PeggleClone405 System Documentation

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CMPT 405 Project implementation

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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 tacked on 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