

Computer Games Design

CS412/512A01 202109

Assignment 3

WIZARD CHESS

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The game has a menu in which a player can choose to play with a Bot or with a different player. He can also choose the colour i.e. either white or black. The screenshot is given below.



Fig 1. Main Menu



Fig 2. Marked the dropdown if we want to play with bot or human



Fig 3: To select the difficulty value from the dropdown. By default it is 3.

In this assignment I have submitted a zip folder which contains a build folder which is used to play the game as it contains executable file(assign3.exe), pdf file, and a code folder which contains all the code.

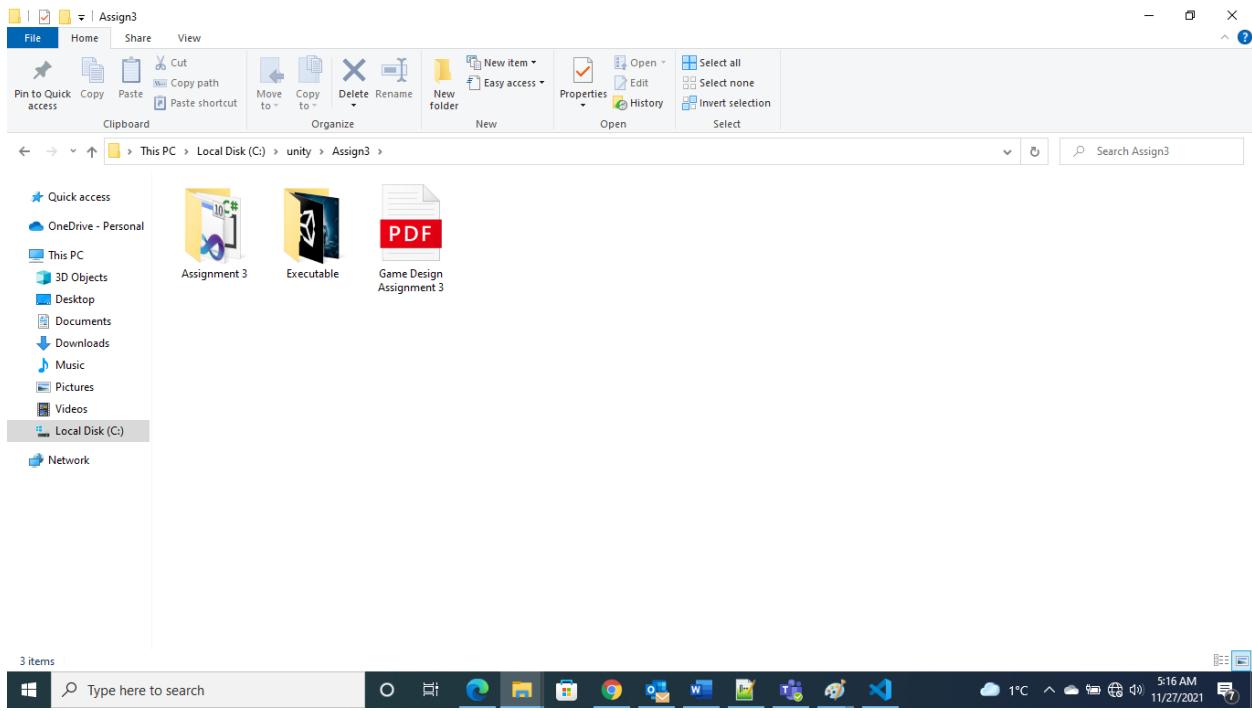


Fig 4: Zip Folder structure

Executable structure

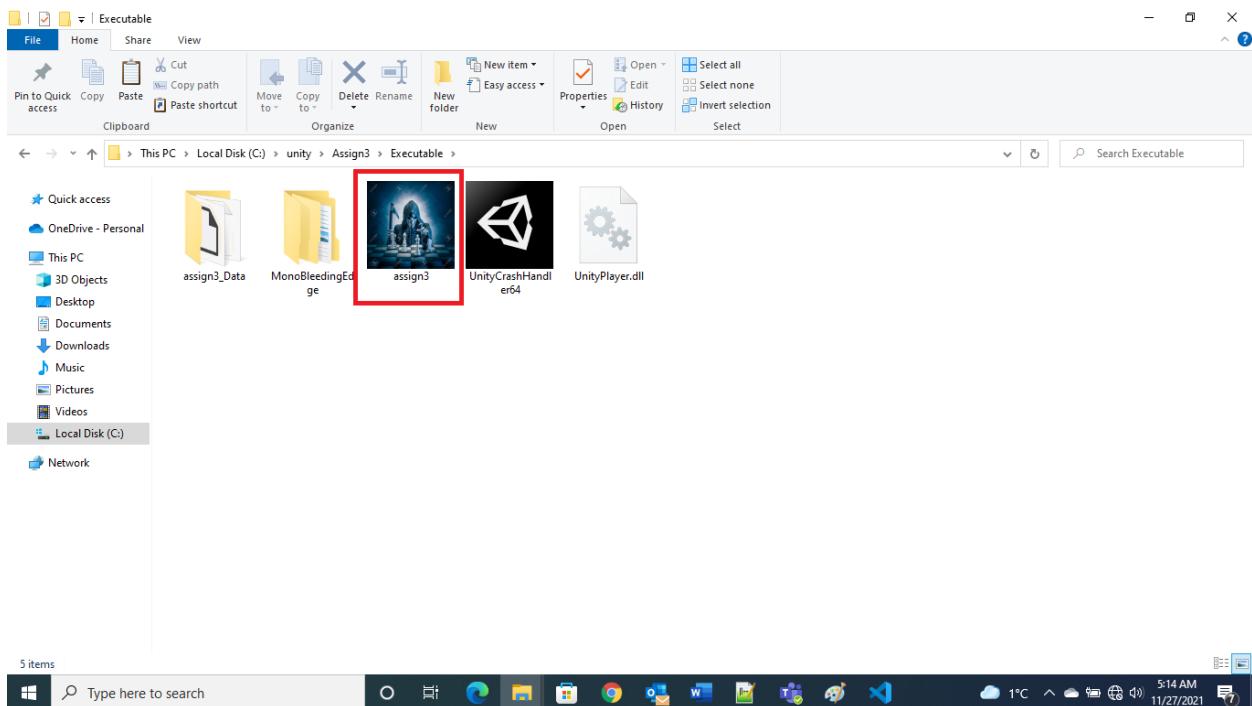


Fig 5: Executable structure

Menu page



Fig 6: Menu screen

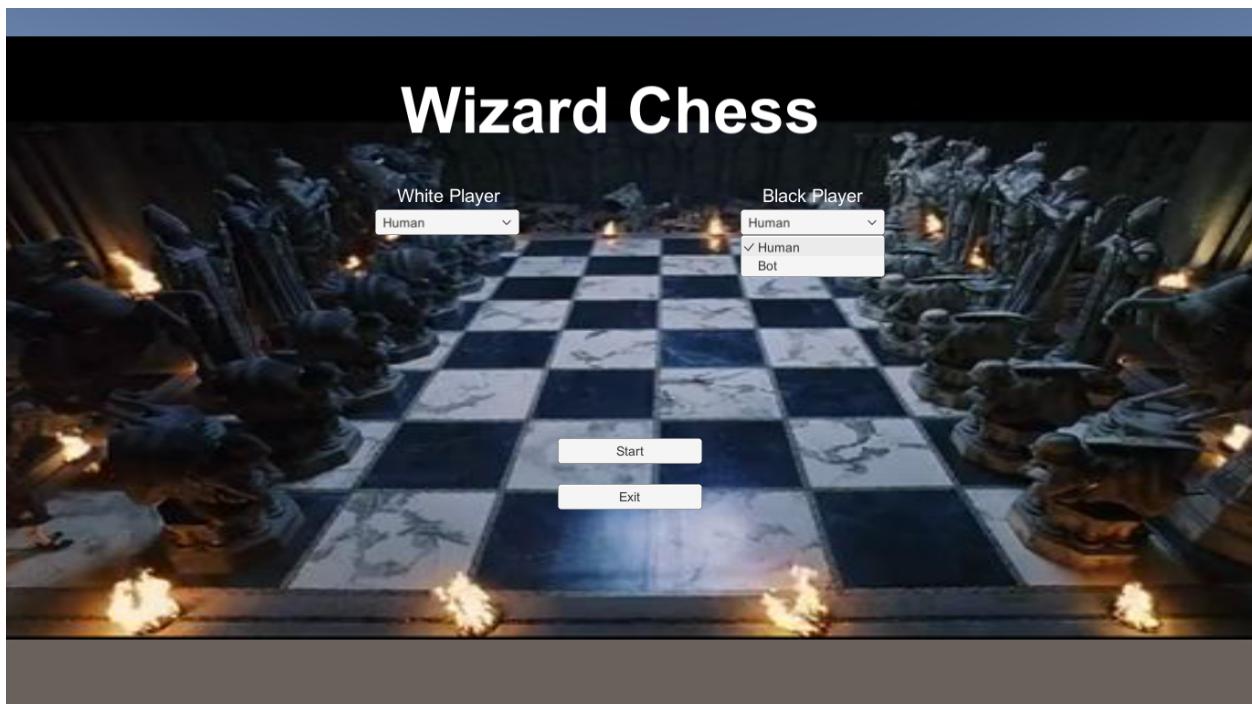


Fig 7: To select bot



Fig 8: To select bot difficulty value

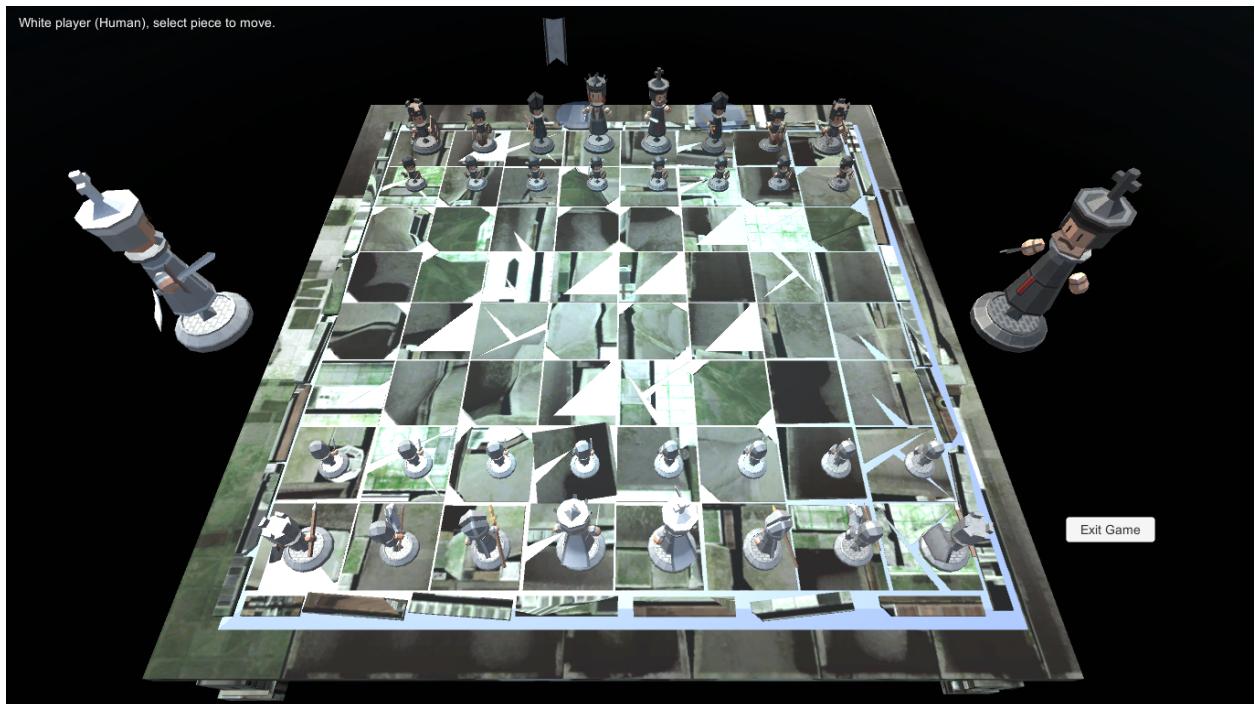


Fig 9: White player(Human) has to select a piece and then the square to move

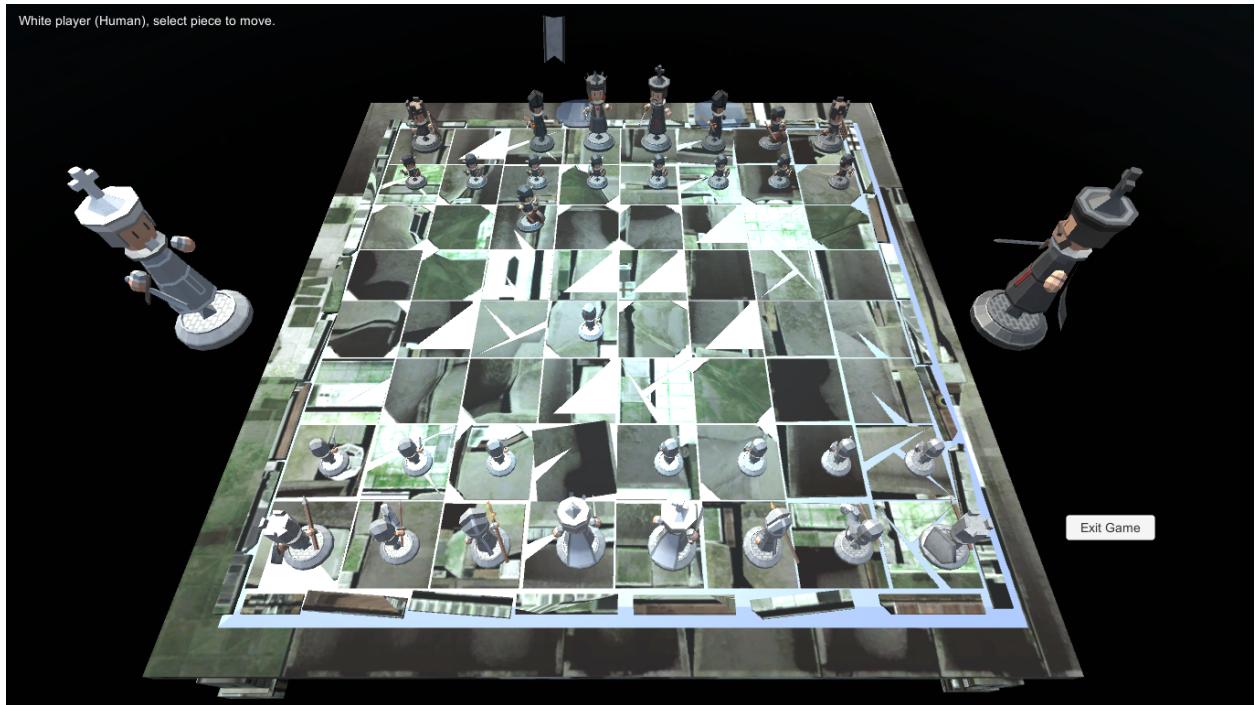


Fig 10: Movement of a spawn to a particular position.

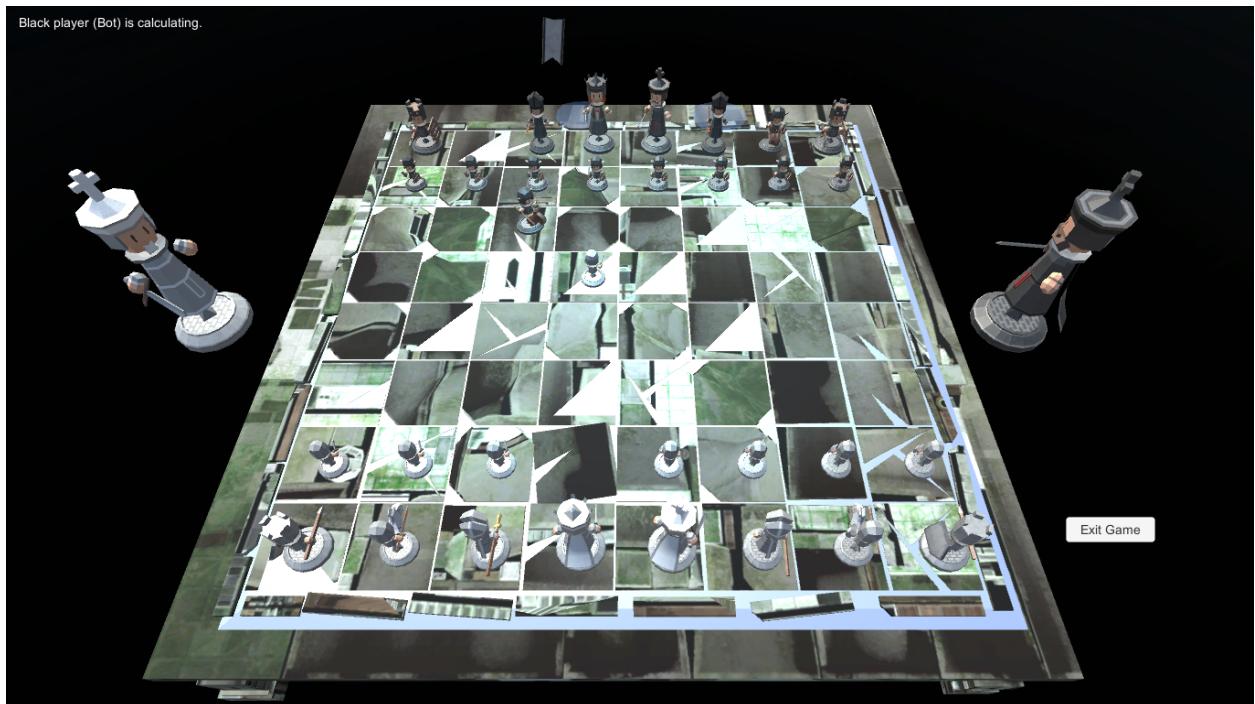


Fig 11: Bot is calculating and making his spawn to move.

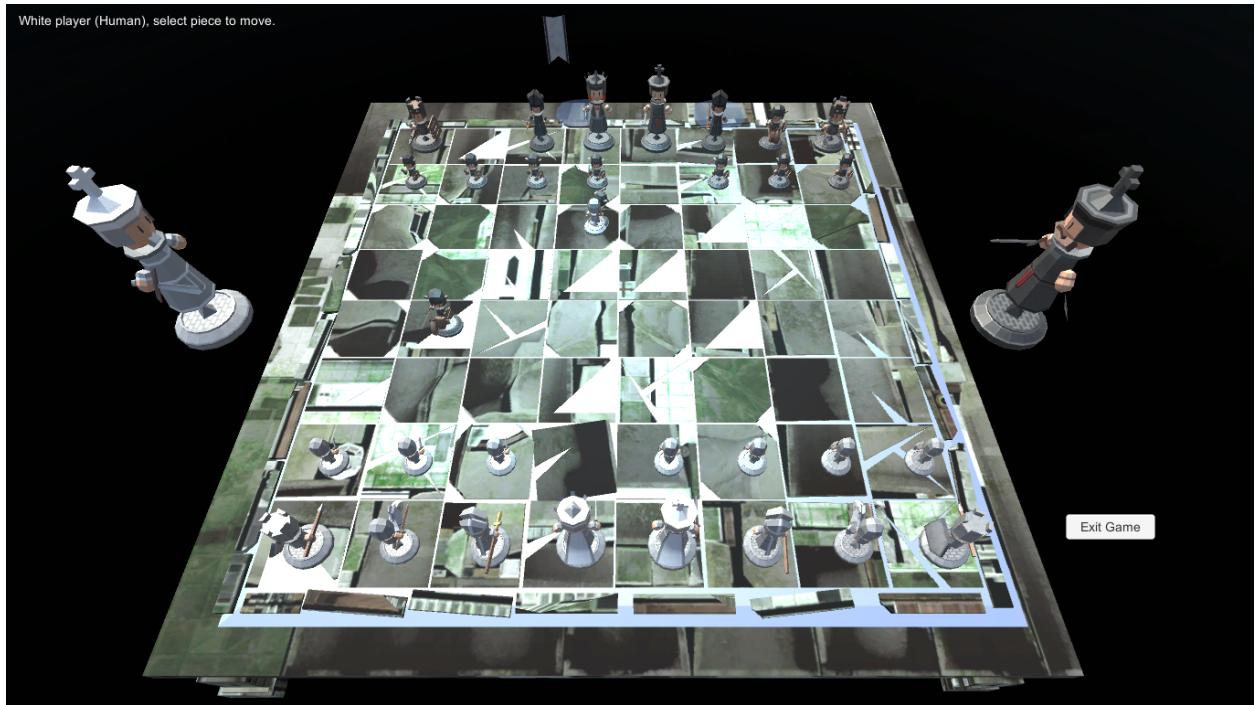


Fig 12: Now bot is calculating to kill the spawn of a player.

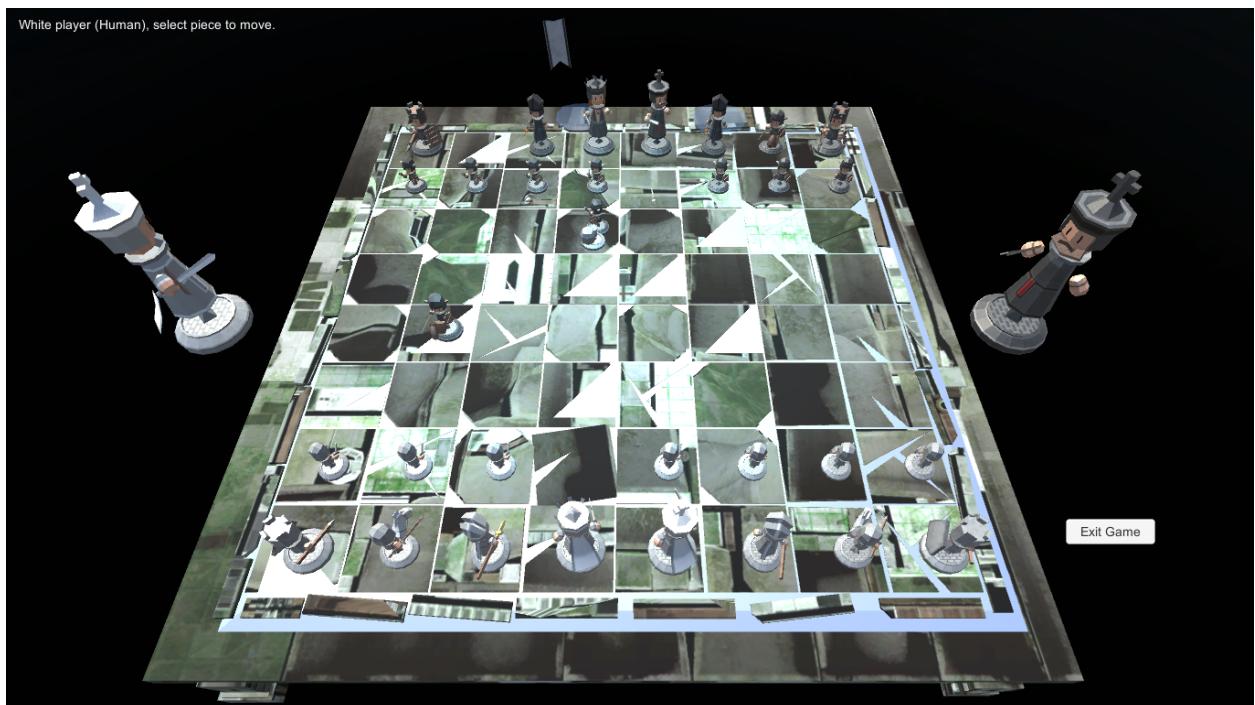


Fig 13: Bot has killed human's spawn and human's spawn is damaged.

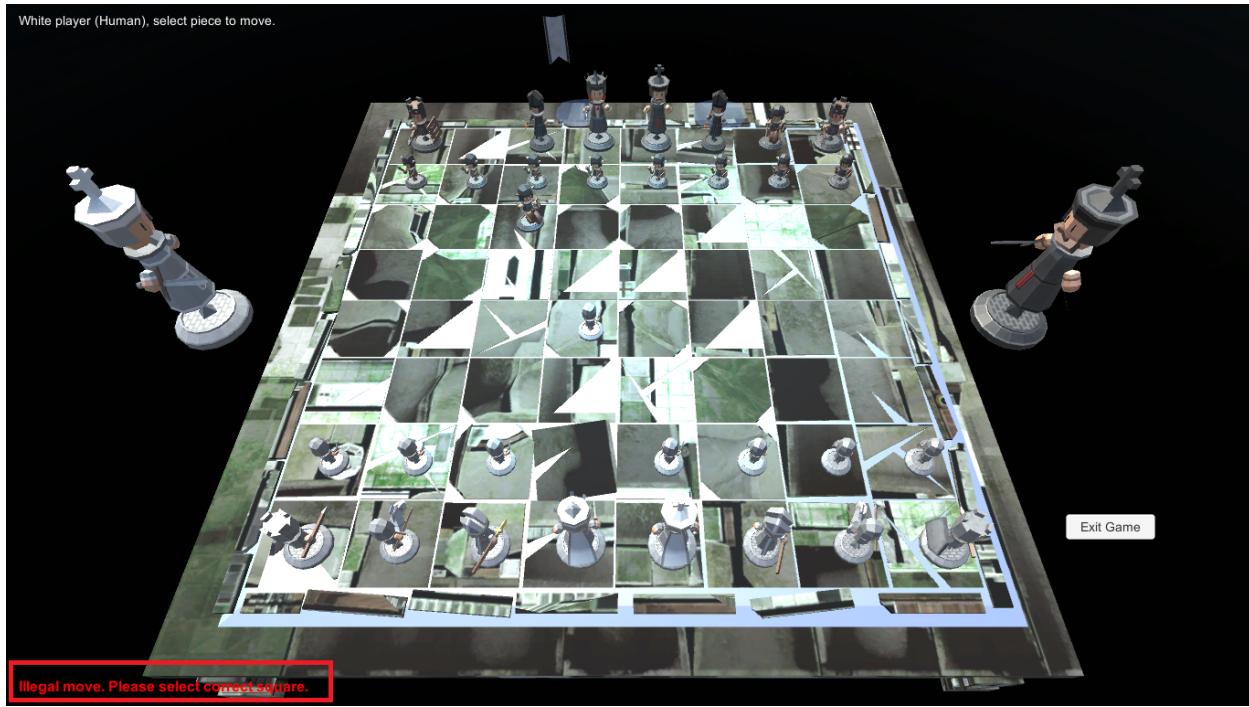


Fig 14: If a player selects a wrong square then it will show an error “Illegal move. Please select correct square.””

- Menu screen is controlled by MenuUIController.cs and the game is controlled by GameController.cs.
- GameUIController.cs controls the UI which is rendering at the time we are playing the game.
- MoveList.cs contains the values of moves which a player can perform.
- We have used nav mesh for board and pieces.
- AudioManager.cs controls the audio in a game.
- We have created a class named pieces.cs which is an abstract parent class.

RESOURCES:

1. <https://www.youtube.com/watch?v=CzlmJk7ZesI>
2. <https://github.com/SacuL/3D-Chess-Unity>
3. <https://www.youtube.com/watch?v=6Yaicwmxkxs>