

# Project 6

OOAD  
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## Status Summary

Names: Angel Romero

Work Done:

Disclaimer: I do not have anyone else to work with but this was done fairly quickly. I can accomplish a lot more, other classes get in the way.

1. Player and movement script
  - a. Health
  - b. Jump
  - c. Speed
  - d. Jump Counter
  - e. Starting Position
  - f. Collision nature restrictions
  - g. Rigid Body 2D and CollisionBox2D types
2. Enemy AI (Same as player) and AI script
3. Main Menu
  - a. Start Button
    - i. Added a Scenloader method to change the Scene from Main Menu to the fight Scene (will change)
4. Play Test Setting that will be replicated into different visual environments
5. Play Testing
6. Fixing Bugs
  - a. Sometimes the AI will just fly up
  - b. Title Screen disappears
  - c. Start button malfunctionality
  - d. (All bugs resolved(above))
7. Import Packages for Testing and Visual Aspects
  - a. Characters
    - i. Will have custom, just using whatever the store has
  - b. Tiles will be imported into different levels
  - c. Character customization is in consideration
  - d. References to player models

- e. Imported custom Font by TheleaFat (Pixel Font)

**Issues/Concerns:**

1. Bugs (Listed above)
2. Character creation
3. Modeling relationships between objects

When I started the project, I thought it was going to be difficult to implement functionality, this would prove wrong. Learning Unity script implementation and object instantiation was fairly simple and I was able to get most of what you see done in 1 day! C# was similar to C++ and C in many ways, learning how to implement my own code was easy, implementing characters and colliding objects, incrementation of certain variables deemed much of a challenge and I decided that I was going to lower the amount of characters added from 5 - 3, animation and sprite design will take much of my time. So some things had to be dwindled down for my own sanity.

Another thing I wanted to change was the title of my game, Universal Smash, to BoxFight! The reason for 'BoxFight', I plan on implementing a border that will act the same as a perimeter that will decrement the health and knock the enemy or player back onto the stage if these objects collide with said perimeter.

Other things such as items, pickups, and other enemies that will be introduced but be scaled much smaller due to time restriction and making sure I don't overload myself with too much tasks. Any time spared before the due date will result in external things being added:

1. More enemies
2. Better Pickups
3. Characters
4. Better UI design

### Patterns Implemented:

Observer Pattern -> Will implement a visual representation  
Player, enemy, and other scripts that demonstrate class type objects  
instantiation and behavior.

### Class Diagram:

I will implement a current UML diagram, along with what design patterns I  
used, I am sorry this has taken longer than expected!

### Plan for next Iteration:

The time estimate of how much more work needs to be done so that I have  
implemented the design in Project 5 is about 1.5 weeks, maybe 1 week if I really  
grind it out. The reason being that it would take this long rather than earlier is  
due to the fact that I have other classes with their own requirements and  
assignments, also, I commute from Greeley to Boulder everyday, 3 hours wasted(I  
drive safe!). I have descaled some of the things I planned to make it happen  
sooner, rather than later but I will try to get it done before Project 7 is due!

My Plans for the final iteration to get to the Project 7 delivery compose of  
early completion of assignment that correlate with this class(quizzes,  
participation, etc.) and other classes I attend to expand the amount of time to  
work on the Project to get it delivered. Other plans will compose of studying up on  
resources for game development in Unity, adding details in my game, and using  
external tools to increase productivity(Sprite Creation Tool).

By the time 5/3 is here, I will have Visuals done, sprites done, sprite  
animations, Better-designed UI, HUD, primary game functionality, character  
selection, database implementation, and multiplayer accessible. Sounds like a lot  
but I plan on at least making the primary game's function to be working!