LOGBOOK  
27 November – 17 Desember 2018

Team 1 : Student Enegy – Hand Ball

Artist :

- Membuat template GDD untuk diedit oleh Game Designer

* Membuat UI yang diperlukan seperti : Menu, gameplay, store, dan state seperti paused dan game over (hasil ada di github)
* Merencanakan bg-bg main game yang akan diletakkan di menu shop

Programmer :

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.Advertisements;

using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class UIManager : MonoBehaviour {

// Declare Game Object

private GameManager gameManager;

// End of Declare Game Object

// Declare UI Component

public Text dodgeText;

public Text scoreText;

public Text levelText;

public GameObject panelPause;

public GameObject panelGameOver;

public Image healtBar;

public Image gameOver;

// End of Declare UI Component

string placementId = "rewardedVideo";

#if UNITY\_IOS

private string gameId = "2964865";

#elif UNITY\_ANDROID

private string gameId = "2964864";

#endif

// Use this for initialization

void Start () {

gameManager = GameManager.GetInstanceOfGameManager();

}

// Update is called once per frame

void Update () {

dodgeText.text = "Dodge: " + gameManager.mPlayer.curDodge;

// scoreText.text = "Score: " + gameManager.Score;

levelText.text = (gameManager.CurrentWave + 1).ToString();

float ratio = gameManager.HealthPoint/100;

healtBar.rectTransform.localScale = new Vector3(ratio, 1, 0);

if (gameManager.gameOver)

{

popUpGameOver();

}

}

public void popUpGameOver()

{

Time.timeScale = 0f;

panelGameOver.SetActive(true);

}

public void Button\_Continue\_Click()

{

ShowAd();

}

public void Button\_Resume\_Click()

{

panelPause.SetActive(false);

Time.timeScale = 1f;

}

public void Button\_Pause\_Click()

{

Debug.Log("Test");

panelPause.SetActive(true);

Time.timeScale = 0f;

}

public void Button\_Home\_Click()

{

SceneManager.UnloadScene("Gameplay");

SceneManager.LoadScene("Main");

}

public void Button\_Restart\_Click()

{

SceneManager.UnloadScene("Gameplay");

SceneManager.LoadScene("Gameplay");

}

public void ShowAd()

{

ShowOptions options = new ShowOptions();

options.resultCallback = HandleShowResult;

Advertisement.Show(placementId, options);

}

void HandleShowResult(ShowResult result)

{

if (result == ShowResult.Finished)

{

Debug.Log("Video selesai-tawarkan coin ke pemain");

gameManager.HealthPoint = 100;

Time.timeScale = 1f;

panelGameOver.SetActive(false);

}

else if (result == ShowResult.Skipped)

{

Debug.LogWarning("Video dilewati-tidak menawarkan coin ke pemain");

}

else if (result == ShowResult.Failed)

{

Debug.LogError("Video tidak ditampilkan");

}

}

}

Game Design :

* Game Design Document Update
* Mechanic Update
* Main Menu
* Main Menu Development
* Fix Mechanic.