Timeline

Project: CP 2019-2020 UPID: fb8122e1-d4f4-44dc-959b-97d01d9857cb 📋

Add Integration

ZN

an hour ago
Zami Nizam
"helaht Bug Fixes"

ZN

5 hours ago
Zami Nizam
"Fixed BGM Bug"

ZN

5 hours ago
Zami Nizam
"added bgm"

ZN

5 hours ago
Zami Nizam
"added win lose message+ Menu screen+ texts and fonts fixed"

ZN

12 hours ago
Zami Nizam
"Changed Skybox, Fixed enemy attack colliders, shield pposition and collider"

B

13 hours ago
BooolZay
"added running SFX"

B

13 hours ago
BooolZay
"Added THrouable weapon system, Added particle system to throwable weapon + particle systems for platform highlighting + prticle sysrtem for enemy ai hit + sund effects for player movememnt+ attack SFX + player and enemy hit sfx + score sfx"

B

7 days ago
BooolZay
"Added Magic state animation Sub State machine with working magic attack + animation"

B

8 days ago
BooolZay
"added grabbable and throwable Obj"

B

10 days ago

BooolZay

"Added health pickup obj and health regen on pickups, shield pickup, shield collider toggle, environmental objs i.e. grass, terrain bumps, rocks etc."

B

18 days ago

BooolZay

"Added enemy hit animation trigger on being hit, added enemy attack collider, added player health bar and damage to health bar"

B

24 days ago

BooolZay

"Added enemy hit, health damage + enemy AI to follow player + AI animation and moement Triggers based on distance from player"

B

a month ago

BooolZay

"Added melee combo animation system and animations"

B

a month ago

BooolZay

"Changed gun Equipped animations to Melee Equipped Animation set + added script to pick up different melee weapons + script to display only picked melee weapon on hand"

B

a month ago

BooolZay

"Added Weapon Equipped omvement animation and trasnition after weapon is picked"

B

a month ago

BooolZay

"primary weapon Pickups and weapon Item Disappearance"

B

a month ago

BooolZay

"Added Run, jump while running idel, running and Walking animation Controls"

B

a month ago

BooolZay

"Added basic movement animations i.e. Walking forward, backwards, left and right"

B

a month ago

BooolZay

"1st Person Mouse and Keyboared Character Control and Jump Physics added + map and player re-Scaled to better fit + player physics and gravity adjusted"

B **4 months ago**

BooolZay

"Initial Setup +Use of Appropriate assets for exterior and interior"

B **5 months ago**

BooolZay

"1"

B **5 months ago**

BooolZay

"Initial Commit."

File Changes

/Assets/Scenes/

Updated   SampleScene.unity

/Assets/Scripts/

Updated   PlayerHealth.cs
Updated   healthPicked.cs