

## PeggleClone405 System Documentation

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## Introduction

This document outlines to the programmer how the project is meant to be built, managed, and extended upon.

## Building The Project

In the project build settings, the MainMenu scene must be scene 0. This is because the application will load into scene 0 and we need the user to go through scene 0 so that they the DoNotDestroyOnLoad settings script. After scene 0 every level should be assigned to the appropriate scene number (i.e level 1 is scene 1) just to keep things manageable. The project should be build as PC, Mac, & Linux Standalone as that is what it was meant for, however it could easily be built for other platforms, but it's functionality is not guaranteed.

## Adding Levels

Each level is a separate scene with the name format "Levelx" where x is a number. Within each level scene the following prefabs are required with the following modifications:

Main Camera

Modifications: NONE

Launcher

Modifications: NONE

Boundaries

Modifications: NONE

EventSystem

Modifications: NONE

LevelCanvas

Modifications:

LevelFailPanel -> RepeatLevelButton will need to map to scene x

LevelCompletePanel -> NextLevelButton will need to map to scene x+1

Background

Modifications: make different from other levels/ sets of levels to help tell them apart

LevelxBlocks

Modifications: the 'x' is to be replaced by the level number and is an empty game object container that holds all of the blocks for that level

GameManager

Modifications: NONE

Music

Modifications: like background, the music should be unique to the level or level set.

## Outstanding Issues

All issues are being tracked on [github.com/EvanSnook/PeggleClone405](https://github.com/EvanSnook/PeggleClone405) in more detail

- UI doesn't align when the project is built the same way it is lined up in the unity editor
- Camera zoom should be better labeled and scaled in settings
- Balls decrement on destroy, not on shoot
- There are a lot of assets that are not being used
- Frame rate is too low when time slows down
- The music can be heard looping
- Difficulty is too high
- Overall sound is too loud
- Explosion sounds stack
- No in game settings button
- No failure music when you lose a level
- Buttons don't have an on click noise
- Can see outside the level
- Settings resets to default when the settings menu is re-entered
- No 'Save' button in settings
- Launcher shoots when the in game Main Menu button is clicked