

Assignment 4 Ravenholm

Monday, December 16, 2024 5:24 PM

Github Classroom

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Assets

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Game Mechanics

Jump

- Checks to see if the player is touching the ground
- If touching the ground and press space = Jump()
 - Input.[GetKeyDown\(KeyCode.Space\)](#)
 - [GetKeyDown](#) = Input on selected key being pushed down
 - [KeyCode](#) = Map to a key on the keyboard
 - [Space](#) = Which key you want to be the selected input
- Set the move vector and attach it to the player controller ([_controller](#))
- Math of the jump force and gravity = Jump

Player Health

- Serialized fields to be edited in unity
 - Max health = 100
- Setting up sounds on death (work in progress)
- **Take Damage**
 - Checks the current health and subtracts damage
 - If health is 0, run die()
 - Debug logs to check what is working
- **Die**
 - Checks death status, sets isDead to true which triggers the respawn system
- **Disable Character**
 - On death makes it so that the character can respawn
 - Temporarily removes the characterController in order to move player
- **Enable Character**
 - On respawn it resets everything for player
- **Checkpoints (Red Mushrooms)**

- Uses IEnumerator to do a 4 second delay between respawn
- Enters the respawn sequence on death which will spawn player at last known checkpoint
 - Checkpoint is set when GameObject with checkpoint script on it is passed through
 - Should be audio that plays....
- If the GameObject tagged player walks through the red mushrooms, log checkpoint location
- Debug messages to check what is going on/it was giving me issues before...
- **Fire Behavior**
 - First environmental hazard
 - Uses Tiggerbox mechanics
 - Using the Boxcollider, when the player enters the triggerbox area they will take fire damage
 - When GameObject tagged player walks into fire TriggerBox, take damage at a specified rate
- **Gravity Gun**
 - Made a child of the player so that it moves with
 - When left click take object, when right click drop object
 - Use RayCast to shoot a laser out and have it trigger an event if it hits its selected target
 - Event in this case is picking it up with the grav gun, removing where it is placed in the game and updating the position as it is moved
- **Menus**
 - Create new scene, select canvas, configure so that camera is directly on canvas and it is will lit. Added background image
 - New Object, UI, button
 - Attach start game and end game scripts to the appropriate buttons
 - Need to fix script

