# Hellnite Invasion

Documentation

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31-3-2023

# Main mechanic

The main mechanic of this game is to attack the enemies.

# Controls

The player moves around with the WASD keys.
The player can attack and heal by clicking the quick slot items with the mouse.

# Game goal

The player is a hired mercenary who was tasked to empty out the bandits' den. The player wins by clearing every room of the enemy hideout.

# Systems

## Dungeon Generator

I used the code I had from last year, of which the most part of this code was given to us during the lecture.

## Game turns

I made my turn based system in a way that the player gets to do one action and the enemy gets two turns. This means that either one the same enemy gets to do two actions or two enemies get to do one action each.

At first I considered changing turns based on energy but decided against it as I didn't want to let the player do more than one action when in combat mode.
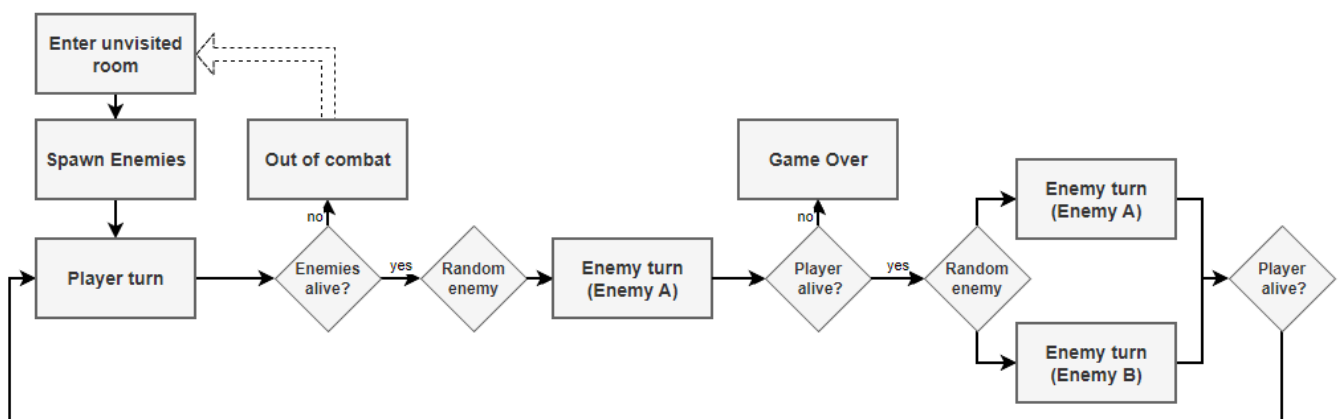
## Skills

For the skills I used scriptable objects. It was a challenge I wanted to try as I haven't really used scriptable objects before. The skills are made in a way that you can easily change the pattern, range and strength without changing the code. It's easy to add extra skills to the player or enemy without changing any code either.

## Enemies

For the enemies I made one script that's shared between two types of enemies. However one of them has higher stats and more skills. Also do each enemy give different drops.

## Drops

For the drops I used inheritance to differentiate between potions and equipment.

## Minimap

I added the minimap so it's a bit easier to track down where you are. I made this by using a second camera and layermaps.

# Sources

## Guides

YouTube Sebastian Lague:
▶ [C#] Delegates and Events (E01: delegates)

YouTube One Wheel Studio:
▶ Delegates, Events, Actions and Funcs - The Observer Pattern (Unity & C#)

YouTube One Wheel Studio:
▶ Add Juice, Polish and Functionality with Unity Event Handlers

YouTube One Wheel Studio:
▶ Stats in Unity - How I do it!

YouTube Brackeys:
▶ STATS - Making an RPG in Unity (E09)

## Other

Magic Effects FREE | Spells | Unity Asset Store

Flare Item Variation (60x60 Only) | OpenGameArt.org