

Game name - 3D RPG

Genre - ARPG, Hack/Slash

Platform - Windows

Link - [Download](#) [Github](#)

My Takeaways -

So in this project I followed a course by Single-Minded Ryan. Although I followed the course I tried doing most of the coding and setting up the project by myself. Whenever I was stuck I would refer to the course and go on again to see if I can solve most of the problems by myself. This was a very fun project to work on. I got to learn a lot of new things and also got to apply my previous knowledge that I had about unity.

Challenges Faced -

There were some shader issues that I was facing as the course was made for the older unity version. Although eventually I was able to figure out the solution that worked. I am not sure if it was right. So basically the character shader was looking transparent for some reason, somehow I checked the advanced option in that shader and in that there was a queue control option in that I selected user override from auto, and below that render queue and changed that to transparent and it worked.

Things learned -

So through this project I got to learn more about animator controller and also got to know about animation override controller. Also animation events. Some cinemachine stuff. And 3D character controller and how to set that up.

Knowledge Applied -

I applied all the basic knowledge I have about unity like start update function, vectors, OnCollision and OnTrigger Methods, Getter functions, Enums, State Pattern, Object pool, prefabs etc.

Future Plans -

Although currently I don't have any future plans in mind for this project as these assets are not supposed to be used for commercial purposes. I am keeping the basic game mechanics and gameplay for other projects that I may create in future.

Final thoughts -

This was a fun experience to have as a game developer. I learned a lot and I practised also a lot. I hope this document conveys my thoughts for this project.

Thank you so much for reading. I hope you have a wonderful day.