

DEVBLOG – 20/11/2025

Combat Feedback, Player Damage System, and Full Loop Integration

This week we strengthened the gameplay loop by introducing several core systems. We added a blood particle effect that activates upon successful projectile hits. Using Unity's particle debugging tools, we adjusted emission bursts, color gradients, and collision parameters to ensure that effects rendered consistently regardless of framerate or headset tracking conditions.

Player Damage and Game Over Handling

The player can now take damage, and the health system updates dynamically during combat encounters. Once health reaches zero, the game transitions into a Game Over screen featuring a fully functional respawn button. This required building a reset protocol that restores enemy spawners, player position, and weapon state. Multiple rounds of testing ensured that no objects persisted between sessions unintentionally.

Animator Optimization and Stability Testing

We reviewed the zombie animator to eliminate redundant transitions and ensure smooth blending between movement, hit, and death states. Stress testing included spawning multiple enemies simultaneously and observing animation state stability under intentionally high CPU load. These controlled tests confirmed that animation desynchronization no longer occurred.

The game now contains all core functional systems for a complete VR combat loop.



