GAMEPLAY – MÓDULO 2

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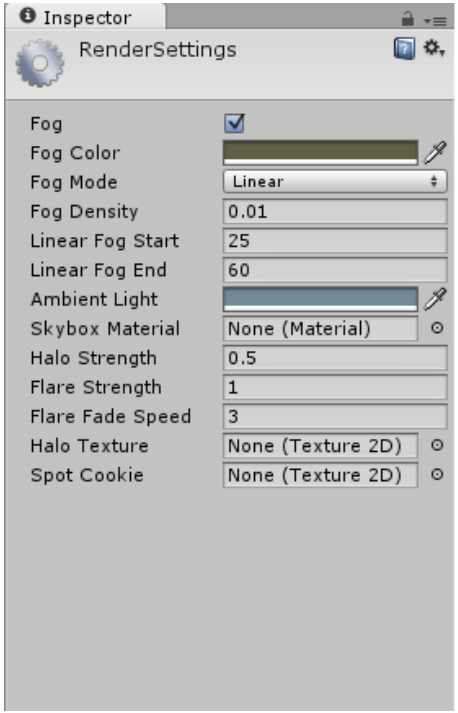
Departament de Ciències de la Computació

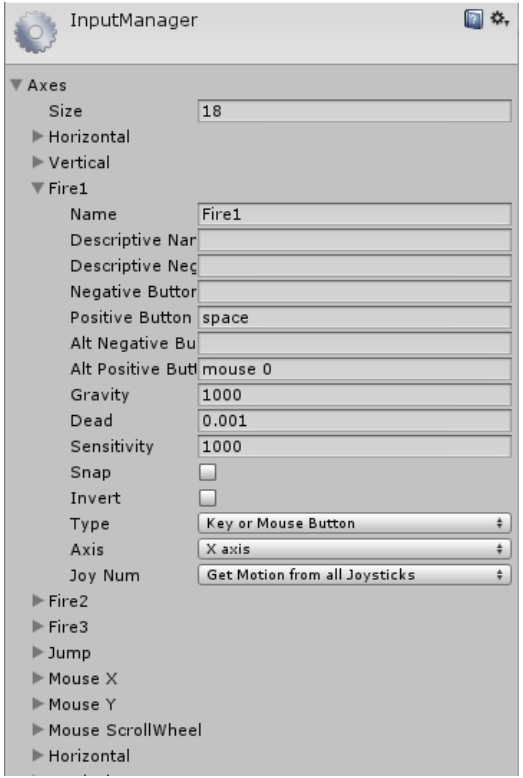
CONTENIDOS

1. Unity editor
2. Player
3. Items
4. Balas
5. Granadas

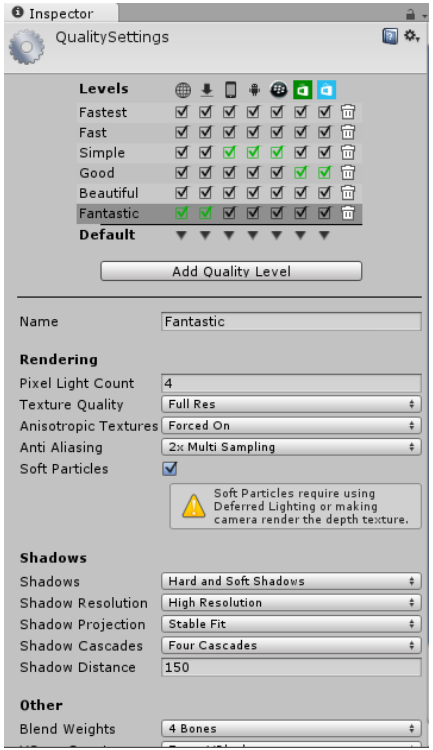
1. UNITY EDITOR – RENDER SETTINGS



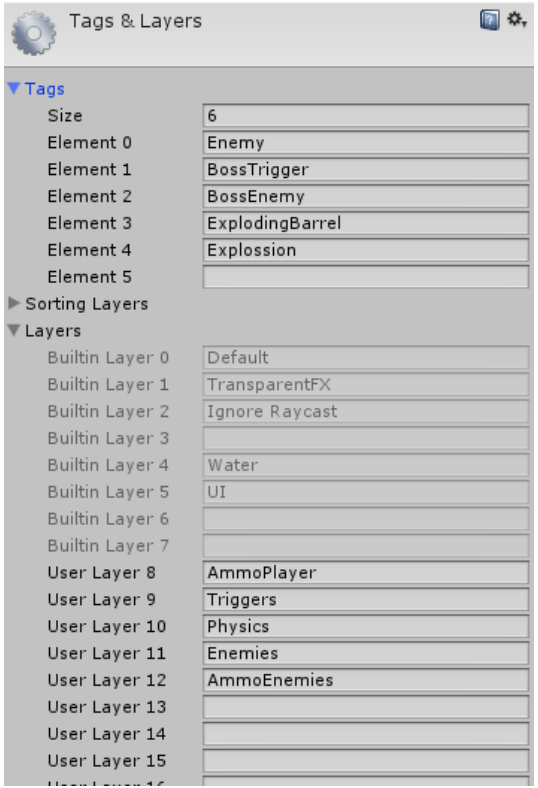
1. UNITY EDITOR – INPUT



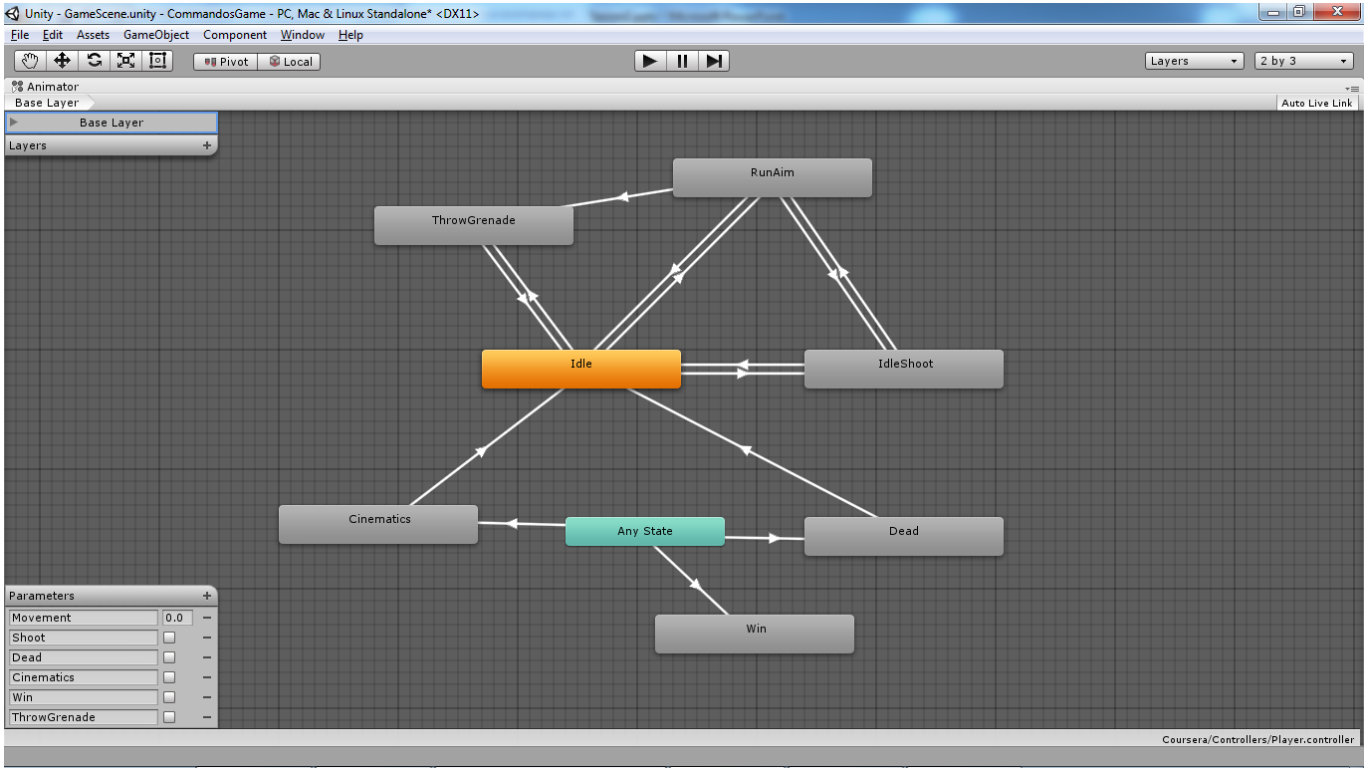
1. UNITY EDITOR – QUALITY



1. UNITY EDITOR – TAGS & LAYERS

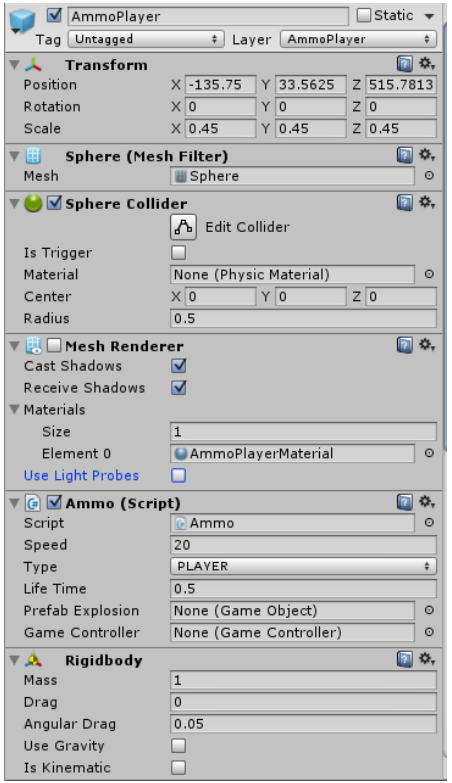


2. PLAYER

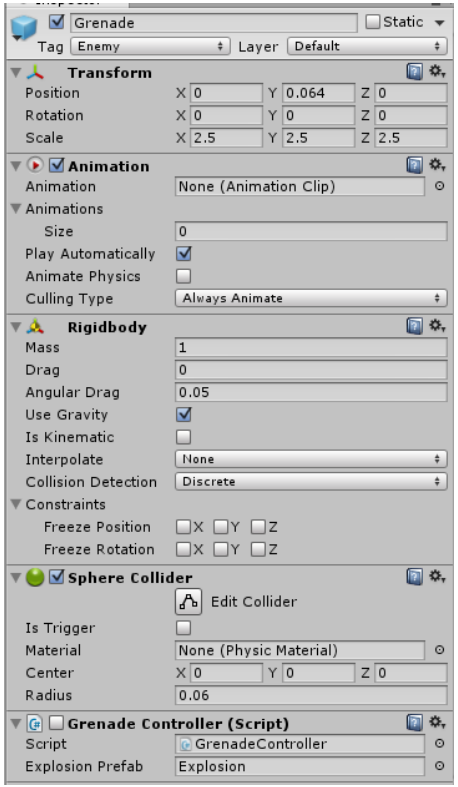

Unity - GameScene.unity - CommandosGame - PC, Mac & Linux Standalone* <DX11>
File Edit Assets GameObject Component Window Help
Pivot Local
Layers 2 by 3
Animator
Base Layer
Auto Live Link
Base Layer
Layers
RunAim
ThrowGrenade
Idle
IdleShoot
Cinematics
Any State
Dead
Win
Parameters
Movement 0.0
Shoot
Dead
Cinematics
Win
ThrowGrenade
Coursera/Controllers/Player.controller

3. ITEMS

4. BALAS


AmmoPlayer
Static
Tag Untagged
Layer AmmoPlayer
Transform
Position X -135.75 Y 33.5625 Z 515.7813
Rotation X 0 Y 0 Z 0
Scale X 0.45 Y 0.45 Z 0.45
Sphere (Mesh Filter)
Mesh Sphere
Sphere Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.5
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Size 1
Element 0 AmmoPlayerMaterial
Use Light Probes
Ammo (Script)
Script Ammo
Speed 20
Type PLAYER
Life Time 0.5
Prefab Explosion None (Game Object)
Game Controller None (Game Controller)
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity
Is Kinematic

5. GRANADAS


Grenade
Static
Tag Enemy
Layer Default
Transform
Position X 0 Y 0.064 Z 0
Rotation X 0 Y 0 Z 0
Scale X 2.5 Y 2.5 Z 2.5
Animation
Animation None (Animation Clip)
Animations
Size 0
Play Automatically
Animate Physics
Culling Type Always Animate
Rigidbody
Mass 1
Drag 0
Angular Drag 0.05
Use Gravity
Is Kinematic
Interpolate None
Collision Detection Discrete
Constraints
Freeze Position X Y Z
Freeze Rotation X Y Z
Sphere Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Radius 0.06
Grenade Controller (Script)
Script GrenadeController
Explosion Prefab Explosion

En resumen…

En esta sesión hemos conocido nuevos elementos del editor de Unity como el Render Settings, Tags and Layers, Input o Quality.

Hemos aprendido a implementar el controlador de personaje mediante el Animator.

Hemos creado diferentes tipos de items.

Hemos aprendido a crear un contenedor de balas y sus balas.

Hemos creado una segunda arma de tipo granada.

Citas

Diapositiva 7: http://docs.unity3d.com/es/current/Manual/Animator.html

Diapositiva 7:
https://www.assetstore.unity3d.com/en/?gclid=CKns57KA8cgCFUQ6Gwod3uIKTg#!/content/26680

Diapositiva 7:
https://www.assetstore.unity3d.com/en/?gclid=CKns57KA8cgCFUQ6Gwod3uIKTg#!/content/26693

Diapositiva 7: https://www.assetstore.unity3d.com/en/#!/content/19991

Diapositva 8:
https://www.assetstore.unity3d.com/en/?gclid=CKns57KA8cgCFUQ6Gwod3uIKTg#!/content/26967

Diapositiva 9:
https://www.assetstore.unity3d.com/en/?gclid=CKns57KA8cgCFUQ6Gwod3uIKTg#!/content/25668

Diapositva 10:
https://www.assetstore.unity3d.com/en/?gclid=CKvFv4eB0sgCFQgFwwodjk8Mgg#!/content/8556

Diapositiva 10:
https://www.assetstore.unity3d.com/en/?gclid=CKvFv4eB0sgCFQgFwwodjk8Mgg#!/content/11158