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| Mohenjo daro  2019 |
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| August 31  Digineeti  Authored by: Vikash Ranjan |



# 2D pixel art game

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| Documentation Get started with the 2d pixel art game development. Mohenjo daro is the first project in 2d pixel art.  This is mohenjo daro game development user manual which include development process step. |
| *“Mohanjo daro ancient pixel art RPG 2d game”* |
| *Reference:*  *Acknowledgement:*  *Content*   1. *Introduction* 2. *Platform* 3. *Graphic* 4. *Characters* 5. *Assets* 6. *Working procedure* 7. *Errors* 8. *Conclusion*   *1.introduction*  *Digineeti company was founded in 2019.*  ***6.Game development steps:***  **Creating the new project (Mohenjo Daro) in unity.**  Game develop in RPG 2d pixel art style..  Date: 22-08-2019  **Adding light in the scene ………………**  Adding LightWeightRenderingPipeLine for add the light in the scene  Steps:- A   1. Add Light Weight Rendering Pipe Line from the window -> package -> LightweightRP (install) 2. Create Pipeline Asset. Right click on project panel -> create -> Rendering -> LightWeightRenderPipeline -> PipeLine Asset(LWRP name) 3. LWRP inspector window in General section set Rendering type to custom. 4. LWRP inspector window in general section set Data.----------- 5. Create 2d Renderer   Right click in project panel -> create -> Rendering -> LightWeightRenderPipeline -> 2d Renderer (experimental) (Name xyz )  Drag and drop xyz into LWRP inspector Data Section.  Steps:- B   1. Make Scene that accept the LightWeightRenderPipeLine 2. Goto edit -> project setting -> graphic -> drag & drop LWRP in to script renderer pipeline setting section.   Steps:- C   1. Right click on hierarchy -> light -> 2d -> freeform light 2D (Experimental), Sprite light 2D (Experimental), Parametric 2D (Experimental), Point light 2D (Experimental), Global light. 2. Chose as per the required.  * Freefrom light give user to draw the area to luminate * Sprite light 2D provide user to add different sprite for spreading the light in any direction. * Parametric light gives user different shape for spreading the light. * Point light 2D use for spreading the light in circular area it can modify as the point light in one direction by edit the shape. * Global light use to make lighting effect in the whole scene. |

Steps:- D

Normal map lighting Technique:

* Goto the background sprite -> sprite editor ->click sprite Editor -> secondary Texture. In the secondary texture section bottom right in sprite editor (click + button )

[name = \_NormalMap(same name every time )]

[texture = provide the texture sprite(texture type must be in normal texture )]

Click apply.

* Now apply normal light in the scene.

Select all light component in the scene (exclude the global light component).

In the inspector window the new option **Use Normal Map**

Check box appear. Check that check box to true.

Lighting effect change and looks better .

**Notes:** apply the 2d lightweightpipelinerenderer material in tilemap renderer materil in inspector, and in the sprite renderer of game object in the inspector

Date: 23-08-2019

**TimeLine for Opening Cut Scene………….**

Steps :- A

* Add new Empty game object in the scene name as timelineManager and add playable Director Component into the inspector.
* Add timeline asset in the project window

Right click -> create -> timeline(name)

Drag and drop timeline asset into the timelineManager

game object in playable section in the inspector windows

* Open timeline and select the timeline(name) to create timeline.
* In the timeline area click in add top left corner, and add track group(provide name that group). By click the + sign in the group add track (here it animation track).
* Drag and drop the game object in the binding field(in the inspector windows) that created after the animation track add in the group.
* Now add the animation of player in the animation track in timeline. And other.

Date:24-08-2019

Adding the RPGTalk in the Dummy project.

Step: Go to assetstore.unity.com

Go search the RpgTalk in the search box.

Download the asset in the project.

Extract that asset in to project folder.

Search more asset in the unity asset store website, like herokit,fantasy rpg Icon set ect.

Try to learn the working process of the RpgTalk.

Download the RpgTalk Document.

Read that file.

Date :25-08-2019

Try to implement the RpgTalk in the dummy project.

Create RpgTalk object and canvas to implementation of the Rpg dialog system.

Date: 30-08-2019

Step:

1. Redesign the Inventory Player UI Section add the experience progress bar.
2. Bind that experience progress bar with the code.
3. Set the all Hp, Sp, Exp progress change value from the code behind.
4. Fixed the progress bar value between minimum and maximum range.
5. Adding the Card in the player inventory system.
6. Bind the card value with code behind.
7. Make card appear when user click on the player UI section.