

# Sem 3 group project(Development)

Friday, October 20, 2023



## Sound Effect

0 of 5



player Damage



Day



Night



Game Over



Player Low



## Score board



## Partical system

1 of 4



Enemy Take Damage



Player Take Damage



Building Destroy



Game Over



## Building system

4 of 5



Decide all the type of buildings



Hover UI



Door



Slow Trap



Magma Trap



## In game UI

3 of 6



Mini map



Day and night UI



# Sem 3 group project(Development)

Friday, October 20, 2023

- ☐ Weapon in hand
- ☒ Enemy HP UI
- ☒ Player HP UI
- ☐ Fix Shop UI

## Completed

---

- ☒ ~~Weapon System~~  
✓ 2 of 2
  - ☒ Animation
  - ☒ Upgradable
- ☒ ~~Difficulty Management~~
- ☒ ~~Different Type of Enemy~~
- ☒ ~~Enemy Attack Changes~~
- ☒ ~~Player Movement~~  
✓ 1 of 1
  - ☒ Health
- ☒ ~~Drop/collection system~~
- ☒ ~~Spawn manager~~
- ☒ ~~Day and night system~~
- ☒ ~~Grid system~~

