



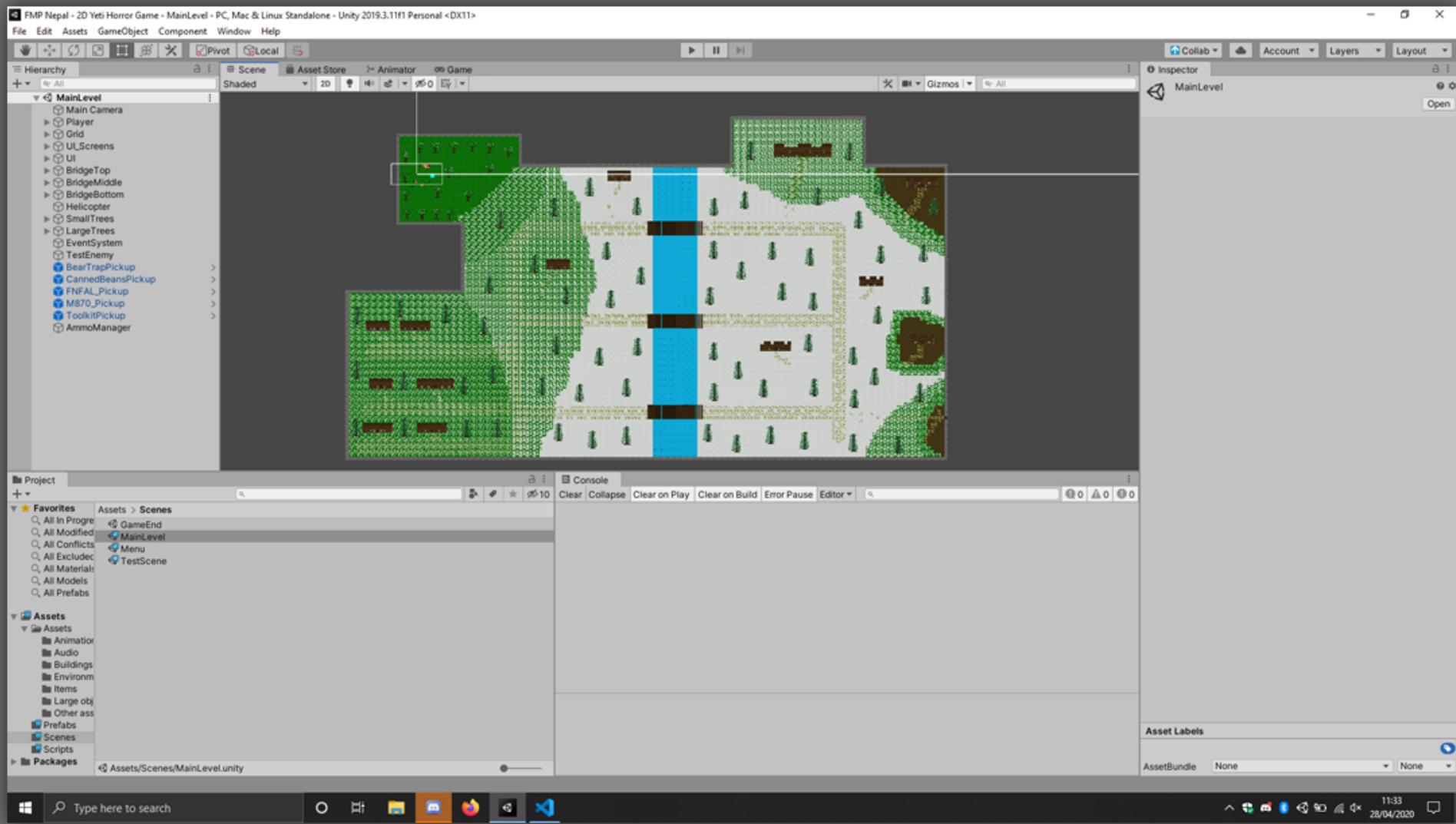
24<sup>th</sup> April 2020 (24/04/2022)



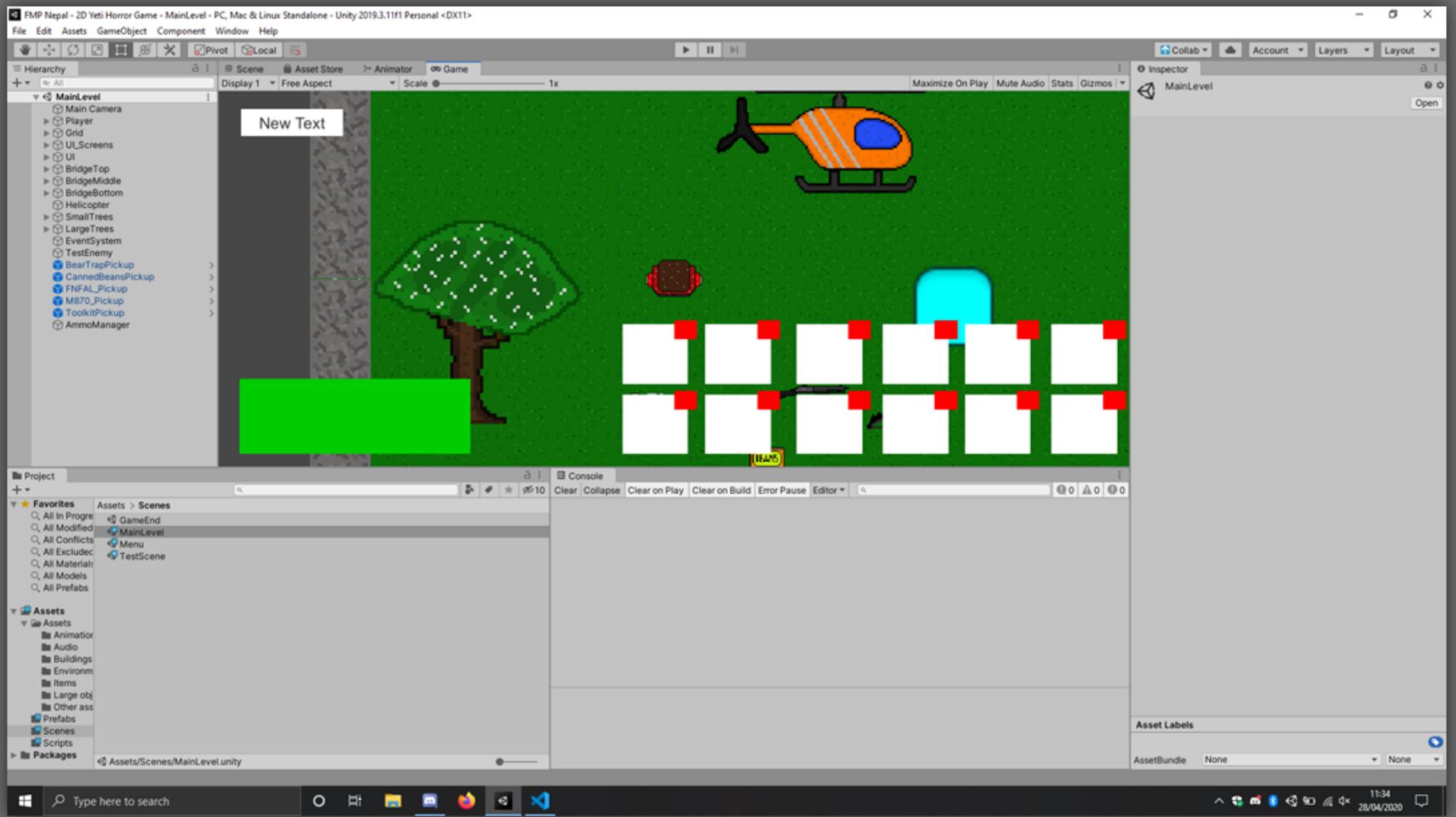
# 26<sup>th</sup> April 2020 (26/04/2022)



# 28<sup>th</sup> April 2020 (28/04/2022)



# 28<sup>th</sup> April 2020 (28/04/2022)



**28<sup>th</sup> April 2020 (28/04/2022)**

**28<sup>th</sup> April 2020 (28/04/2022)**

# 22<sup>nd</sup> May 2020 (22/05/2022)

```
PlayerMovement.cs (F#) - 2D Net Hover Game - Visual Studio Code
```

```
using System;
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    public float playerJumpedTime = 10;
    public float yetiJumpedTime = 10;
    public float wolfJumpedTime = 10;

    void Start()
    {
        moveScript = FindObjectOfType<MoveScript>();
        yetiMovement = FindObjectOfType<YetiMovement>();
        wolfMovement = FindObjectOfType<WolfMovement>();
    }

    void OnTriggerEnter2D(Collider2D other)
    {
        if (other.gameObject.tag == "Player")
        {
            StartCoroutine(PlayerTrapped());
        }
        else if (other.CompareTag("Yeti"))
        {
            StartCoroutine(WolfTrapped());
        }
        else if (other.CompareTag("Wolf"))
        {
            StartCoroutine(WolfTrapped());
        }
    }

    IEnumerator PlayerTrapped()
    {
        print("Yeti has been trapped");
        yetiMovement.isPlayable = false;
        yield return new WaitForSeconds(yetiJumpedTime);
        yetiMovement.yetiCanMove = true;
    }

    IEnumerator WolfTrapped()
    {
        print("Wolf has been trapped");
        yetiMovement.yetiCanMove = false;
        yield return new WaitForSeconds(wolfJumpedTime);
        yetiMovement.yetiCanMove = true;
    }
}
```

```
PlayerMovement.cs (F#) - 2D Net Hover Game - Visual Studio Code
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    public float speed;
    private Rigidbody2D rb;
    private Animator anim;
    public bool isPlayerPlayable = true;
    public bool playerCanMove = true;

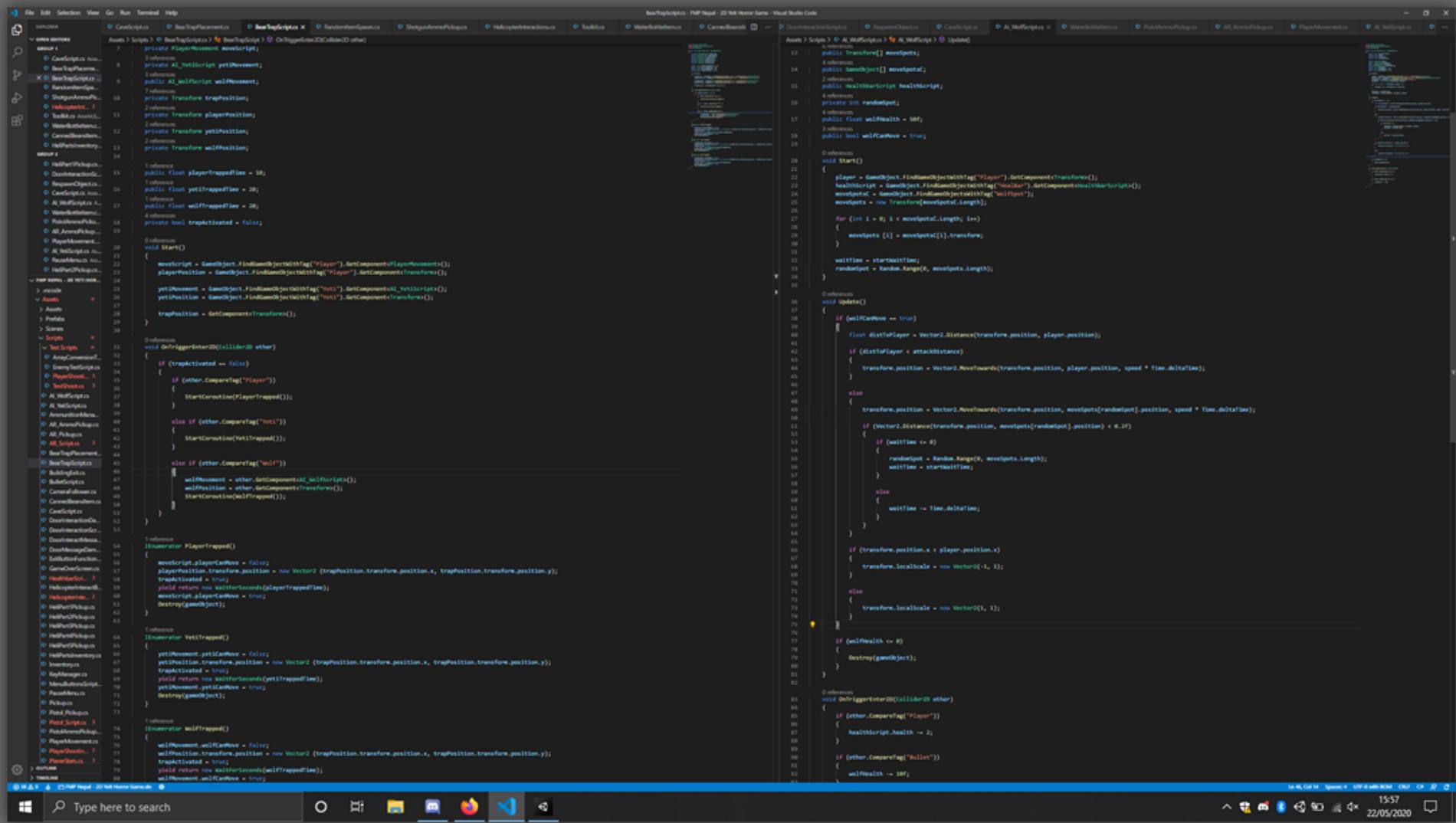
    void Start()
    {
        rb = GetComponent();
        anim = GetComponent();
    }

    void Update()
    {
        if (isPlayerPlayable == true)
        {
            if (playerCanMove == true)
            {
                float movementHorizontal = Input.GetAxis("Horizontal");
                float movementVertical = Input.GetAxis("Vertical");
                rb.velocity = new Vector2(movementHorizontal * speed, movementVertical * speed);

                Vector3 mousePosition = Input.mousePosition;
                Vector3 mouse = Camera.main.ScreenToWorldPoint(mousePosition);
                transform.rotation = Quaternion.Slerp(0.5f * Mathf.Atan2(mouse.y - transform.position.y, mouse.x - transform.position.x) + Mathf.Rad2Deg, 90);

                if (movementHorizontal < -0.1 || movementHorizontal > 0.1 || movementVertical < -0.1 || movementVertical > 0.1)
                {
                    anim.SetBool("isWalking", true);
                }
                else
                {
                    anim.SetBool("isWalking", false);
                }
            }
        }
    }
}
```

# 22<sup>nd</sup> May 2020 (22/05/2022)



The image shows a screenshot of Visual Studio Code with two tabs open:

- BearTrapScript.cs - Bear Trap - 2D Net Hunter Game - Visual Studio Code**: This file contains C# code for a bear trap script. It includes methods like `void Start()`, `void Update()`, and `void OnTriggerEnter2D(Collider2D other)`. It uses Unity components like `Transform`, `Collider2D`, and `HealthComponent`.
- AI\_WolfScript.cs - AI\_WolfScript - Updated**: This file contains C# code for an AI wolf script. It includes methods like `void Start()`, `void Update()`, and `void OnTriggerEnter2D(Collider2D other)`. It uses Unity components like `Transform`, `Collider2D`, and `HealthComponent`.

The code in both scripts is related to movement and interaction logic for the respective entities.