Gladiator Production Log

To start I needed to get the first-person movement. I created a plane and a capsule by clicking the plus in the Hierarchy and under 3d objects. I positioned the plane to 0, 0, 0 and the capsule to 0, 1, 0 to position it in the middle and on the ground. I attached the camera to the capsule by dragging it onto it and set the position to 0, 1, 0.

A screenshot of a video game

Description automatically generated

I now wanted to get the movement made. I created a new folder in assets called “Scripts” and created a new C# script in there called “Movement”. I found a helpful website to help me with my FPS code (<https://sharpcoderblog.com/blog/unity-3d-fps-controller>). To stop me from stealing the code directly, I only took what I needed from the code. For example, I took the simple movement and crouching myself since it isn’t included. To add the script to the capsule, I dragged the script into the component section, and I edited the speed there to get the right settings and then imported them into the script. Some may be the same as the website, but this is because of how perfect it is. Also, I added a “Character Controller” to the capsule. I tested out the code and then explained what each line did using comments. You can see this state in “Update 1.00” along with this production log and the start of the GDD and a readme file explaining the GitHub

Next, I added sprinting and jumping. After trying around, I couldn’t make my own original code, so I turned back to the website for support. I learned how to make a floor without the use of Collisions and Tags, which was a lot easier, and the use of ? in Boolean statements. This update is called “Update 1.10” in the GitHub with the code being explained in the comments.

I made a quick mood board and then headed to 3DS max to create my arena. I wanted to make metal gates where the enemies would spawn, lifting and allowing them to walk out and try to get the player. I started off small and created the arena area before I make the seating area. Since this is based around programming, I will not add textures or make it look as pretty as I would if I had more time, or if it was more relevant.

The model took around 5 minutes, and this was the result. I made it basic as the programming is more important than how the level looks, but I still really like how the arena looks. With this I decided to start making my character model. This will be a low poly character like someone out of Super-HotA picture containing shape

Description automatically generated

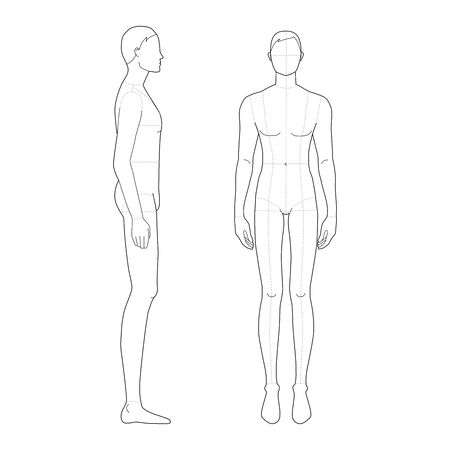
To put this model into Unity, I exported it as a FBX and then dragged it into the assets folder in a new folder called “models”

A screenshot of a video game

Description automatically generated

This can be found in Update 2.00. This means it is the end for movement as crouching isn’t a necessity, however, if I have time I will come back to it.

Using this reference image (from <https://www.stocklib.com/media-141450106/fashion-template-of-standing-men-9-head-size-for-technical-drawing-with-main-lines-gentlemen-figure-front-and-side-view-vector-outline-boy-for-fashion-sketching-and-illustration.html?keyword=standing%20mannequin>) I will make my main character. The picture is a standard person that could easily be transformed into a female to add enemy variety using a 50 / 50 chance. Once the model was made and I had added bones to it (using this video: <https://www.youtube.com/watch?v=Im8saU3k52E>) I saved my work in github under “Update 2.10”



Diagram

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