Advanced Project

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MSc Creative Computing

Current achievements

Unity screenshot

Players have four skills, namely bubbles, microphones, pets, dodge quickly, and light up by picking up props.

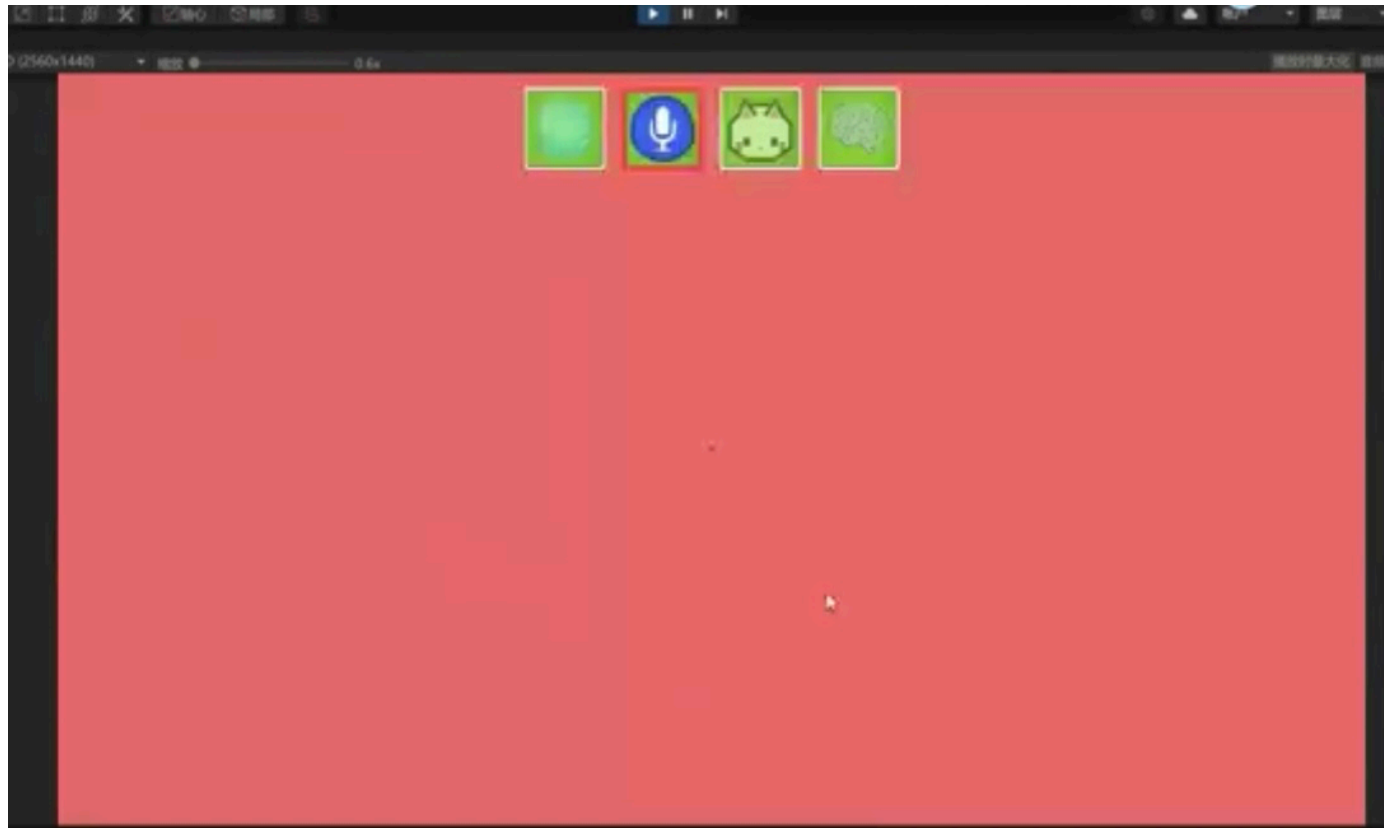# Current achievements

Unity screenshot

After the player picks up the microphone item, he can make a sound through the microphone to cause damage to the enemy, and the energy value of the enemy will be reduced.

Current achievements

Unity screenshot

When the player is attacked by an enemy, the screen will turn red for half a second, and then the player's energy value will decrease.

Current achievements

Unity screenshot

After the player picks up the bubble item, he will dodge an enemy's damage.

Current achievements

Unity screenshot

After the player picks up the pet item, the damage of the enemy to the character will be reduced.

Current achievements

Degree of completion

Game coding: 80%

Completed the writing of the code for the character to control forward and backward through W, A, S, D

Completed the writing of the code for the increase/decrease of the character's energy value

Completed the camera to read the Euler angle of the mouse's X–axis and Y–axis, and bind it to the character's head to move the angle of view

Completed some enemy attack codes, including playing enemy model animation; the enemy finds and locks the player and generates bullets; the enemy attacks the player

Current achievements

Degree of completion

Game coding: 80%

The player picks up the prop part, here I create a collision body, the character touches the corresponding collision body, and the skill icon of the backpack will be lit. The player selects the skill through the right mouse button. The skill is selected, and the power manager under this skill is activated. If the icon is lit, press the left mouse button to use the skill.
Item 1: Bubbles. Activate the bubble game object on the character. The bubble has a collider that does not collide with the character. The bullets that hit the monster will cancel each other's direction of the enemy attacking the player.
Item 2: Microphone. The character can use the ray with a distance of 2 to hit the monster and use the volume of the microphone to output damage to the monster

Current achievements

Degree of completion

Game coding: 80%

Item 3: Pets. The pet is at a distance of 1 behind the character, facing towards the player, and always following the pet. When a pet exists, the player's damage can be reduced by 4 points, and the pet disappears when hit by bullets three times
Item 4: Move quickly. Activate the mind icon, the character's movement speed is 1.5 times, and the character's speed will become the original speed after 10 seconds. Part of the enemy attacking the player: The monster has a circular trigger. When the player enters the trigger, the monster will face the player and shoot a ray towards the player. If there is no wall touching the player, it can shoot bullets. Three categories of bullets, keyboard snowballs and abuse. There are different models and sounds, and the damage is also different.

Current achievements

Degree of completion

Game coding: 80%

Unfinished part:

3d words drop part after game failure

Judgment code for game victory and game defeat

The introductory part before the game starts