LOGBOOK 6  
15 – 22 October 2018

Team 1 : Hand Ball

Artist :

* Melanjutkan pekerjaan membuat elemen-elemen UI yang lain
* Hasil ada di github

Programmer :

BulletBehavior.cs

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class BulletBehavior : MonoBehaviour {

private BulletPrefabs bulletPrefabs;

[HideInInspector]

public GameObject target;

public Vector3 startPosition;

public Vector3 targetPosition;

[HideInInspector]

public CircleCollider2D circleCollider2D;

private float distance;

private float startTime;

private bool canCounter;

private bool backFire = false;

public bool canDamage;

[HideInInspector]

public float damage;

[HideInInspector]

public int type;

// Use this for initialization

void Start () {

startTime = Time.time;

distance = Vector3.Distance(startPosition, targetPosition);

bulletPrefabs = gameObject.GetComponent<BulletPrefabs>();

damage = bulletPrefabs.CurrentType.damage;

type = bulletPrefabs.getCurretTypeIndex();

}

// Update is called once per frame

void Update () {

float timeInterval = Time.time - startTime;

if (!backFire)

gameObject.transform.position = Vector3.Lerp(startPosition, targetPosition, timeInterval \* bulletPrefabs.CurrentType.speed / distance);

else

{

gameObject.transform.position = Vector3.Lerp(gameObject.transform.position, startPosition, bulletPrefabs.CurrentType.speed / distance);

if (gameObject.transform.position.y >= 1.5)

Destroy(gameObject);

}

switch (type)

{

case 0:

canCounter = true;

break;

case 1:

canCounter = false;

break;

}

if (gameObject.transform.position.Equals(targetPosition))

{

Destroy(gameObject);

}

}

public void CounterAttack()

{

if (canCounter)

{

distance = Vector3.Distance(gameObject.transform.position, startPosition);

backFire = true;

canDamage = true;

}

}

}

Game Design :

* Game Stage Flow Details  
  File in : ../Game Design Document/Game Stage Design – Chapter 1
* Game Monetization Plan

File in : ../Game Design Document/Game Monetization Model

To do :

* Chapter 1 Stages progressive story.
* Game Monetization Details.
* Game Publishing Plan.