

Mobile Applications Development 2 Project

Pirate Attack!

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Game Objective

Upon spawning in to the main scene, your goal is to reach the far island, and return back with the chest, surviving the journey.

The goal is to achieve this in the shortest time possible.

References:

Scripts(Player Movement, Projectile(Partially), Player Health, Shoot)
All being altered to suit needs - Youtube.com

Audio(Pirates of the Caribbean Theme, Ocean sound effect, cannon
fire, death sound effect) – Youtube.com

Art – All artwork has been created by me, using Microsoft paint to
provide a “simplistic” or “cartoony” look with the exception of the
treasure chest which was obtained on Google Images.

The Unity website was also used as aid e.g:

[https://docs.unity3d.com/560/Documentation/ScriptReference/Colli
der2D.OnCollisionEnter2D.html](https://docs.unity3d.com/560/Documentation/ScriptReference/Collider2D.OnCollisionEnter2D.html)

Comments:

Unfortunately, the project has not been fully finished, but the main functionality is working.

Features remaining:

- More difficult level
- Improved menu
- Best time displayed on menu
- Global timers (Top times from all players, potentially hosted on a MongoDB database)

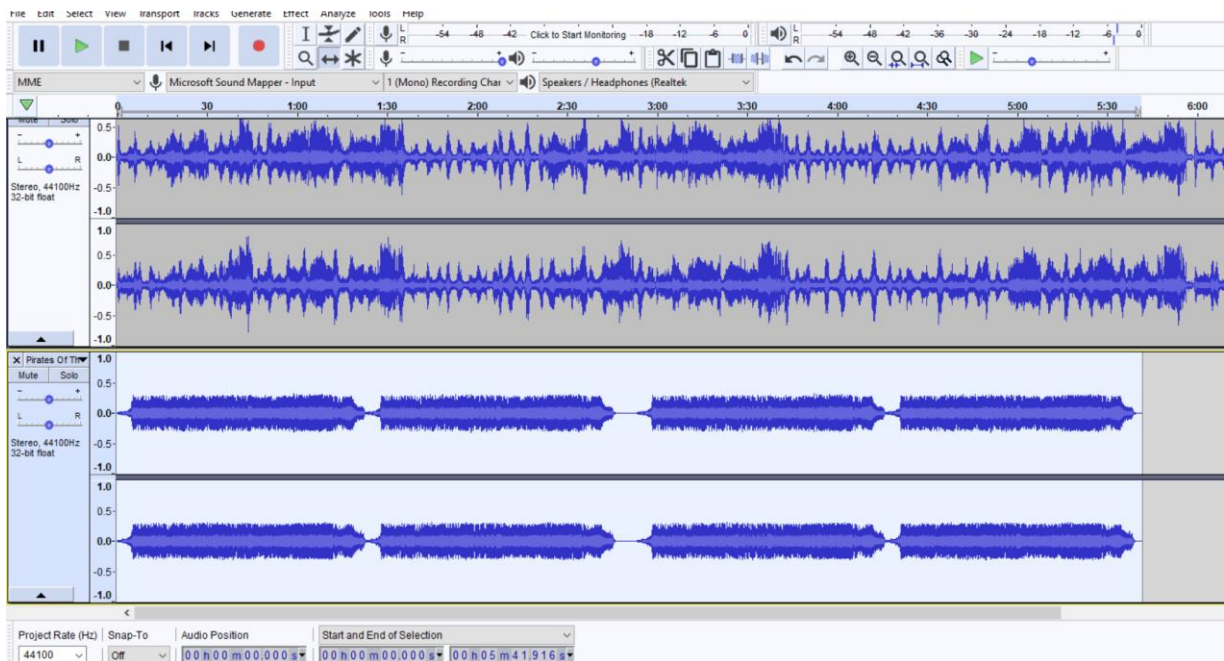
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Features Implemented:

- Player movement
- Enemy movement
- Background audio
- Shooting sound
- Death sound effect
- Menu audio
- Menu with controls page
- Pause menu
- Player Shooting
- Enemy Shooting
- Player health
- Camera follow
- Collision with player/enemy/land
- Boat wake
- Player damage
- timer

To edit the shooting sound effect, as there was a brief delay in the audio, I used audacity, trimming the audio to start immediately.

I also used audacity to merge the ambient ocean sound with Pirates of the Caribbean music, adding an energetic/under pressure feel.



I have also encountered a game-breaking issue, unnoticed at first, in which the player receives damage not only from the enemy bullet, but from its own.

This has made shooting in the game impossible without dying.