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3D Game Basis

Final Term - Turn Around

Personal report

In this document, you will find the tasks I have completed during the game development of the final term project.

1. Transition effects between scenes

This task consists of putting a smooth transition when changing scenes. Here’s the explanation in details:

A picture containing transport, satellite

Description automatically generated  


When changing scene there’s a simple animation to move those two panels to the center of the canva and then moving back again to the side.

A screenshot of a computer

Description automatically generated with medium confidence

Text

Description automatically generated

When changing scene, there’s a script that triggers the animation and waits a second before loading the new scene.

1. Post-processing effects

This task consists of implementing visual effects to improve the appearance of the game.

A screenshot of a video game

Description automatically generated with medium confidence

*Without post-processing*

A screenshot of a video game

Description automatically generated *With post-processing*

Graphical user interface, text

Description automatically generated

Post-processing components are directly applied to the Main Camera with few effects like Vignette, Motion Blur, Color Grading and so on…

1. Music & sound effects

To add music and sound effects to our game, I made a music manager script that facilitates the implementation of new sounds.

Graphical user interface

Description automatically generated

Adding a sound is a simple as clicking the + button at the bottom right of the Audio Manager component.



To play a sound, we simply just add this line of code with the name of the sound effect/music.

1. Inventory system

For this last task, I’ve made a simple inventory with only one item:

* A coin

|  |  |  |
| --- | --- | --- |
| Graphical user interface  Description automatically generated | A picture containing indoor, tiled, floor, dirty  Description automatically generated | A picture containing floor, wall, indoor, green  Description automatically generated |

The coin can be used in the robot machine, which will make a robot spawn.

1. Assets

Main background music:

[AMONG US - OST - MAIN THEME SONG [HQ] - YouTube](https://www.youtube.com/watch?v=o7oKN3IkO4M)

1. Comments about the game

The game is fun on its own and I’m satisfied with what my group has done, there wasn’t any major challenges or if there was, I would just ask my group for help on the discord server we’ve created for this project.

I wish we had a bit more time to implement more features and sound effects.

I hope that everyone trying out our game will enjoy it!

Thank you for reading my report despite me not having much things to state.