**Individual Report – Zayn Malik**

My role for this coursework was the Mouse input and Character Controller input part for the game project. What I had to do was create an input system and basic Character movements for the player. Using YouTube tutorial videos, I created a character controller involving third person controller and camera movement attached to the player prefab. Plus, jumping physics on the Character controller script which was easy to program. Using a Lego character as a prototype, animating the model wasn’t easy to work with especially with, changing up the movement scripts with the animator script.

A screenshot of a computer

Description automatically generated*Character controller Demonstration (Before importing Lego Figure):*

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Description automatically generatedThough the player contains a capsule collider, the user can use the basic movements like: WASD, which are up, down, left and right. The mouse input involves the camera following the player around in a third person perspective. Furthermore, I added a game UI system for a pause button and health bar (Work in Progress), the player can either resume the level or quit the game which will return you to the main menu. The player did contain an Interaction system where the user can interact with objects/items, doors. However, the interaction wasn’t responding with the trigger within a certain area, so I removed for the time being. (Work In Progress)

*Using the Lego Maze and a coloured plane to test out the Character movement:*

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**Lego Character:** (Mr. Beast)

This is my character, which I used for the final player overview. This Lego model was created on a website called Mecha Bricks. This model was going to be used in my Unity project where I imported the character skeleton and textures into the scene, to make sure this works, I had to check through the Character Controller script and animator script to make sure there were no errors. However, the textures weren’t being imported onto the model even, with the animations.

*Character Controller script: (The Camera follow movement is contained in this script)*

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**Main Menu Layout:**

**A screenshot of a video game

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***Start:***The start button will automatically load up the level prototype and the user can start playing the game.

***Controls:*** The controls button will open a page, where the user can see all the controls for the game, so the user knows which buttons to use for the level.

*A screenshot of a computer program

Description automatically generated****Quit:*** The quit button will exit out of the game. (Works, but the quit button works when the whole game is completely built)

**Main Menu Script:**