Practical Gaming 2022

# Dylan Peevers

# T00207317

# Monster Hunter Parody

# Gameplay

Describe how to play the game here, specify keys/mouse etc. what needs to be done to unlock further features etc.. i.e. a walkthrough which covers all of what is to be seen to be marked.

You are a hunter your job is to hunt and kill the monsters that terrorise the area around your village.

# Coding

Under each of the following headings, please describe the concept, why is it or isn’t it useful/needed, where do you implement in you project, you may provide screenshots or cut and past code segments etc..

* Frame Rate Independence
* Interfaces
  + Graphical user interface

    Description automatically generated The players UI tracks health and tells the player the essential controls.
  + Graphical user interface, text

    Description automatically generated The Death screen displays after the player character has died allowing them to reload the scene.
* Inheritance
  + The manager script inherits health from character health in order to track the damage taken by the character
  + The monster controller inherits the target from the manager script
* Case pattern
* Observer Pattern
* Polymorphism
* Communication between scripts/game objects
  + Character\_Controller and Character\_Health interacts with the player object

A screenshot of a computer screen

Description automatically generated with medium confidence

* + The Monster\_Controller interacts with the Beetle Monster object

A screenshot of a computer

Description automatically generated with low confidence

* + The Manager\_Script interacts with an empty game object called manager
  + The Camera\_Controller interacts with the main camera object
* Instantiation and Prefabs
* Magic Numbers
* Model Animation
  + A screenshot of a computer

    Description automatically generated with medium confidence The player has a walking, running, idle, attack1 and attack2 animations long with a death animation
  + The monsters have an idle, walking, running, attack and death animations

A screenshot of a computer

Description automatically generated with medium confidence

* Self made models and or animations
* Interactions between objects/scripts
  + Text

    Description automatically generated The monster controller lets the monsters see where the hunter is once the come into range
  + The monster controller also tracks the health of the monster.
  + A screenshot of a computer

    Description automatically generatedThe monster controller controls the monsters’ animations.
  + The character controller controls the players movements and actions
  + The character controller also controls the player’s animations

Text

Description automatically generated

A screenshot of a computer

Description automatically generated

* + The camera controller controls the movement of the camera letting the player see their surroundings

Text

Description automatically generated

* + The character health script tracks the players health.

A screenshot of a computer

Description automatically generated with medium confidence

* Propper code placement
* Code repetition
* Feature 1
* Feature 2
* Feature 3