Final Project Report

Ultraclone99 is a *very* simple shooter game where you survive through 5 rounds of enemies with a special enemy at the end. There are 2 types of enemies, the "Gunker Lad" as I randomly called it, and the 1974 Volkswagen Golf. The first of these 2 just shoots in your general direction and hits you like 3% of the time. Their hit registration is based on a raycast shot out of the chest area so it's pretty easy for them to miss you. The Golf simply slams his head into you at max speed to do damage, dealing a whopping 15. You lose when your health reaches 0, but you can retry as many times as you wish. Win by defeating the Golf. Over the course of the semester I mostly focused on the game mechanics and making sure stuff actually worked. I did import some models from other artists as I have no technical ability in that field at all, but all functional components were programmed by me. I wish I had more time to work on this but I was taking 6 classes for some reason and I was working like 30 hours a week, but still managed to throw a "game" together by the end of it. What is obviously lacking is the looks of the game, the level is basically just a plane with some shapes on it and everything is untextured. I may have set out to make an Ultrakill clone but I ended up learning why that game has been in early access for 3 years with a few levels coming out every year or so. I hope to maybe eventually make this an actual game that doesn't look like it was made by a crackhead, but we'll see. On this most recent sprint, I messed around with adding a second enemy type that still inherits from the EnemyBase class that I set up, luckily Unity respects inheritance despite what the internet says if you google that question. I also threw in an ammo pickup so the player has a fighting chance. What I learned most over this whole semester though is that although I knew games were very complicated, they are even more complicated than I thought they were. I learned a decent amount about how to make the scripts flow together pretty well, I came up with a pretty decent fakery of event driven programming with my wave signals and managers. I think my favorite thing I added was the game over screen as the buttons for it line up with the MGS screen that I used so it functions like the actual game. This was not hard to do or anything, I just really liked it. I also enjoyed adding the "loading screen" that was ripped right out of skyrim but with the enemy model. I might keep adding things to this or at least make the level textured and have actual level design, till then it will remain goofy and slightly broken, like the best games.