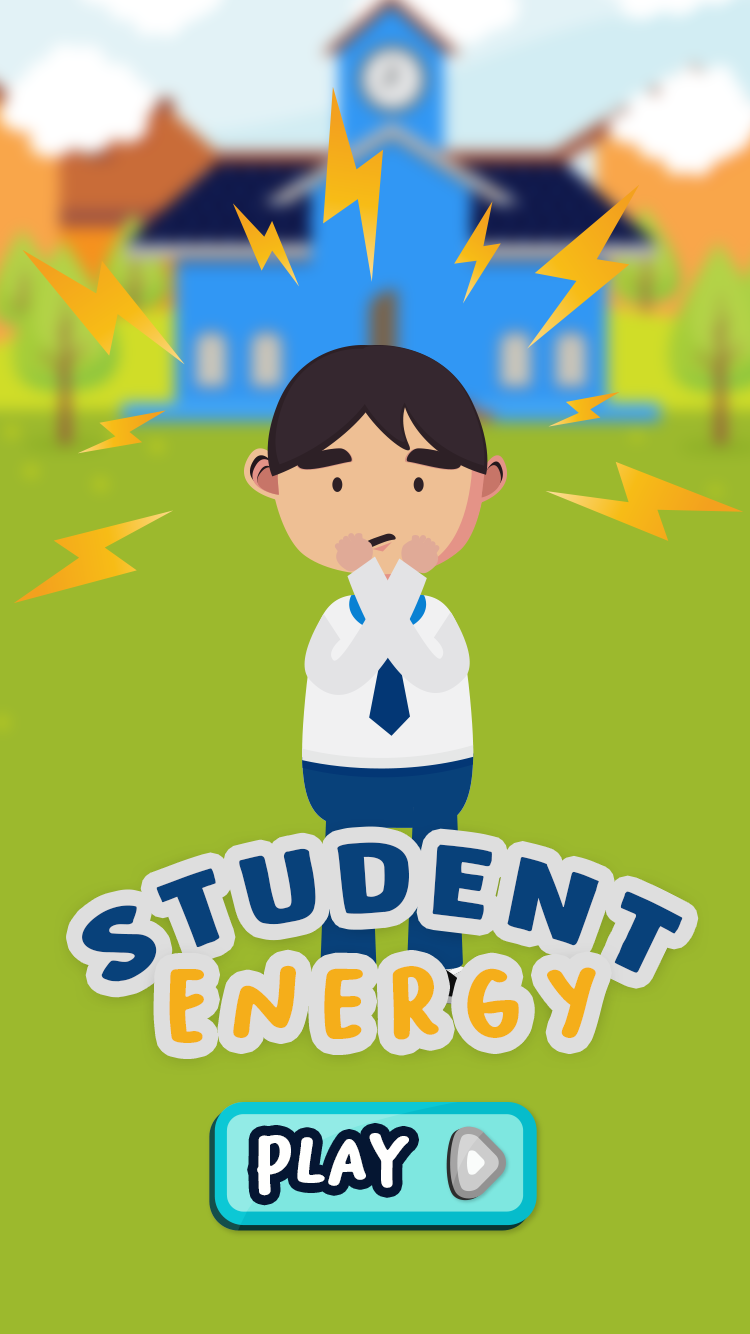
LOGBOOK  
8 – 15 October 2018

Team 1 : Hand Ball

Artist :

* Membuat UI Menu awal



* Membuat elemen-elemen UI game yang lain







Programmer :

BulletPrefabs

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

[System.Serializable]

public class BulletData

{

public float damage;

public float speed;

public float radius;

public GameObject visualization;

}

public class BulletPrefabs : MonoBehaviour {

public List<BulletData> types;

private BulletData currentType;

public BulletData CurrentType

{

get

{

return currentType;

}

set

{

currentType = value;

int currentTypesIndex = types.IndexOf(currentType);

GameObject typesVisualization = types[currentTypesIndex].visualization;

for (int i = 0; i < types.Count; i++)

{

if (typesVisualization != null)

{

if (i == currentTypesIndex)

{

types[i].visualization.SetActive(true);

}

else

{

types[i].visualization.SetActive(false);

}

}

}

}

}

// Use this for initialization

void OnEnable()

{

CurrentType = types[0];

}

// Update is called once per frame

void Update () {

}

public void setCurrentType(int typeSelected)

{

int currentTypeIndex = types.IndexOf(currentType);

if (typeSelected < types.Count)

CurrentType = types[typeSelected];

}

public int getCurretTypeIndex()

{

int currentTypeIndex = types.IndexOf(currentType);

return currentTypeIndex;

}

}

MainMenu.cs

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

using UnityEngine.UI;

public class mainMenu : MonoBehaviour

{

public GameObject settingPanel;

public GameObject shopPanel;

public GameObject creditPanel;

public GameObject helpPanel;

public AudioSource mainBGM;

public AudioSource clickSFX;

// Use this for initialization

void Start()

{

settingPanel.gameObject.SetActive(false);

shopPanel.gameObject.SetActive(false);

creditPanel.gameObject.SetActive(false);

helpPanel.gameObject.SetActive(false);

}

// Update is called once per frame

void Update()

{

}

// Setting

public void onSettingButtonPressed()

{

clickSFX.Play();

settingPanel.gameObject.SetActive(true);

}

public void onSettingApply()

{

clickSFX.Play();

settingPanel.gameObject.SetActive(false);

}

public void musicToggle\_Change(bool newValue)

{

if (newValue == false)

{

mainBGM.mute = true;

}

else if (newValue == true)

{

mainBGM.mute = false;

}

}

// Shop

public void shopPanelPressed()

{

clickSFX.Play();

shopPanel.gameObject.SetActive(true);

}

public void shopBackButton()

{

clickSFX.Play();

shopPanel.gameObject.SetActive(false);

}

// Credit

public void creditPanelPressed()

{

clickSFX.Play();

creditPanel.gameObject.SetActive(true);

}

public void creditBackButton()

{

clickSFX.Play();

creditPanel.gameObject.SetActive(false);

}

// Help

public void helpPanelButtonPressed() {

clickSFX.Play();

helpPanel.gameObject.SetActive(true);

}

public void helpPanelBackButtonPressed() {

clickSFX.Play();

helpPanel.gameObject.SetActive(false);

}

// Play

public void onPlayButtonPRessed() {

clickSFX.Play();

SceneManager.LoadScene("Gameplay");

// DO SOMETHING HERE PAK BOSKO

}

}

Game Design :

- Game Stage Design  
Files in : ../Game Design Document/Game Stage Design – Chapter 1.docx  
  
- Game Stage Flow

Files in : ../Game Design Document/Game Stage Design – Chapter 1.docx

- Game Stage Mechanic Details  
Files in : ../Game Design Document/Game Stage Design – Chapter 1.docx

To do :

Chapter 1 Stages progressive story.