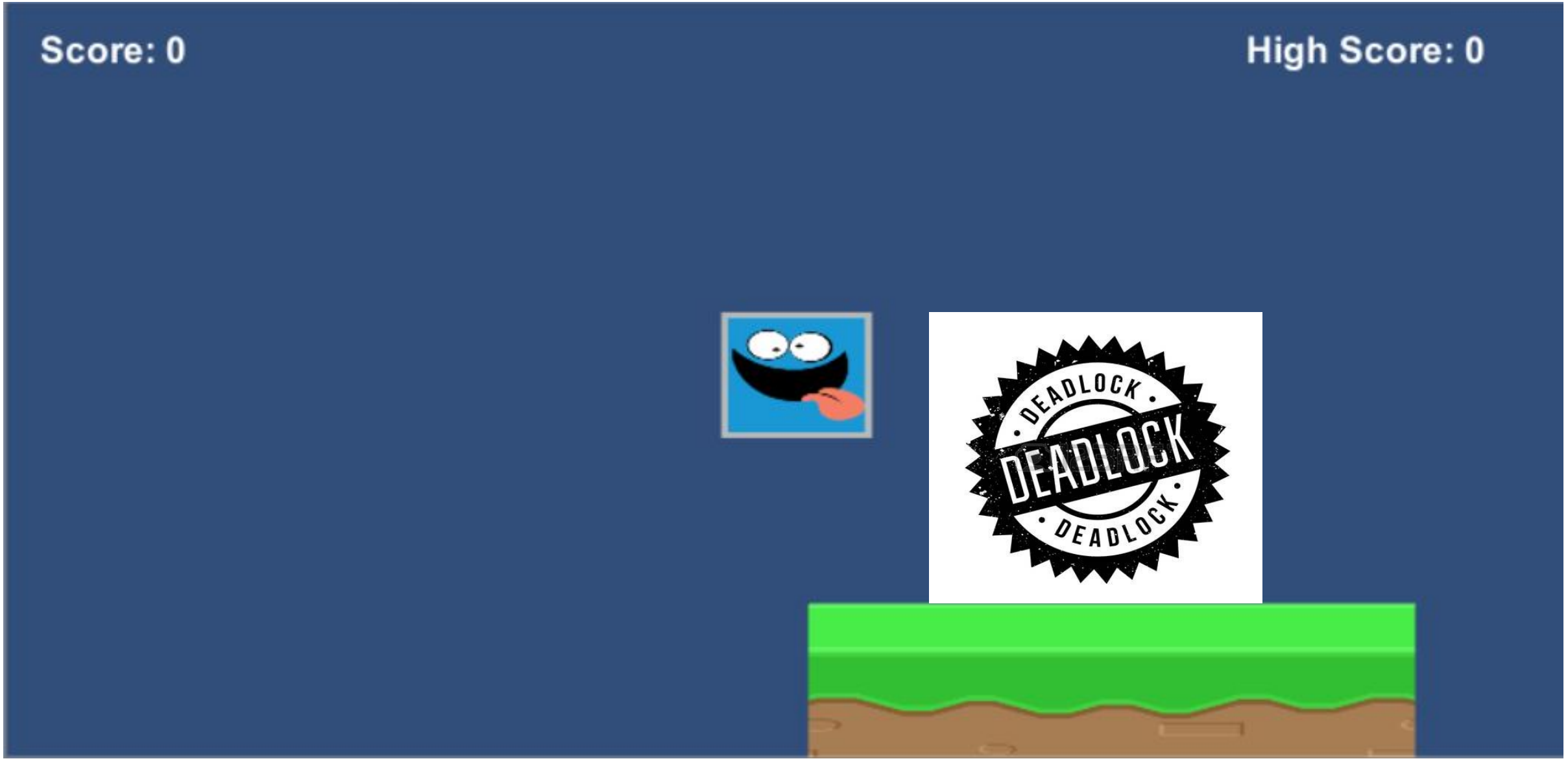

Score: 0
High Score: 0
DEADLOCK
DEADLOCK
DEADLOCK
DEADLOCK

GAME DEADLOCK

PROJECT MADE BY:

- Arpita Sejal (U101116FCS249)
- Sahil Goyal(U101116FCS106)
- Chinju George(U101116FCS025)
- Gaurav Mundhra(U101116FCS037)

PROJECT DESCRIPTION

- **DEADLOCK** is a platform video game where a player controls the object. In this game the user controls a character to jump between the suspended platforms and avoid obstacles.
- Environment often feature uneven terrain requiring jumping to traverse it.
- It is a non stop running game. Non stop running games are defined by two things

1. The player controller character cannot stop its forward momentum.
2. It does not have any escape sequences.

- We are featuring this concept that tends to appear more frequently on mobile platforms such as IOS and Android.

TOOLS USED

- **UNITY**:
  1. Buttons
  2. Create empty functions
  3. UI functions
  4. Transform function
  5. Canvas
- C sharp

ABOUT UNITY

- Game Engine – system designed to help create video games.
- Visual Editor – see changes in real time.
  - Interactive and Rapid prototyping
- Component Based – functionality built out of smaller pieces.
  - Modular & Extensible

OUTCOME

Generally in our game the goal is to complete the game with the highest score.

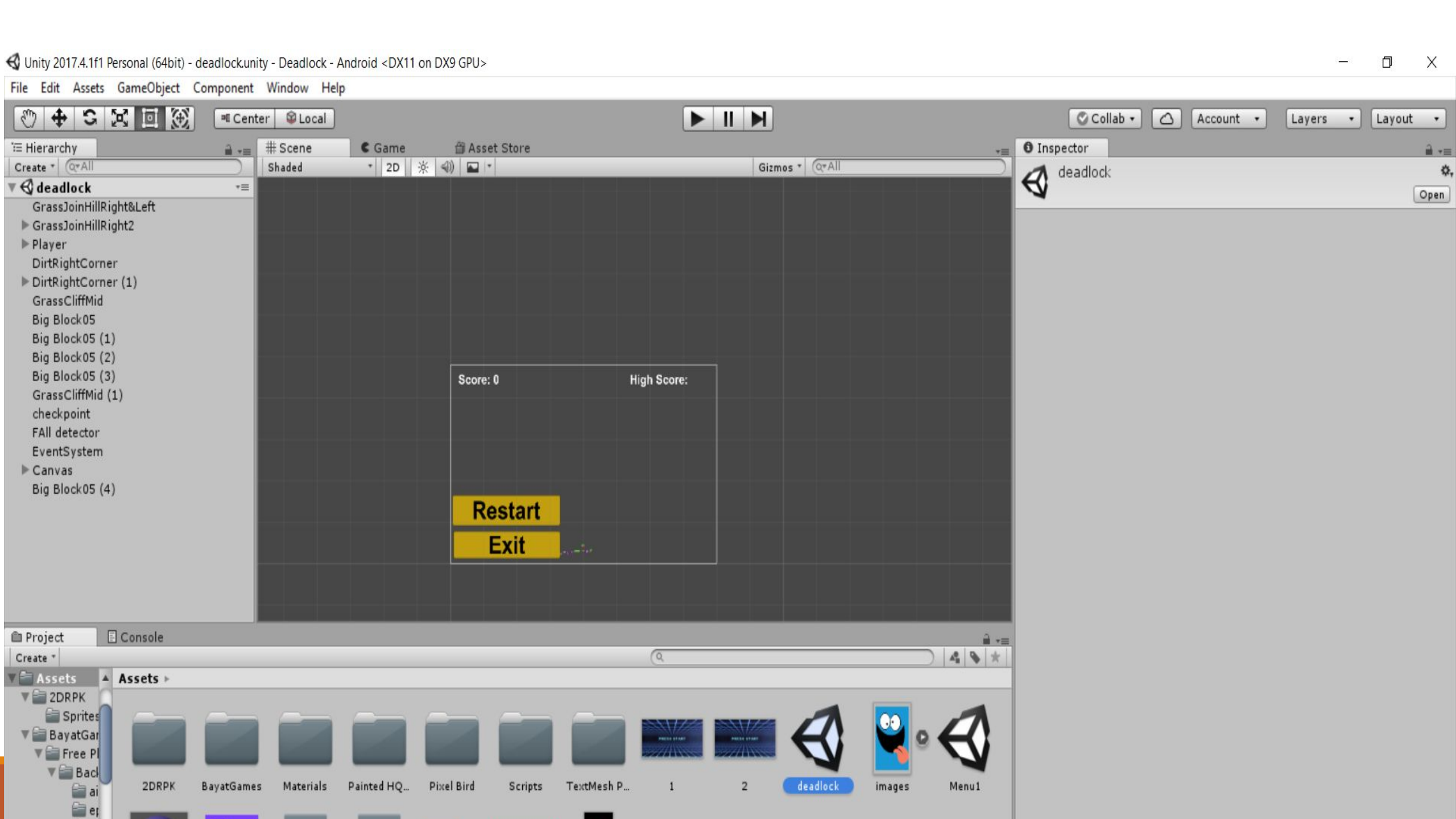
The player can freely jump over the platforms and the obstacles that came into the way of player object (Game object).

In case, the player falls down or collide with any obstacle the game is over.

DIFFICULTIES FACED

- In Understanding the C-Sharp language.
- Designing Part of the Objects.
- When the player falls from the platform it goes down infinitely.

SNAPSHOTS


Unity 2017.4.1f1 Personal (64bit) - deadlock.unity - Deadlock - Android <DX11 on DX9 GPU>
File Edit Assets GameObject Component Window Help
Center Local
Collab Account Layers Layout
Hierarchy
Create All
deadlock
GrassJoinHillRight&Left
GrassJoinHillRight2
Player
DirtRightCorner
DirtRightCorner (1)
GrassCliffMid
Big Block05
Big Block05 (1)
Big Block05 (2)
Big Block05 (3)
GrassCliffMid (1)
checkpoint
FAll detector
EventSystem
Canvas
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
All
Score: 0
High Score:
Restart
Exit
Inspector
deadlock
Open
Project
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2DRPK
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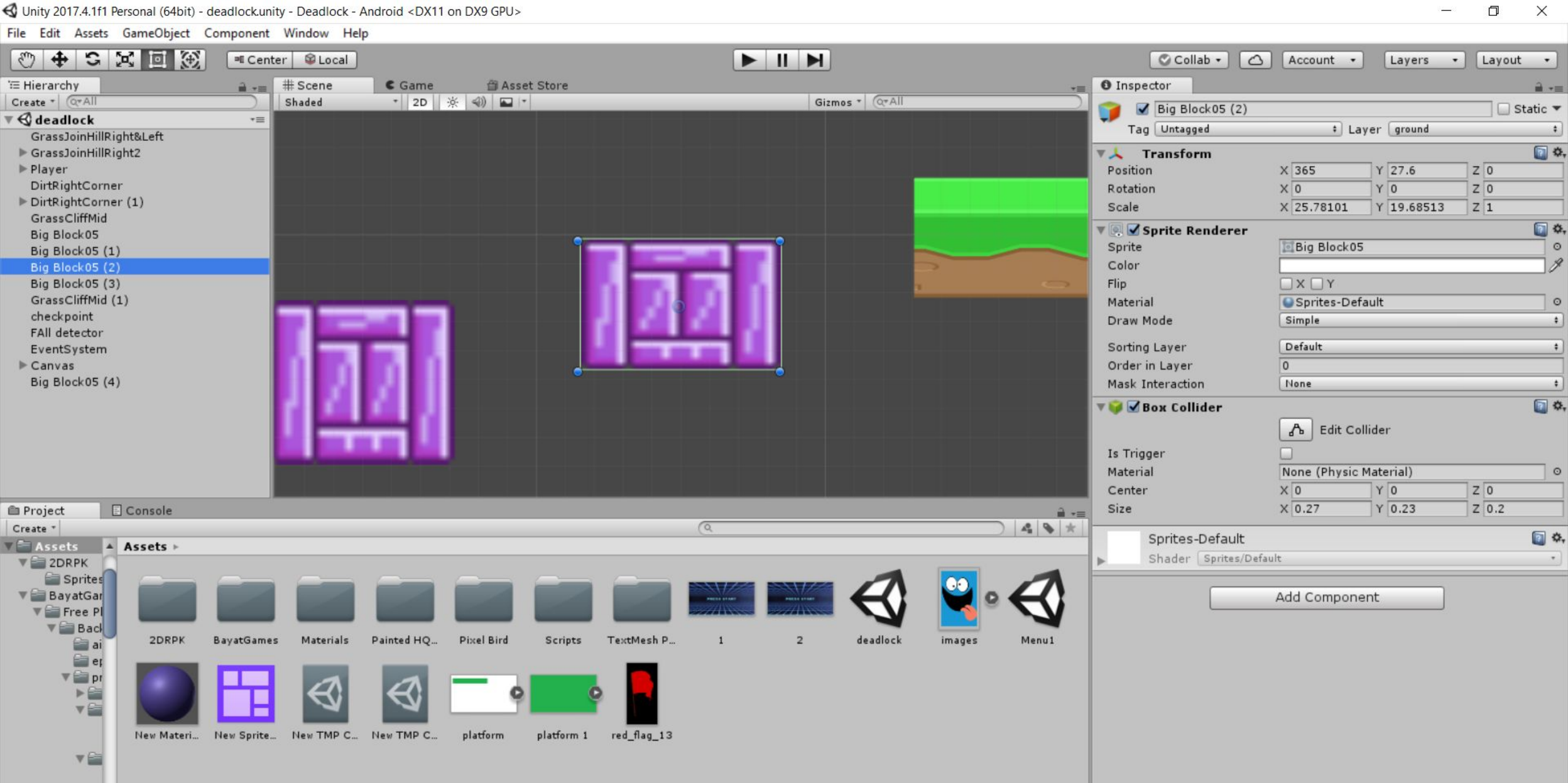
BayatGames
Free Pl
Back
ai
ep
Assets
2DRPK
BayatGames
Materials
Painted HQ...
Pixel Bird
Scripts
TextMesh P...
1
2
deadlock
images
Menu1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Hierarchy
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DirtRightCorner (1)
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Big Block05
Big Block05 (1)
Big Block05 (2)
Big Block05 (3)
GrassCliffMid (1)
checkpoint
FAll detector
EventSystem
Canvas
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
Inspector
Big Block05 (2)
Static
Tag Untagged
Layer ground
Transform
Position X 365 Y 27.6 Z 0
Rotation X 0 Y 0 Z 0
Scale X 25.78101 Y 19.68513 Z 1
Sprite Renderer
Sprite Big Block05
Color
Flip X Y
Material Sprites-Default
Draw Mode Simple
Sorting Layer Default
Order in Layer 0
Mask Interaction None
Box Collider
Edit Collider
Is Trigger
Material None (Physic Material)
Center X 0 Y 0 Z 0
Size X 0.27 Y 0.23 Z 0.2
Sprites-Default
Shader Sprites/Default
Add Component
Project
Console
Create
Assets
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Scripts
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1
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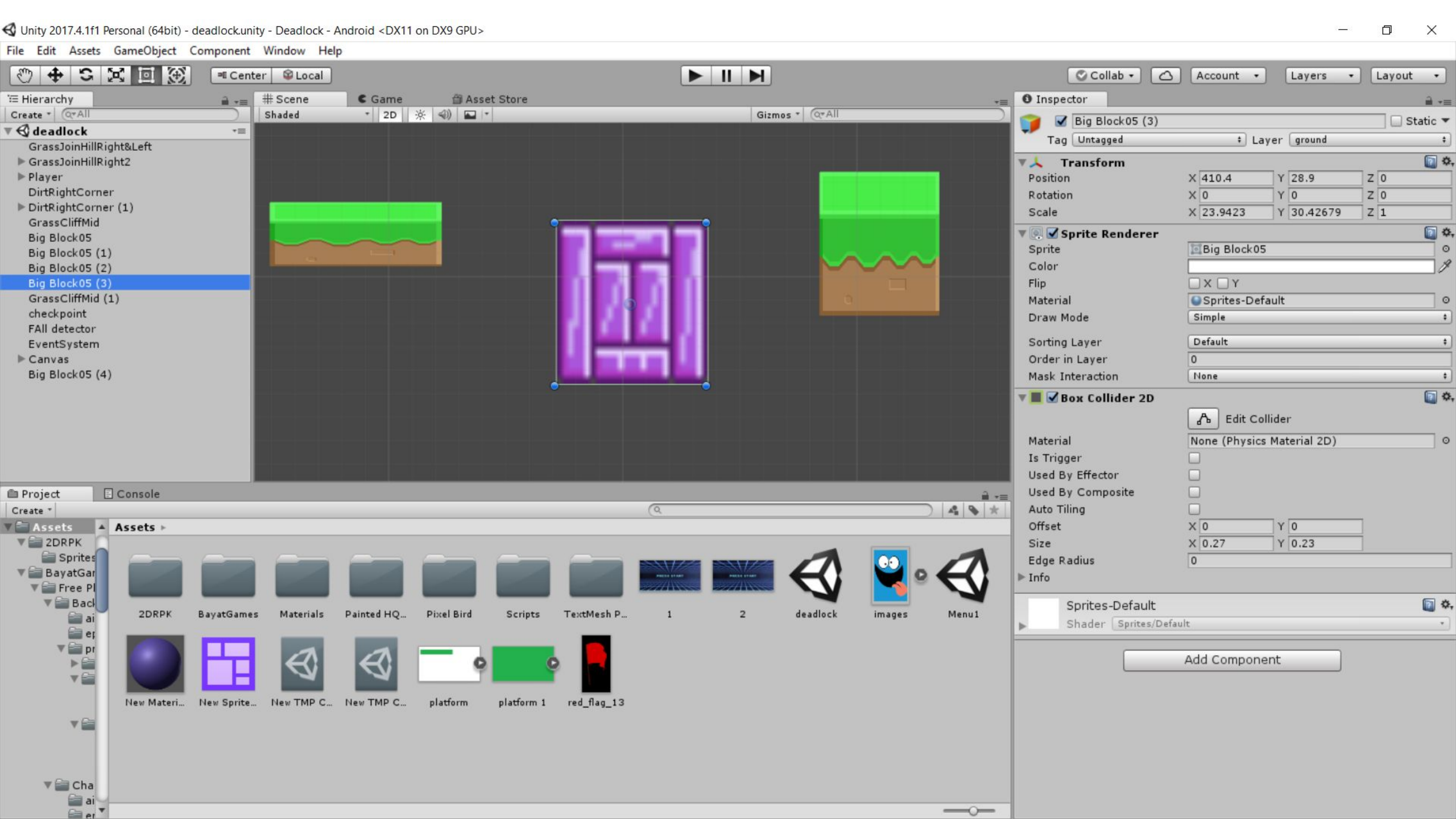
deadlock
images
Menu1
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13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DirtRightCorner (1)
GrassCliffMid
Big Block05
Big Block05 (1)
Big Block05 (2)
Big Block05 (3)
GrassCliffMid (1)
checkpoint
FAll detector
EventSystem
Canvas
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
Inspector
Big Block05 (3)
Static
Tag Untagged
Layer ground
Transform
Position X 410.4 Y 28.9 Z 0
Rotation X 0 Y 0 Z 0
Scale X 23.9423 Y 30.42679 Z 1
Sprite Renderer
Sprite Big Block05
Color
Flip X Y
Material Sprites-Default
Draw Mode Simple
Sorting Layer Default
Order in Layer 0
Mask Interaction None
Box Collider 2D
Edit Collider
Material None (Physics Material 2D)
Is Trigger
Used By Effector
Used By Composite
Auto Tiling
Offset X 0 Y 0
Size X 0.27 Y 0.23
Edge Radius 0
Info
Sprites-Default
Shader Sprites/Default
Add Component
Project
Console
Create
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Materials
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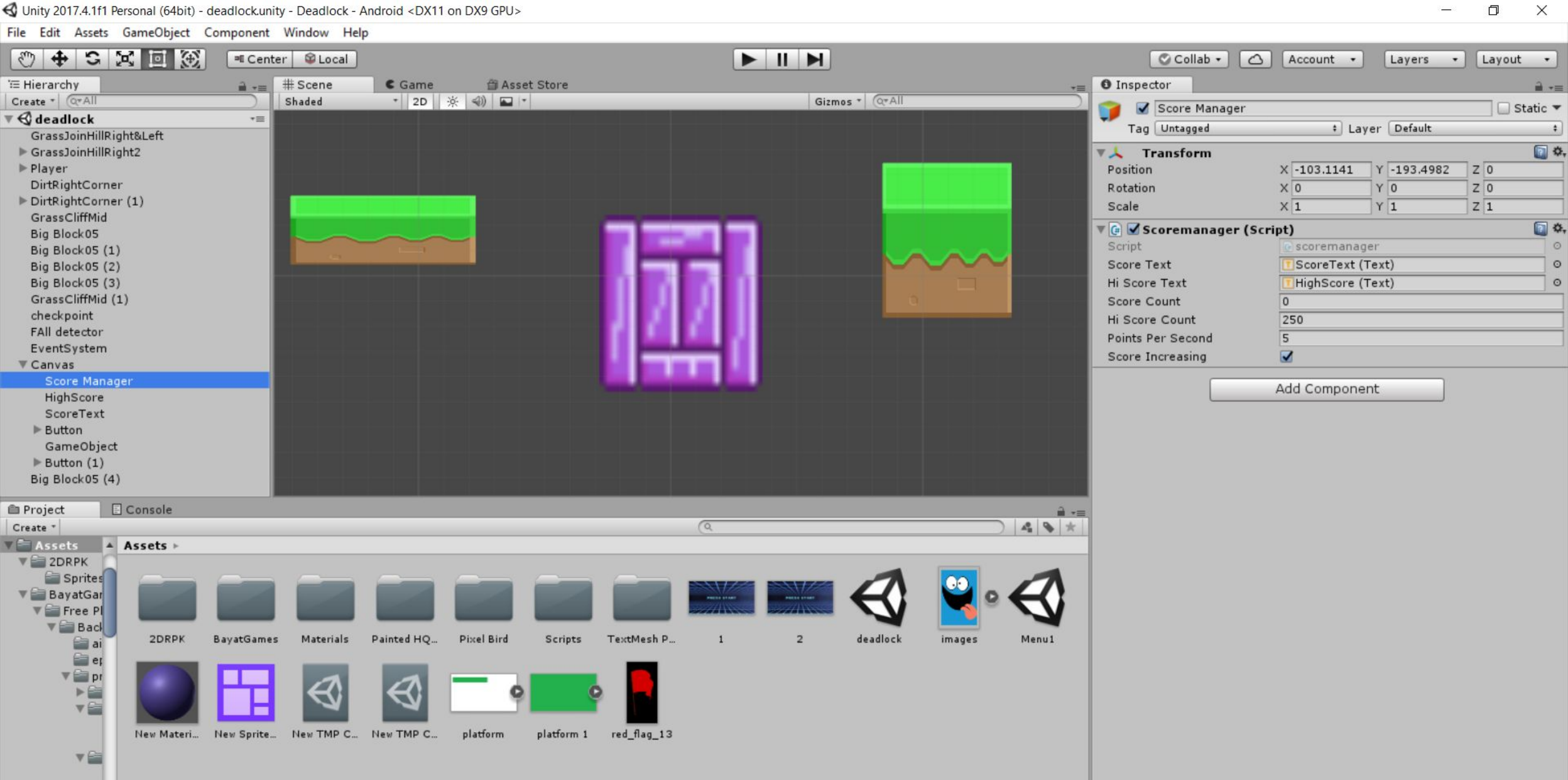
1
2
deadlock
images
Menu1
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13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Big Block05
Big Block05 (1)
Big Block05 (2)
Big Block05 (3)
GrassCliffMid (1)
checkpoint
FAll detector
EventSystem
Canvas
Score Manager
HighScore
ScoreText
Button
GameObject
Button (1)
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
Inspector
Score Manager
Static
Tag Untagged
Layer Default
Transform
Position X -103.1141 Y -193.4982 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Scoremanager (Script)
Script scoremanager
Score Text ScoreText (Text)
Hi Score Text HighScore (Text)
Score Count 0
Hi Score Count 250
Points Per Second 5
Score Increasing
Add Component
Project
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BayatGames
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deadlock
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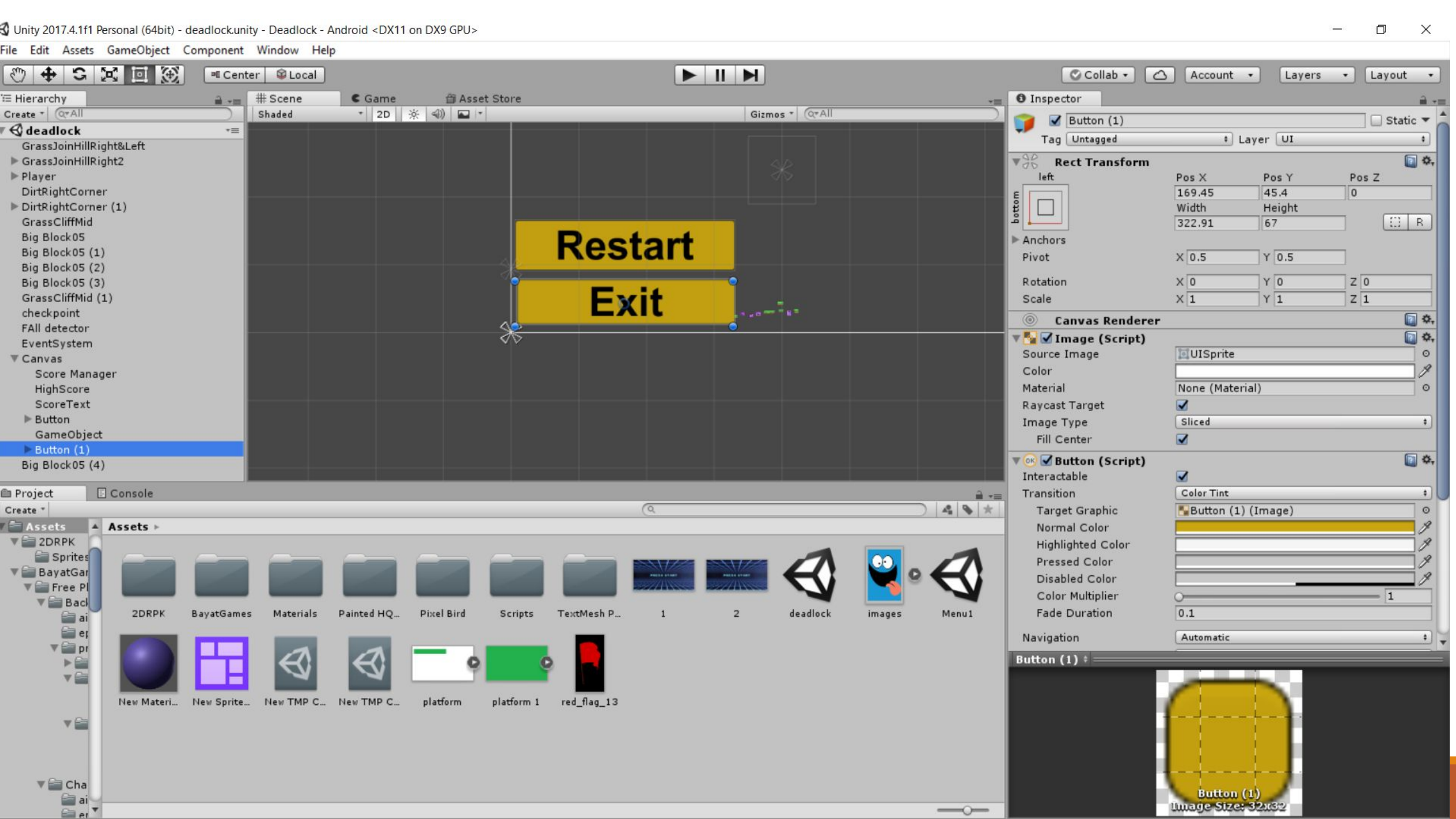
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13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Button (1)
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
All
Restart
Exit
Inspector
Button (1)
Static
Tag Untagged
Layer UI
Rect Transform
left
bottom
Pos X 169.45
Pos Y 45.4
Pos Z 0
Width 322.91
Height 67
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Image (Script)
Source Image UISprite
Color
Material None (Material)
Raycast Target
Image Type Sliced
Fill Center
Button (Script)
Interactable
Transition Color Tint
Target Graphic Button (1) (Image)
Normal Color
Highlighted Color
Pressed Color
Disabled Color
Color Multiplier 1
Fade Duration 0.1
Navigation Automatic
Button (1)
Button (1)
Image Size: 32x32
Project
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Assets
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BayatGames
Free Pl
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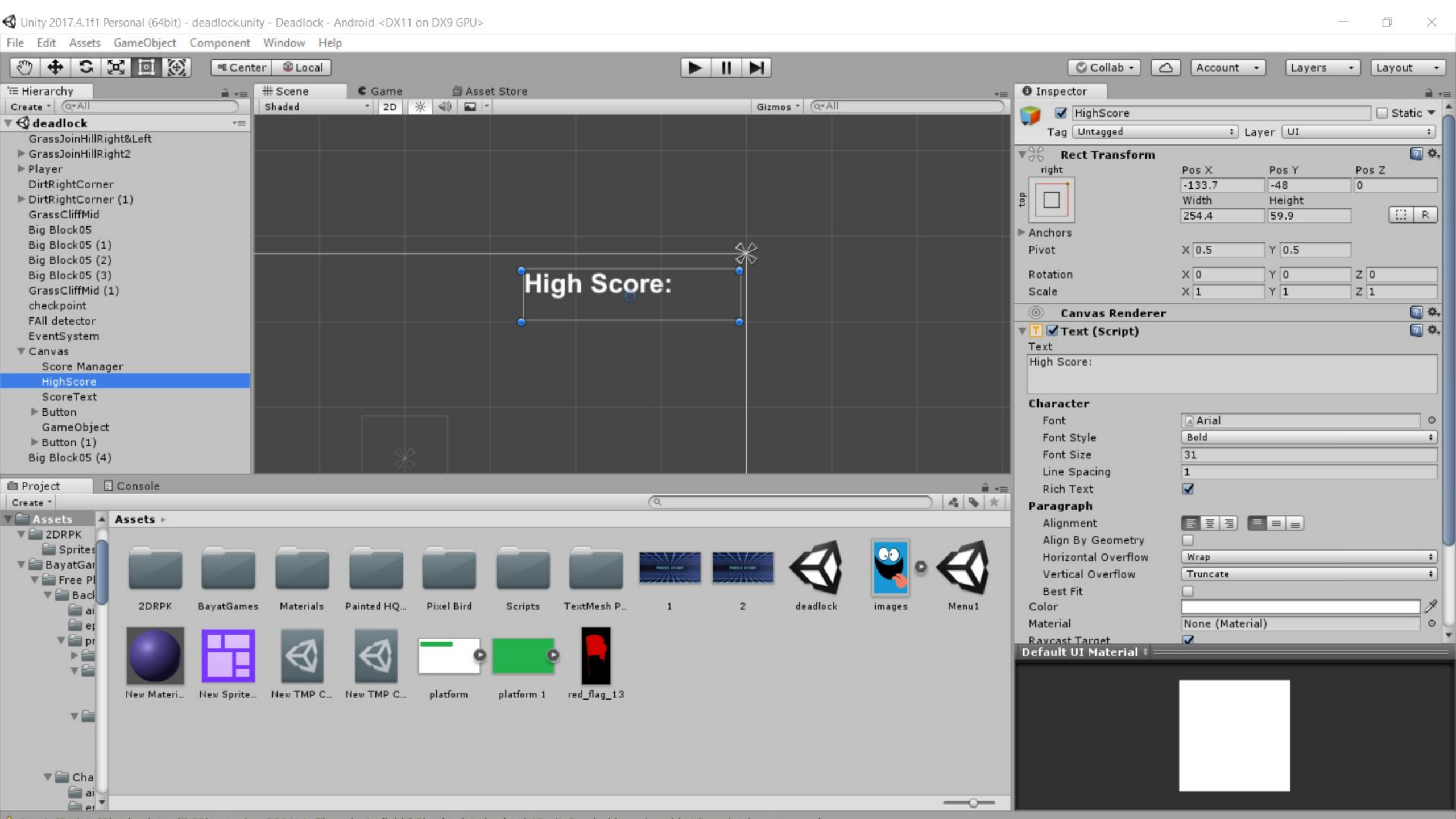
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13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Big Block05 (2)
Big Block05 (3)
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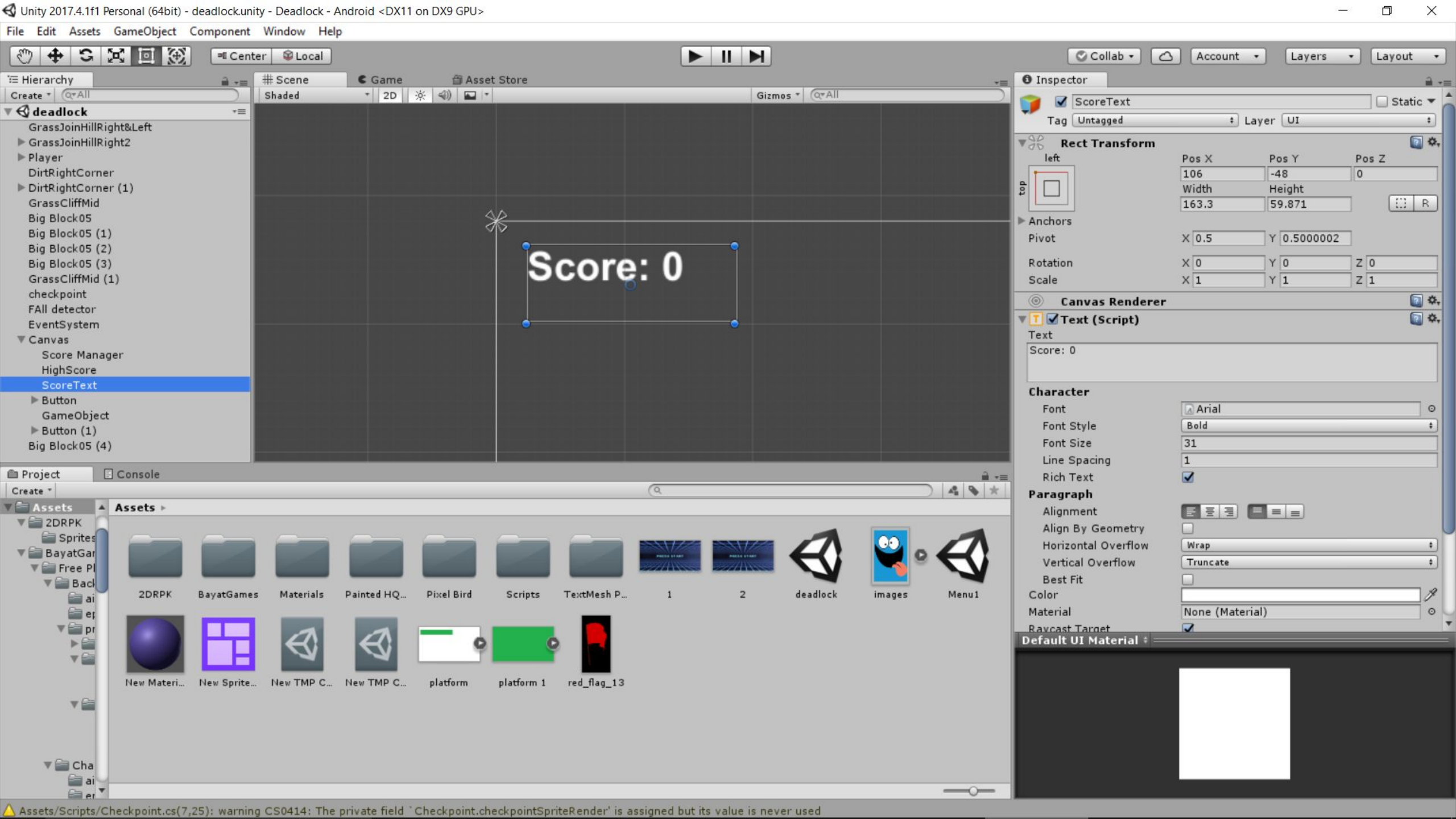
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13
Inspector
HighScore
Static
Tag Untagged
Layer UI
Rect Transform
right
top
Pos X -133.7
Pos Y -48
Pos Z 0
Width 254.4
Height 59.9
Anchors
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Text (Script)
Text
High Score:
Character
Font Arial
Font Style Bold
Font Size 31
Line Spacing 1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow Wrap
Vertical Overflow Truncate
Best Fit
Color
Material None (Material)
Raycast Target
Default UI Material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Button (1)
Big Block05 (4)
Scene
Game
Asset Store
Shaded
2D
Gizmos
Score: 0
Inspector
ScoreText
Static
Tag Untagged
Layer UI
Rect Transform
left
top
Pos X 106
Pos Y -48
Pos Z 0
Width 163.3
Height 59.871
Anchors
Pivot X 0.5 Y 0.5000002
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Canvas Renderer
Text (Script)
Text
Score: 0
Character
Font Arial
Font Style Bold
Font Size 31
Line Spacing 1
Rich Text
Paragraph
Alignment
Align By Geometry
Horizontal Overflow Wrap
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Material None (Material)
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deadlock
images
Menu1
New Materi...
New Sprite...
New TMP C...
New TMP C...
platform
platform 1
red_flag_13
Assets/Scripts/Checkpoint.cs(7,25): warning CS0414: The private field `Checkpoint.checkpointSpriteRender' is assigned but its value is never used

CODE

Deadlock - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Analyze Window Help

sahil28.goyal

Debug | Any CPU | Attach to Unity

scoremanager.cs | restart.cs | MainMenu.cs | Checkpoint.cs

Deadlock | Checkpoint | checkpointSpriteRender

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Checkpoint : MonoBehaviour {
6
7      private SpriteRenderer checkpointSpriteRender;
8      public bool checkpointReached;
9      // Use this for initialization
10     void Start () {
11         checkpointSpriteRender = GetComponent<SpriteRenderer> ();
12     }
13
14     // Update is called once per frame
15     void Update () {
16         }
17     void OnTriggerEnter2D(Collider2D other){
18         if(other.tag == "player") {
19             checkpointReached = true;
20 }
21     }
22 }
23
```

100 %

Ready | Ln 1 | Col 1 | Ch 1 | INS | Add to Source Control

Deadlock - Microsoft Visual Studio

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sahil28.goyal

Debug | Any CPU | Attach to Unity

scoremanager.cs | restart.cs | PlayerCollision.cs | MainMenu.cs | Checkpoint.cs

Deadlock | MainMenu | playgame()

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5  public class MainMenu : MonoBehaviour {
6      public void playgame()
7      {
8          SceneManager.LoadScene (SceneManager.GetActiveScene ().buildIndex + 1);
9      }
10
11 public void quitgame()
12 {
13     Application.Quit();
14 }
15 }
16
17
18
```

100 %

Ready | Ln 1 | Col 1 | Ch 1 | INS | Add to Source Control

Deadlock - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Analyze Window Help

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Debug | Any CPU | Attach to Unity

scoremanager.cs | restart.cs | PlayerCollision.cs | MainMenu.cs | Checkpoint.cs

Deadlock | restart | restartgame()

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  using UnityEngine.SceneManagement;
5
6  public class restart : MonoBehaviour {
7
8      public void restartgame(){
9
10         SceneManager.LoadScene ("deadlock");
11     }
12     public void exitgame()
13     {
14         Debug.Log ("exit");
15         Application.Quit ();
16     }
17 }
```

100 %

Ready | Ln 1 | Col 1 | Ch 1 | INS | Add to Source Control

Deadlock - Microsoft Visual Studio

File Edit View Project Build Debug Team Tools Analyze Window Help

sahil28.goyal

Debug | Any CPU | Attach to Unity

scoremanager.cs | restart.cs | PlayerCollision.cs | MainMenu.cs | Checkpoint.cs

Deadlock | scoremanager | scoreText

```
1  using UnityEngine;
2  using System.Collections;
3  using UnityEngine.UI;
4
5  public class scoremanager : MonoBehaviour{
6
7      public Text scoreText;
8      public Text hiScoreText;
9
10     public float scoreCount;
11     public float hiScoreCount ;
12
13     public float pointsPerSecond;
14
15     public bool scoreIncreasing;
16
17     void start () {
18
19     }
20     void Update () {
21         if (scoreIncreasing) {
22
23             scoreCount += pointsPerSecond * Time.deltaTime;
24         }
25
26         if (scoreCount > hiScoreCount) {
27             hiScoreCount = scoreCount;
28         }
29
30         scoreText.text = "score: " + Mathf.Round (scoreCount);
31         hiScoreText.text = "High Score: " + Mathf.Round (hiScoreCount);
32         }
33 }
```

100 %

Ready | Ln 1 | Col 1 | Ch 1 | INS | Add to Source Control

Any Questions?

Thank You