

# Open-Source Final Project

Team 5

# Contents

---

**1**    **About Project**

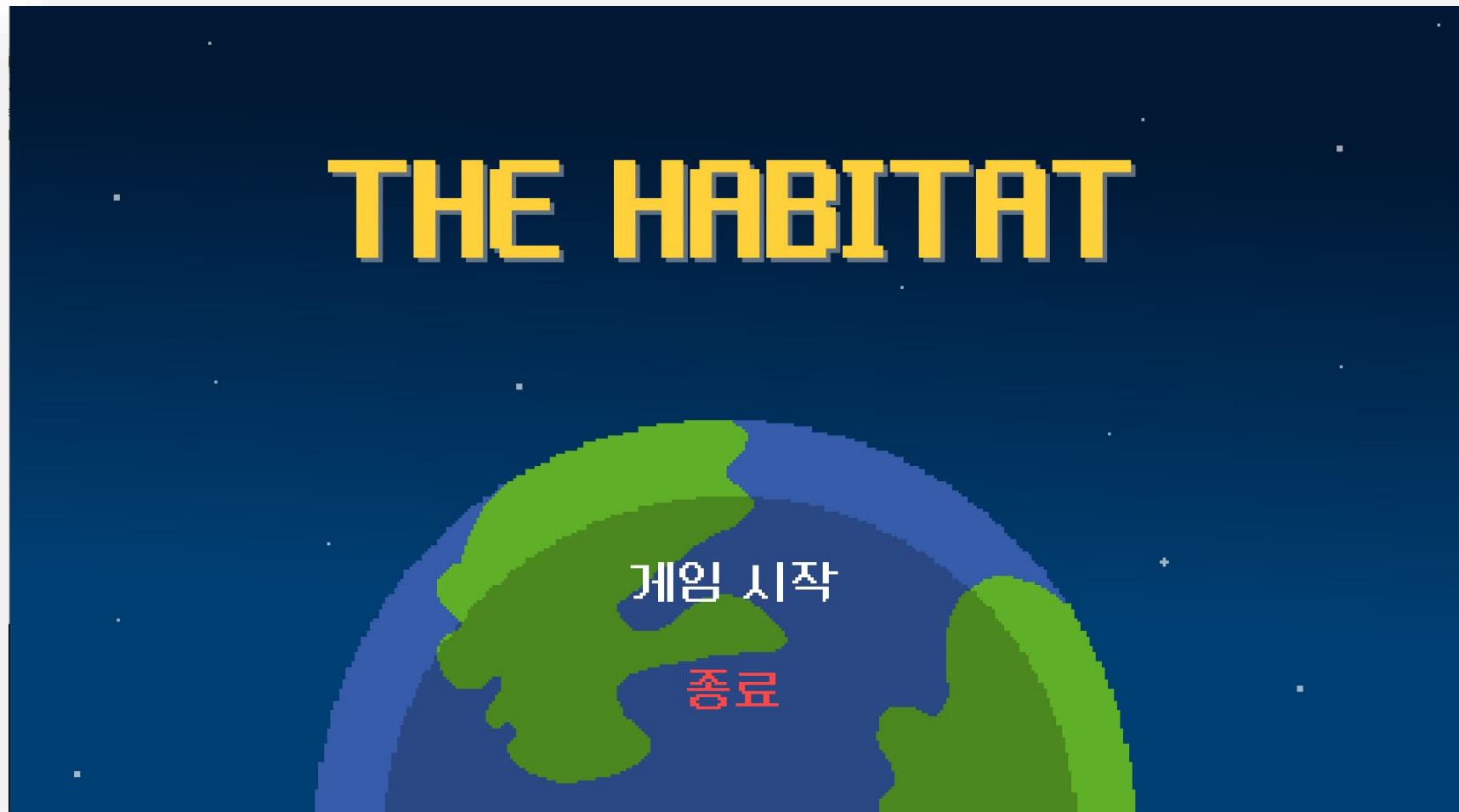
**2**    **Demo Video**

**3**    **Open-Source**

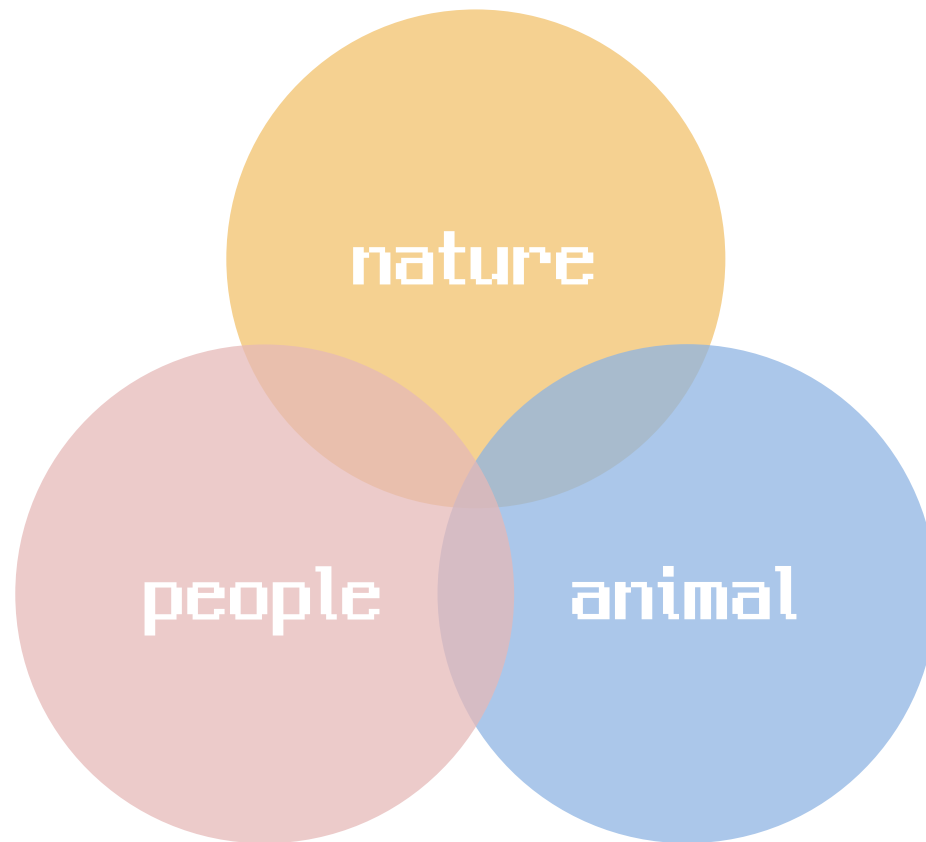
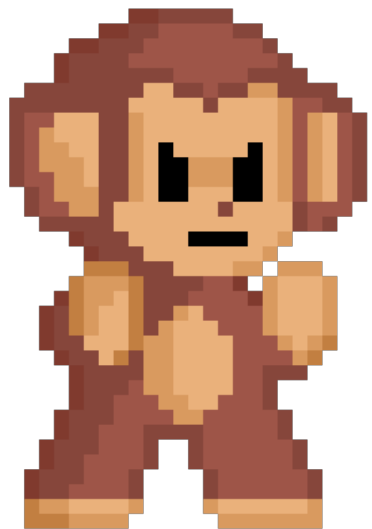
**4**    **Our Team**

**5**    **Live Demo**

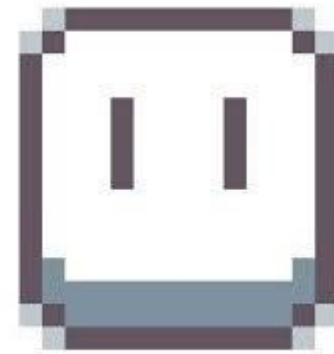
# About Project



# About Project



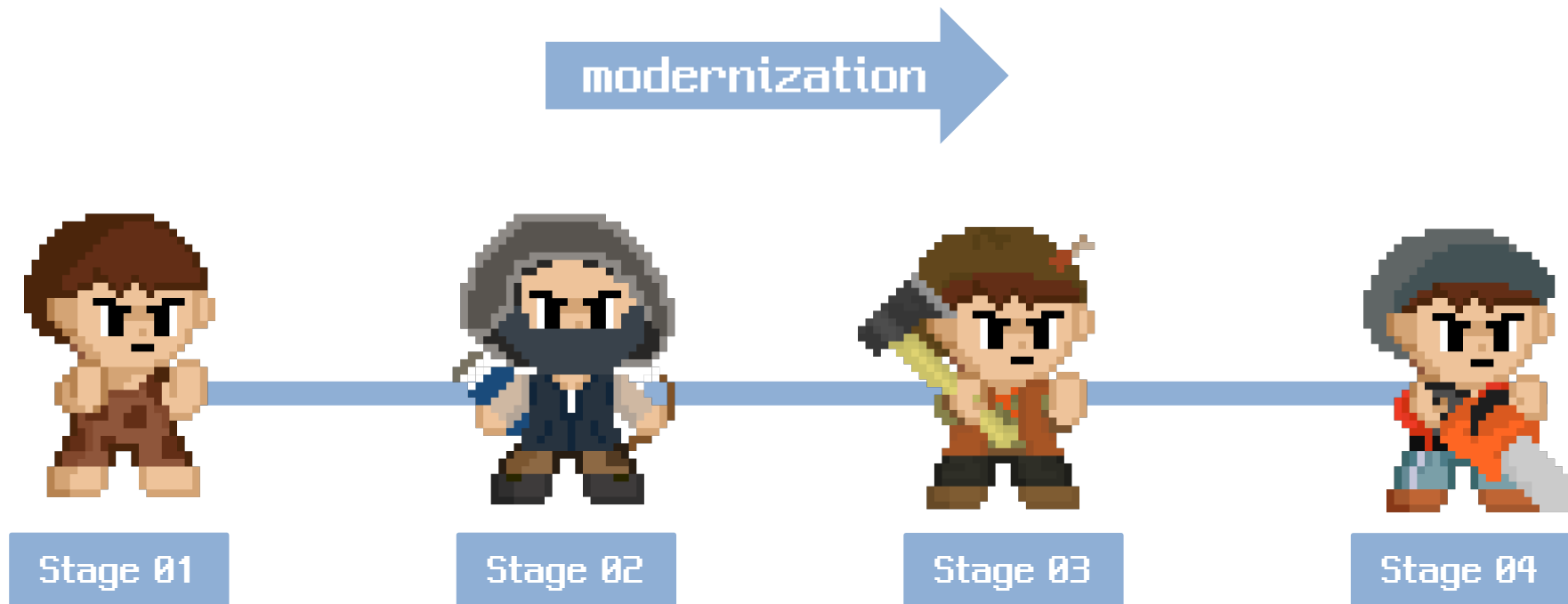
# Tool



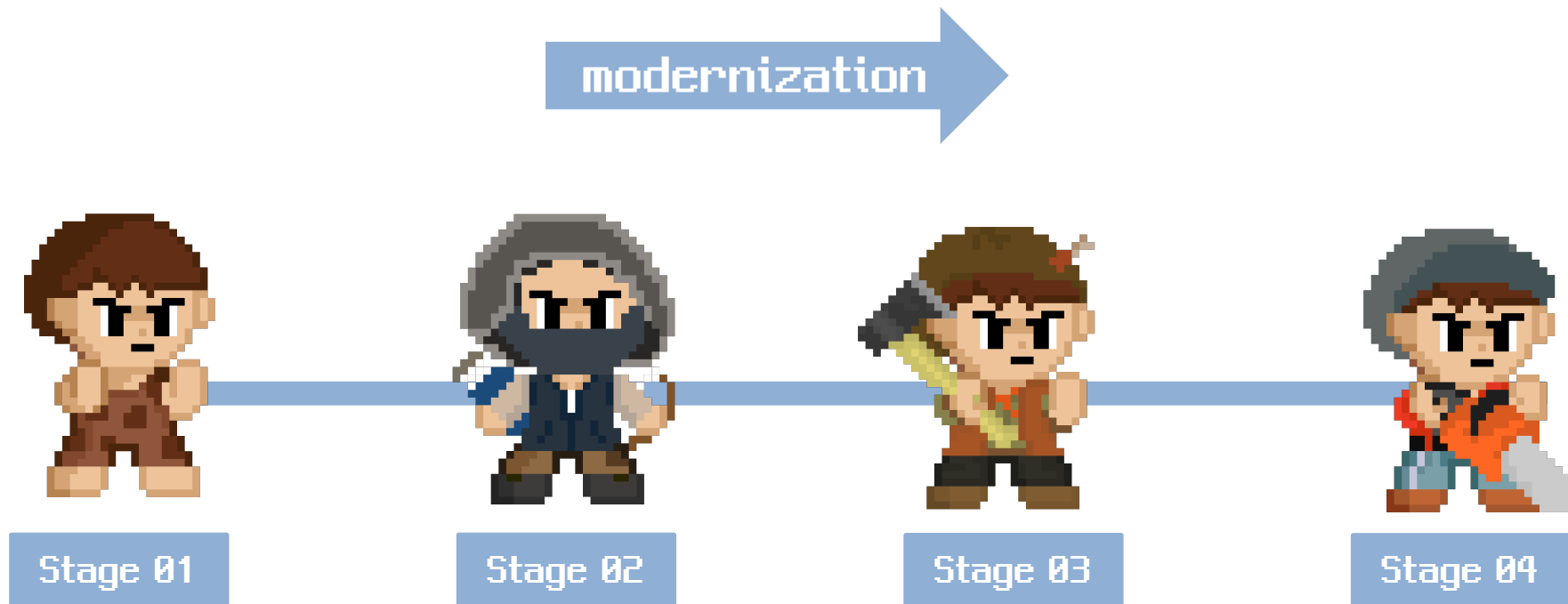
# About Project



# About Project



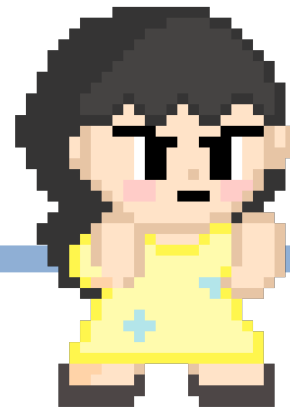
# About Project





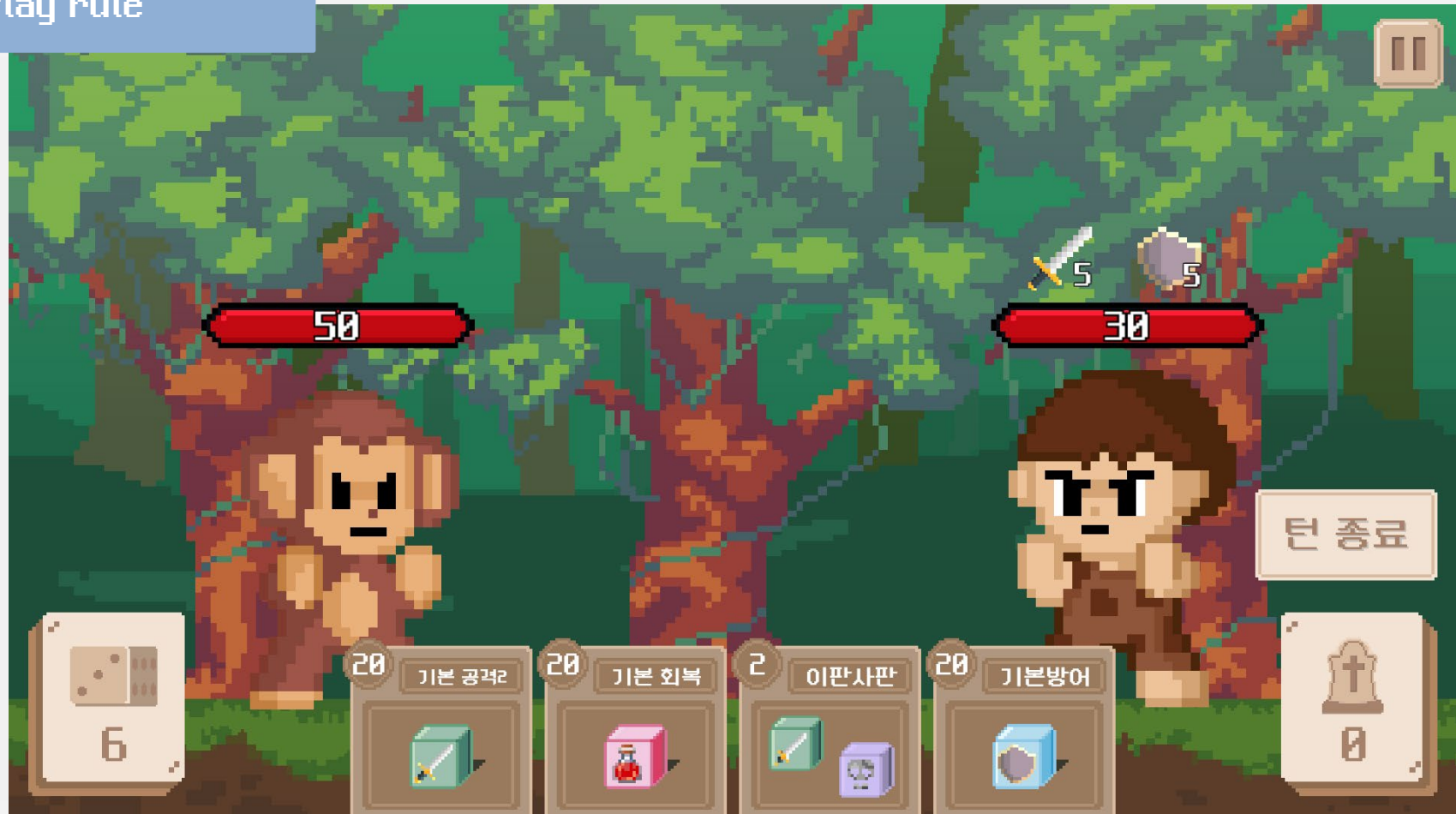
# About Project

Boss stage



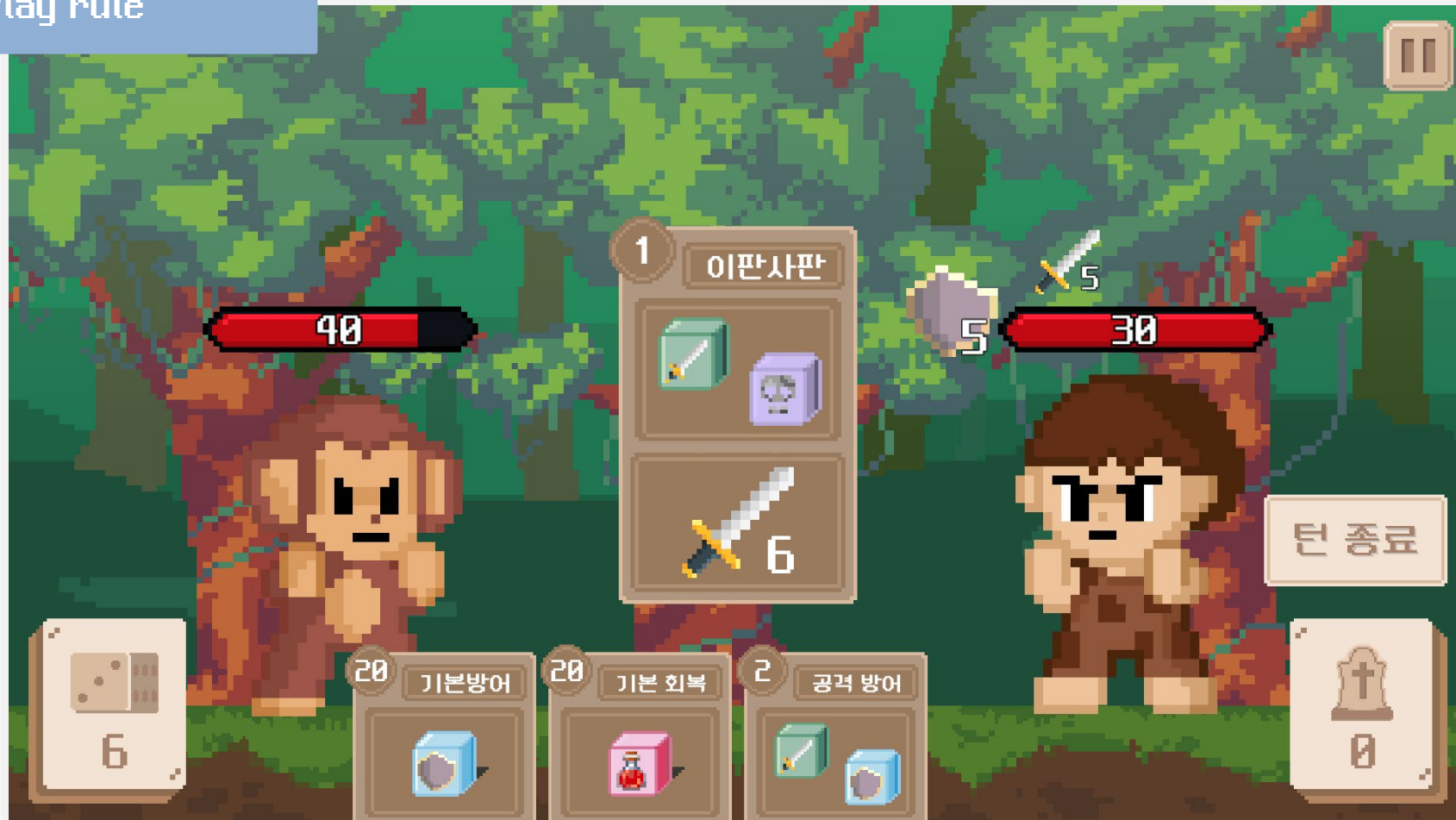
# About Project

Play rule



# About Project

Play rule



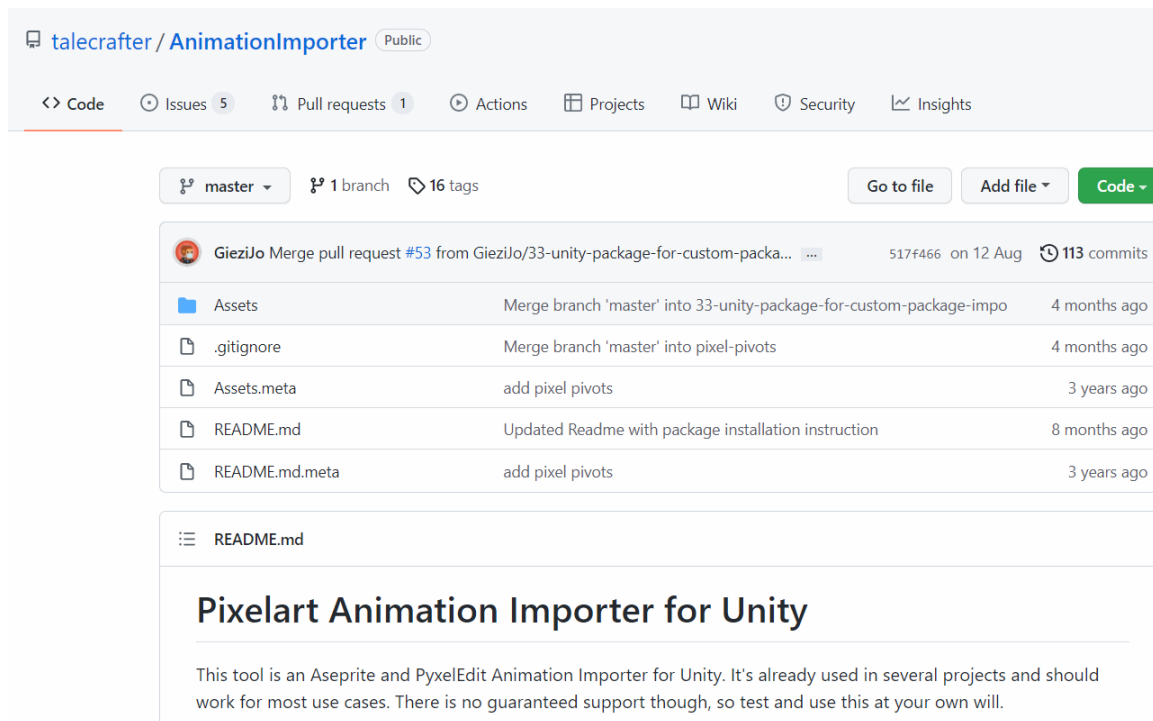
# About Project

Play rule



# Open-Source Library

## Aseprite Importer



talecrafter / AnimationImporter Public

<> Code Issues 5 Pull requests 1 Actions Projects Wiki Security Insights

master 1 branch 16 tags Go to file Add file Code

GieziJo Merge pull request #53 from GieziJo/33-unity-package-for-custom-packa... 517f466 on 12 Aug 113 commits

|                |   |              |
|----------------|---|--------------|
| Assets         | Merge branch 'master' into 33-unity-package-for-custom-package-imp... | 4 months ago |
| .gitignore     | Merge branch 'master' into pixel-pivots                               | 4 months ago |
| Assets.meta    | add pixel pivots  | 3 years ago  |
| README.md      | Updated Readme with package installation instruction                  | 8 months ago |
| README.md.meta | add pixel pivots  | 3 years ago  |

☰ README.md

### Pixelart Animation Importer for Unity

This tool is an Aseprite and PyxelEdit Animation Importer for Unity. It's already used in several projects and should work for most use cases. There is no guaranteed support though, so test and use this at your own will.

In order to create fast  
animations for 'Aseprite'

## License

You can freely use/distribute this project in any way possible with the exception of selling it on it's own.

# Open-Source Library

## Easy Sound Manager

The screenshot shows the GitHub repository page for JackM36 / Eazy-Sound-Manager. The repository is public and has 4 issues, 1 pull request, 1 action, 1 project, 1 security, and 1 insight. The main branch is master, with 1 branch and 2 tags. The repository contains a file tree with Assets, LICENSE.md, and README.md. The README.md file is selected, showing a banner for EAZY Sound Manager. The banner includes the text 'EAZY Sound Manager' and a list of tags: License MIT, unity 5.6+, release v1.3.1, downloads 325, and HitCount.

JackM36 / Eazy-Sound-Manager Public

<> Code Issues 4 Pull requests 1 Actions Projects Security Insights

master 1 branch 2 tags Go to file Add file Code

JackM36 Updated manual changelog c5be7bc on 9 Aug 2019 55 commits

|            |                          |             |
|------------|--------------------------|-------------|
| Assets     | Updated manual changelog | 2 years ago |
| LICENSE.md | Update LICENSE.md        | 3 years ago |
| README.md  | Update README.md         | 2 years ago |

README.md

**EAZY**  
Sound Manager

License MIT unity 5.6+ release v1.3.1 downloads 325 HitCount

To play background music  
and other sounds easily

## License

MIT License. Copyright 2018 Hellmade Games.

# Open-Source License

---



# Team 5

강태훈

Game implementation.  
Character design

김유정

Each stage game screen and background design  
UI, Character design

이연비

Main screen design  
UI, Character design

이하형

Design and apply character motion that suits card skills



# Team 5

|       | Design   | Game function   | Decision            |
|-------|--|---|---------------------|
| 12/12 | Battle scene, main scene<br>Pause, close button<br>deck, grave button<br>Card design | Card, data setting, deck list<br>Hand function  | Font                |
| 12/15 | Monster 2, 3 design<br>Character motion<br>Dice, component icons design              | Grave button function<br>Enemy, player function<br>Database   | SFX sounds          |
| 12/18 | Monster 4, 5 design<br>Monster 2, 3 motion<br>Ending scene                           | Battle function, victory & defeat decide<br>function<br>Get card, delete card function<br>Enemy's drop card list<br>Stage select function | Background<br>Music |
| 12/20 | Monster 4, 5 motion  | Direction (SFX, BGM, Animation)<br>Bug fix, Balancing   |                     |

# THE HABITAT

