

# Open Scene / Oasis

## Prototype instructions

To begin the game, press the start button.



## Character Control

**move** - W, A, S, D

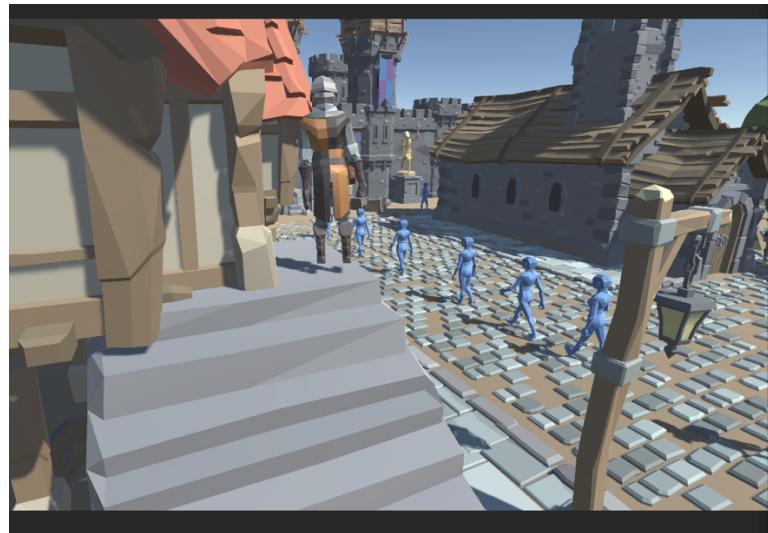
**jump** - space - I haven't worked out how to perform the jump procedure using the character controller. Here, for example, you will quickly return to the ground.

**crouch** - left control

**run** - left shift

**change direction** - After integrating the cinemachine, there are some issues with the up and down movement of the mouse. This issue cannot be rectified at this time.

This compass will guide you in the right direction.



## Level Scene

There is only one level, and the goal is to safely walk-through town while avoiding troops searching for you. Lab 5 is the game's main inspiration. On this foundation, additional features have been added to the sceneries and characters, as well as attempts to remedy some flaws.

The health bar will fall as a Soldier punches, each punch doing 15 damage, and the game will resume when the health bar reaches 0 or the current height reaches -1.



### Quick pass

I created a fast path to go through the city. You can go directly under the house on the left to pass the whole level.



### Game complete

When the distance between ME's location and the statue in font Equals 0, the game will end and the game completion menu will appear, from which you may exit and return to the main menu.



## Prototype trailer

1. link

<https://www.youtube.com/watch?v=hPLKq6wdYPA>

## Asset Manifest

### Mechanism (camera, third person controller)

#### 1. Standard Assets

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351#publisher>

### Aesthetics

#### 1. Polygon knights (Buildings in the scene, some characters)

<https://assetstore.unity.com/packages/3d/environments/fantasy/polygon-knights-low-poly-3d-art-by-synty-83694#description>

<https://assetstore.unity.com/packages/3d/props/polygon-starter-pack-low-poly-3d-art-by-synty-156819>

#### 2. CubexCube - free medieval cemetery packs

<https://assetstore.unity.com/packages/3d/environments/fantasy/cubexcube-free-medieval-cemetery-pack-199755>

#### 3. mixamo(animation)

[www.mixamo.com](http://www.mixamo.com)

using these files to input, get basic animation model

Files required: <https://bit.ly/3dXZVIR>

### **code part**

#### **1. NavMeshAgent + Animation**

<https://docs.unity3d.com/2021.3/Documentation/Manual/nav-CouplingAnimationAndNavigation.html>

#### **2. Pedestrian traffic system and tools**

<https://www.youtube.com/watch?v=MXCZ-n5VyJc>

#### **3.Compass tutorial & adjustment**

<https://www.youtube.com/watch?v=8QdhlS11kd0>

<https://stackoverflow.com/questions/65145332/how-to-rotate-ui-elements-in-unity-only-in-one-axis>

### **UI & Restart**

#### **1. restart-menu**

[https://www.youtube.com/watch?v=VbZ9\\_C4-Qbo&t=1s](https://www.youtube.com/watch?v=VbZ9_C4-Qbo&t=1s)

#### **2. Healthbar**

[https://www.youtube.com/watch?v=BLfNP4Sc\\_iA&list=RDCMUCYbK\\_tjZ2OrIZFBvU6CCMiA&index=5](https://www.youtube.com/watch?v=BLfNP4Sc_iA&list=RDCMUCYbK_tjZ2OrIZFBvU6CCMiA&index=5)

#### **3.UI**

<https://github.com/Brackeys/Health-Bar>

<https://assetstore.unity.com/packages/2d/gui/icons/clean-vector-icons-132084>