Wannabe Human

Team 5

김나영 박지윤
정상민 최주희

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3-1. Game Play

1-1. Game Overview

Item	Content
Title	Wannabe Human
Platform	PC(Windows)
Genre	Multi, Quiz, Casual
Target	Anyone who wants to play a game with friends, family or boy/girlfriend
Description	Collect items and describe a word with them
Development environment	Unity, C#, Photon Network

Story

K-Monsters living on K-Planet happened to know about the existence of the **Earth and humans**.

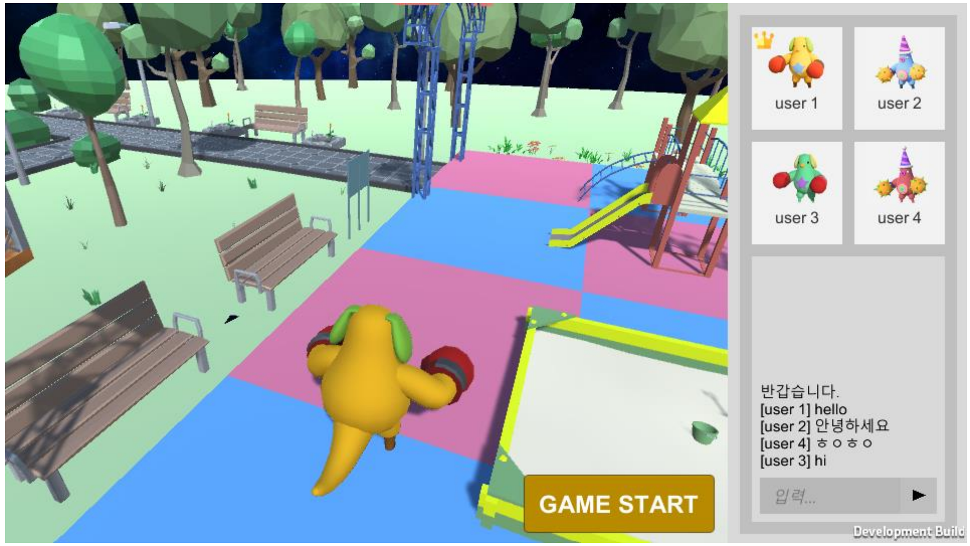
That's how K-Monsters yearned for the Earth and **wanted to be human**!

One day, K-Monsters accepted the **offer of transcendental being** to make them become humans.

They took a spaceship and land on an isolated island where various **training programs** are prepared to become a human.

K-Monsters struggle hard to get out of the world…

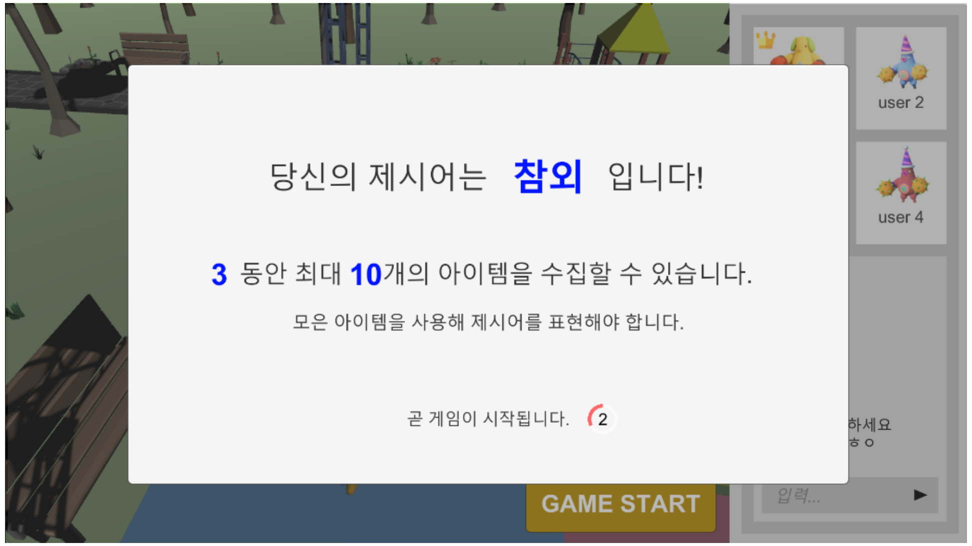
1-2. How to Play



반갑습니다.
[user 1] hello
[user 2] 안녕하세요
[user 4] ㅎㅇㅎㅇ
[user 3] hi

01

Gather 4 player in the lobby



당신의 제시어는 **참외** 입니다!

3 동안 최대 **10**개의 아이템을 수집할 수 있습니다.

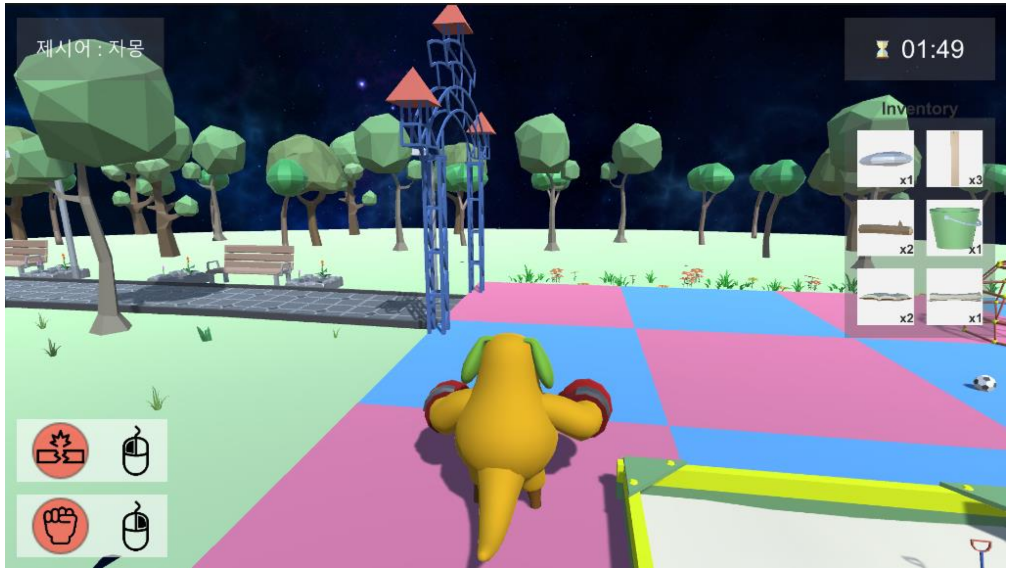
모은 아이템을 사용해 제시어를 표현해야 합니다.

곧 게임이 시작됩니다. 2

02

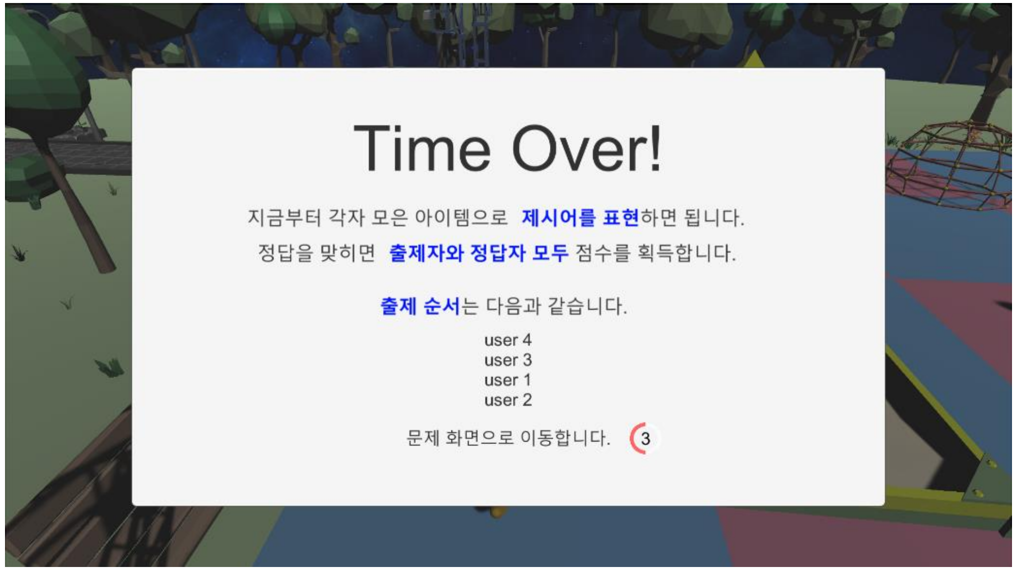
Check the word that you will express

1-2. How to Play



03

Destroy the objects on the map and collect items



Time Over!

지금부터 각자 모은 아이템으로 **제시어를 표현**하면 됩니다.

정답을 맞히면 **출제자와 정답자 모두** 점수를 획득합니다.

출제 순서는 다음과 같습니다.

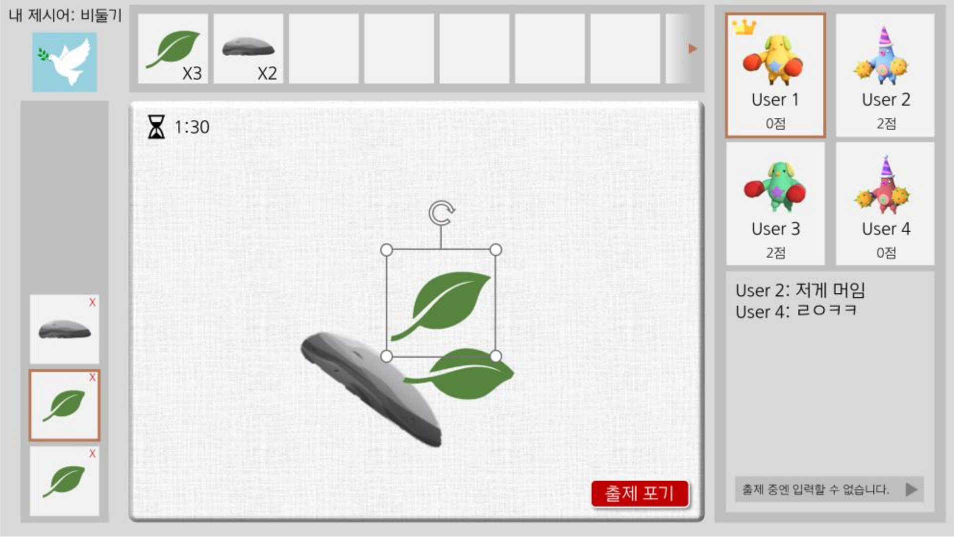
user 4
user 3
user 1
user 2

문제 화면으로 이동합니다. 3

04

When the collecting time is over, the quiz time starts

1-2. How to Play

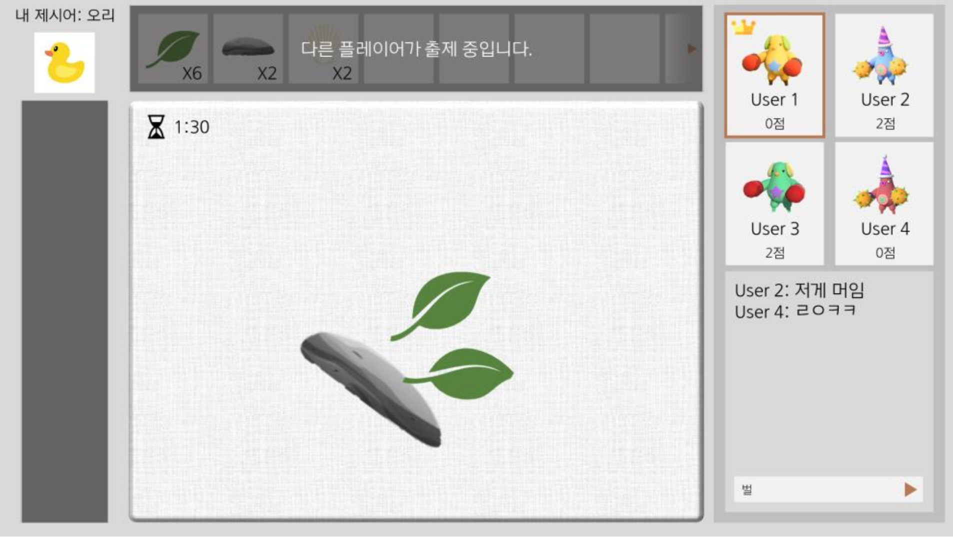


User 2: 저게 머임
User 4: ㄹㅇㅋㅋ

출제 중엔 입력할 수 없습니다.

05

If it’s your turn, you should describe your word with the items you collected



다른 플레이어가 출제 중입니다.

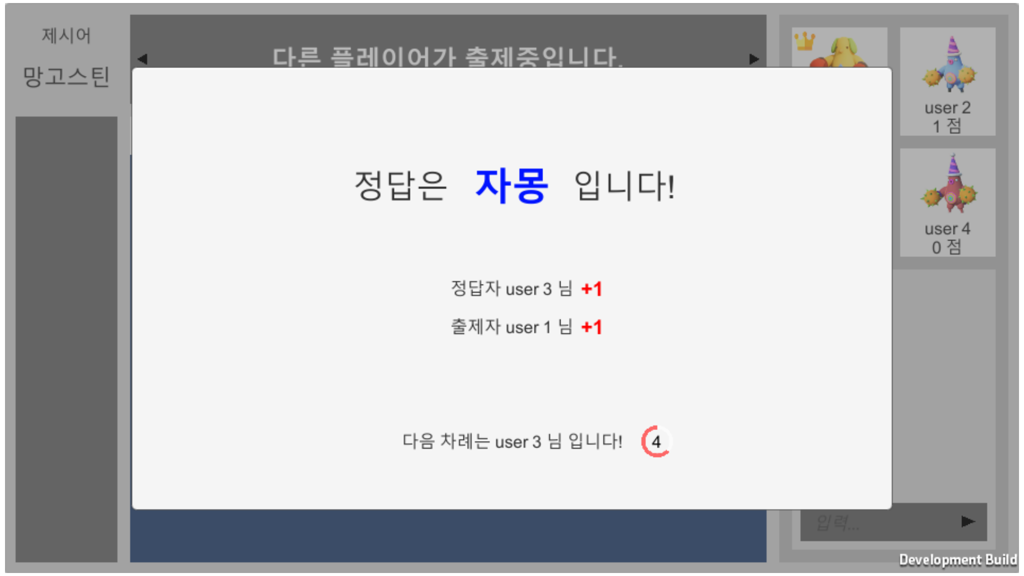
User 2: 저게 머임
User 4: ㄹㅇㅋㅋ

벌

06

Others guess your word and type it in through chat

1-2. How to Play


제시어

망고스틴

다른 플레이어가 출제중입니다.

정답은 **자몽** 입니다!

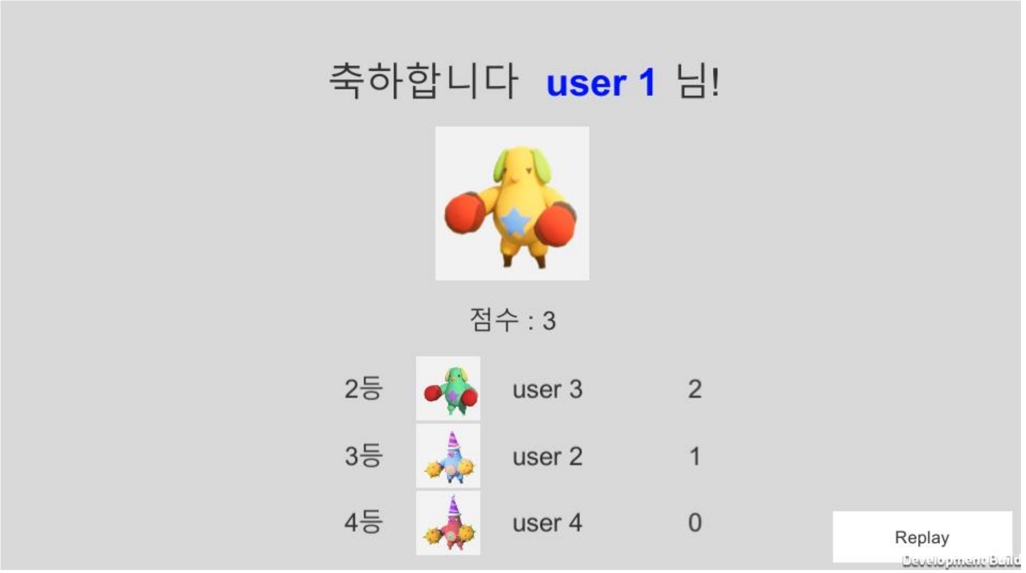
정답자 user 3 님 **+1**

출제자 user 1 님 **+1**

다음 차례는 user 3 님 입니다! 4

07

If a player guess the word correctly,
both the questioner and the player get points


축하합니다 **user 1** 님!

점수 : 3

2등	user 3	2
3등	user 2	1
4등	user 4	0

08

After all players’ turns over,
the player with highest score wins

1-3. Character

Character

Each player's character is colored differently

Kick

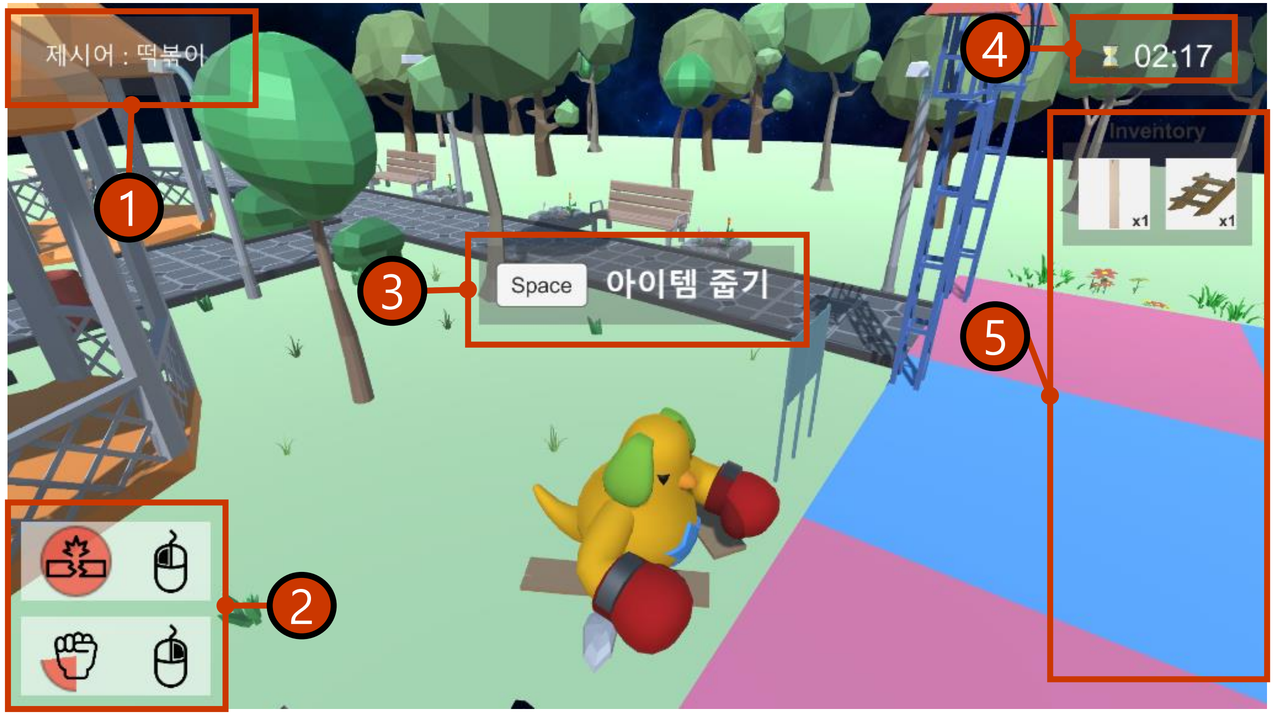
Destroy objects on the map

Punch

Knock another player down

1-4. Collecting Time

You can collect items for 3 minutes.
If you destroy any object on the map, it will drop items.



제시어 : 떡볶이

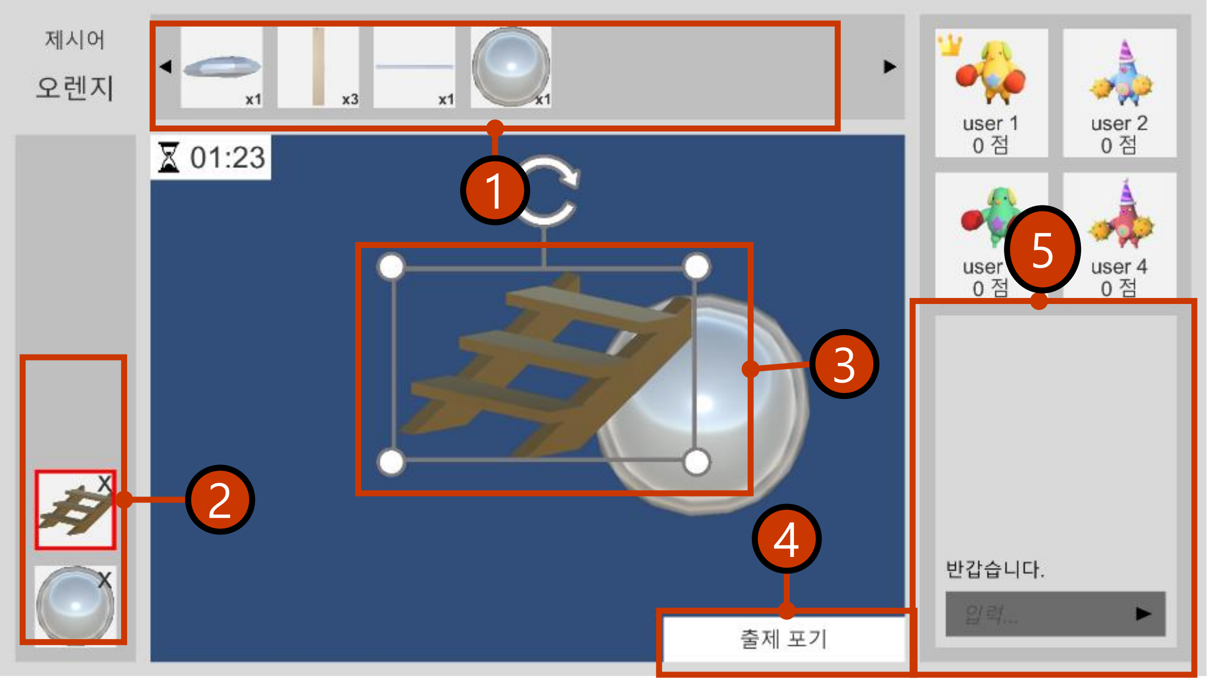
Space 아이템 줍기

02:17

Item	Content
1	Word
2	Skills
3	Pop-up: Press E to get item
4	Time limit
5	Inventory

1-5. Quiz Time

You can put the items in your inventory on the canvas.
Describe the word you have to other players.



Item	Content
1	Inventory
2	‘Items on canvas’ list
3	Item interaction
4	Give up button
5	Chat

2-1. Team Introduction

김나영

Game Design
Getting Resource
Map Making

박지윤

Speech
Main Game Producing
(Collecting Item)

정상민

Inventory System
Quiz Time

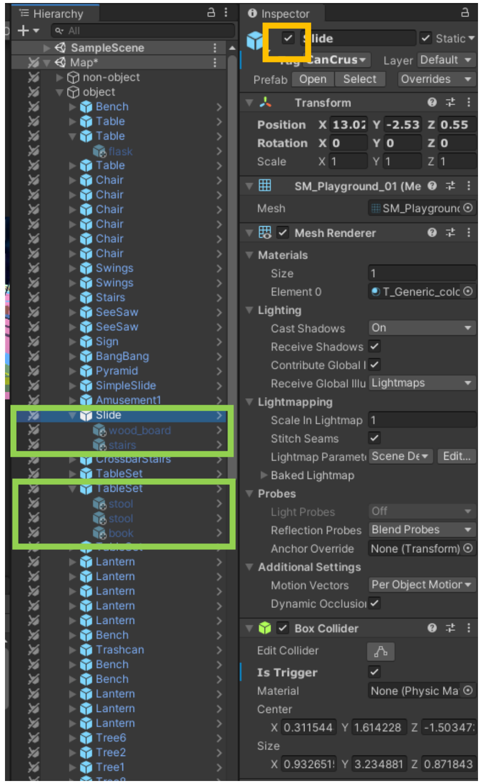
최주희

Main Idea Provid
Title Design
Network

2-2. Collecting Time

Punch(Knock another player down)

When the player right-clicks
→ Using *Input.GetMouseButtonDown(1)* Senses the right-clicks
→ If right-clicks is true -> animation(Attack01) turn true + Start cool time
→ If right-clicks is false -> animation(Attack01) turn false



☑ Slide ☑ Static
Tag CanCrus Layer Default

Transform
Position X 13.02 Y -2.53 Z 0.55
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

SM_Playground_01 (Me
Mesh SM_Playground

☑ Mesh Renderer
Materials
Size 1
Element 0 T_Generic_colc
Lighting
Cast Shadows On
Receive Shadows ☑
Contribute Global I ☑
Receive Global Illu Lightmaps
Lightmapping
Scale In Lightmap 1
Stitch Seams ☑
Lightmap Paramete Scene De
Baked Lightmap
Probes
Light Probes Off
Reflection Probes Blend Probes
Anchor Override None (Transform)
Additional Settings
Motion Vectors Per Object Motior
Dynamic Occlusioı ☑

☑ Box Collider
Is Trigger ☑
Material None (Physic Ma
Center
X 0.311544 Y 1.614228 Z -1.50347
Size
X 0.932651 Y 3.234881 Z 0.871843

Kick(Destroy objects on the map)

When the player left-clicks
→ Using *Input.GetMouseButtonDown(0)* Senses the left-clicks
→ If left-clicks is true -> animation(Attack02) turn true + Start cool time
+ (If Object collider is *OnTriggerStay* with player collider)Destroy object on the map
→ If left-clicks is false -> animation(Attack02) turn false
→ When the object is destroyed, the sub-object which player can use at quiz-time are Appear
→ The object which can destroyed, all of these have some child-object that appear when it be destroyed

2-2. Collecting Time

Player move

- Player move get character rigidbody, to fine out and control the position of the character.
- We Update the character position in every frame. And that new position was determined by key Input.
- Also put the Speed of the moving, multiply to the Vector of the character position, also multiply the *Time.deltaTime* for imply the speed.
- If the key that moves the player is recognized, Let the Walking animation activate. If not, deactivate.
- Let the camera rotate with the center of character use mouse moving.

Pick Up (Store in inventory)

- All the item that can be stored are tagged by 'item' and they have collider which can detect with the player.
- If player and item are *OnTriggerStay* (touching each other), the pop-up for pick up will appear, and player use key 'Space Bar' can pick up that item.
- When player key down the space bar in the right timing, the item will move to inventory.

2-3. Quiz Time

(1) Inventory

- The class that manages the *information of items (ex. *information = number, name, code)

- *Private Dictionary<int, int> itemCount; //key=Code, Value=number of Item*
- *Private Dictionary<int, string> Lookup; //key=Code, Value=name of Item*
- Case 1 : the number of items increases ➔ *itemCount[item.code] += 1*

  (1) When the player gets Items in Main Stage Map

  (2) When the player deletes Drawn Items in Quiz Time(= when 'x *button' onClick event* occurs)
- Case 2 : the number of items decreases ➔ *itemCount[item.code] -= 1*

  (1) When player clicks 'Inventory Item' (= when 'item button' *onClick* event occurs)

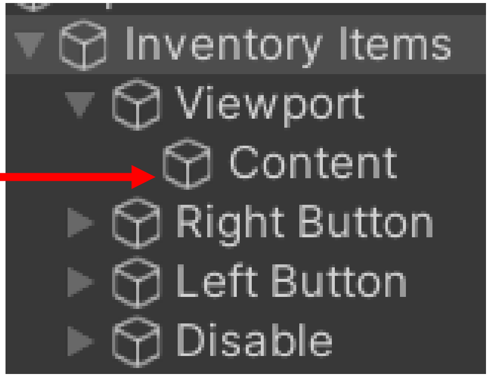
(2) Inventory Items

- The class that shows the number/name of items in 'Inventory Manager'
- Inventory Item becomes child-object of Content.
- When the player clicks 'Inventory Item' Button in Quiz Time

  ➔ *OnClickItem* runs

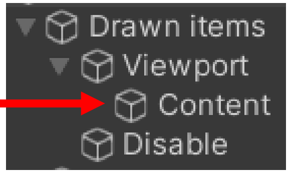
  ➔ And then, 'Drawn Item' is shown in 'Drawn Items'

```
public void OnClickItem(int code){
    SelectItem(code);
    drawnItems.DrawItem(code);
  }
```



(3) Drawn Items

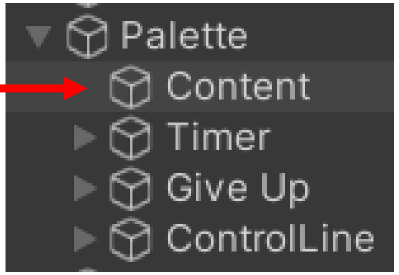
- The class that shows the drawn items
- Drawn Item becomes child-object of Content.
- When the player clicks ‘Inventory Item’ Button in Quiz Time,
  Drawn Item is added in Drawn Items, Palette Item is also added in Palette.
- ‘Inventor Item’ button click ➔ *Inventory Items Manager* runs *OnClickItem* ➔ *drawnItems.DrawItem(code)* ➔ *palette.DrawObject(id, code);*



(4) Palette

- The class that manages the palette items and control line.
- Palette Item/Control line become child-object of Content.
- The ‘draw item’ is added
  ➔ The ‘pallet item’ is placed in the center of the Palette
  (*newObject.transform.position = newControl.GetPosition();)*
  ➔ The control line is activated. (*newControl.Draw();)*
- If Inventory/Drawn/Palette Item are clicked
  ➔ Control Line is activated by running *SelectObject* function. (*idToControl[id].Draw();)*
  ➔ Clicked Drawn Item activates selection sign. (*drawnItems.SelectObject(id);)*

```
public void SelectObject(int id){
        InitializeSelection();
        idToControl[id].Draw();//Control Line is activated
        drawnItems.InitializeSelection();
        drawnItems.SelectObject(id);
        selectedID = id;
    }
```



2-4. Network

- Character creation was implemented through **PhotonNetwork**. Instantiate in ‘GameManager’. And animation, location, and rotation were all synchronized through **PhotonView** and **PhotonTransformView.** In the process of disappearing objects like items, they were’ handled ‘destroy by using RPC and because it is to create a prefab, all variables were newly found using GameObject. Find function.

- Because UI is not created in each client with PhotonNetwork. Instantiate, it was implemented in ‘Palette Manager’ by adding the prefab for the network.

3 Game Video

3-1. Play Video

THANK YOU!

감사합니다!

Github Link :