

# **FGTE6003: Final Major Project - Timeleap**

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# Introduction

For my Final Major Project, I have created a first-person shooter game using the Unity Game Engine. This game revolves around parkour-based movement mechanics. Throughout the development phase of this project, I have been able to produce a vertical slice of my game, Timeleap. Had I had more time to do so, I would have aimed to create a full game. This Game Design Document (GDD) aims to give an overview of my project, by covering a range of things, such as the game narrative, key mechanics and the development timeline.

# Game Overview

## Game Inspiration

For my Final Project, I initially took heavy inspiration from the following games:

- Call of Duty Black Ops 3
- Titan Fall 2
- Mirrors Edge
- Rollerdrome

I made this choice as a reference to inspiration because these games all feature gameplay that revolves around the movement mechanics that have been implemented. The movement mechanics featured in these games are also crucial to the gameplay experience of their target audience(s).

I mostly took inspiration from these games regarding environment design; they are all set in a futuristic timeframe; however, some levels within these games appear to use different time-periods as inspiration. This has led to my game environment revolving around a destroyed world; which explains why there are floating islands – the destroyed environment also allows the player to use the movement mechanics I have implemented in this game to traverse through the levels.

## Genre

I have designed this game with three genres in mind:

- FPS
- Action
- Parkour

Now that the game has been made, I believe that the work I have produced allows for my game to fall under these genres, though in some areas it may be a loose-fit. I chose these genres as inspiration because the action and parkour genres tend to go well together rather well, especially showcased in other popular games under these genres. I also targeted the

FPS genre because it is what I am personally most experience with regarding the production of games.

## Narrative

Timeleap has a very basic narrative featured in the game. This is mostly due to me perceiving my projects from an almost truly technical perspective, which makes it difficult to come up with game elements such as a narrative or story.

The narrative featured in Timeleap purely revolves around the tutorial scene; as this is the whole premise / set-up for the narrative within my game. The tutorial scene teaches the player the basic controls and an introduction to the movement featured. The player then comes across a pistol that the game then tells the player to pick up and then shoot a non-hostile NPC, who is shown to be stood next to a campfire. However, upon shooting the NPC, a futuristic looking platform / island appears, carrying more enemies—this time they're carrying weapons. This acts as a way to indicate to the player that whoever the NPC was that they killed, was not the best person to choose to kill out of impulse. The player then defeats the hostile enemies, and the game tells the player to interact with the giant satellite at the end of the platform, which is highlighted using a red outline. Upon interacting with the computer, a portal appears and the player goes through it. The player then ends up on another floating island, but there is a different time-setting in this stage. Accompanied by this, there are also even more hostile enemies that are displeased with the player.

## Unique Selling Points (USPs)

### Unique Selling Point 1: Movement Mechanics

One of the main selling points for my game is that the game functionality revolves around the movement mechanics that are implemented within. This is because a lot of games that are advertised to be parkour-shooter games tend to focus primarily on the other mechanics in a game, making the game movement feeling like it was added as an afterthought. This is the main aim that I'm trying to prevent with my game.

### Unique Selling Point 2: Cross-platform compatibilities

Another main selling point for my game is that it will be available on two desktop platforms; both Windows and Linux. This was designed mostly in mind with the increasing popularity of hand-held gaming devices running Linux, such as the Steam Deck. According to the Steam Hardware Survey (<https://store.steampowered.com/hwsurvey/Steam-Hardware-Software-Survey-Welcome-to-Steam>), the percentage of gamers using Linux is steadily increasing, alongside the percentage of gamers using Windows slowly decreasing. By making this game

both Linux and Windows native, it increases the availability of my game while making gamers on each platform more likely to consider purchasing this game if it was ever officially released. This has been further achieved by using the Vulkan Graphics API, with the same graphics front-end for both platforms it removes the limits of only having certain features only available on a single platform.

### **Unique Selling Point 3: Game Optimisation**

The targeted optimisation of my game can be another unique selling point for my game. With upcoming newly released games requiring a more and more high-end computer specification to run the games smoothly, it's becoming increasingly difficult for gamers on older hardware to run newly released games at a smooth frame-rate. The optimisations in my game aim to alleviate this; I want anyone who is interested in playing my game, to be able to play my game at an enjoyable experience.

## **Target Audience**

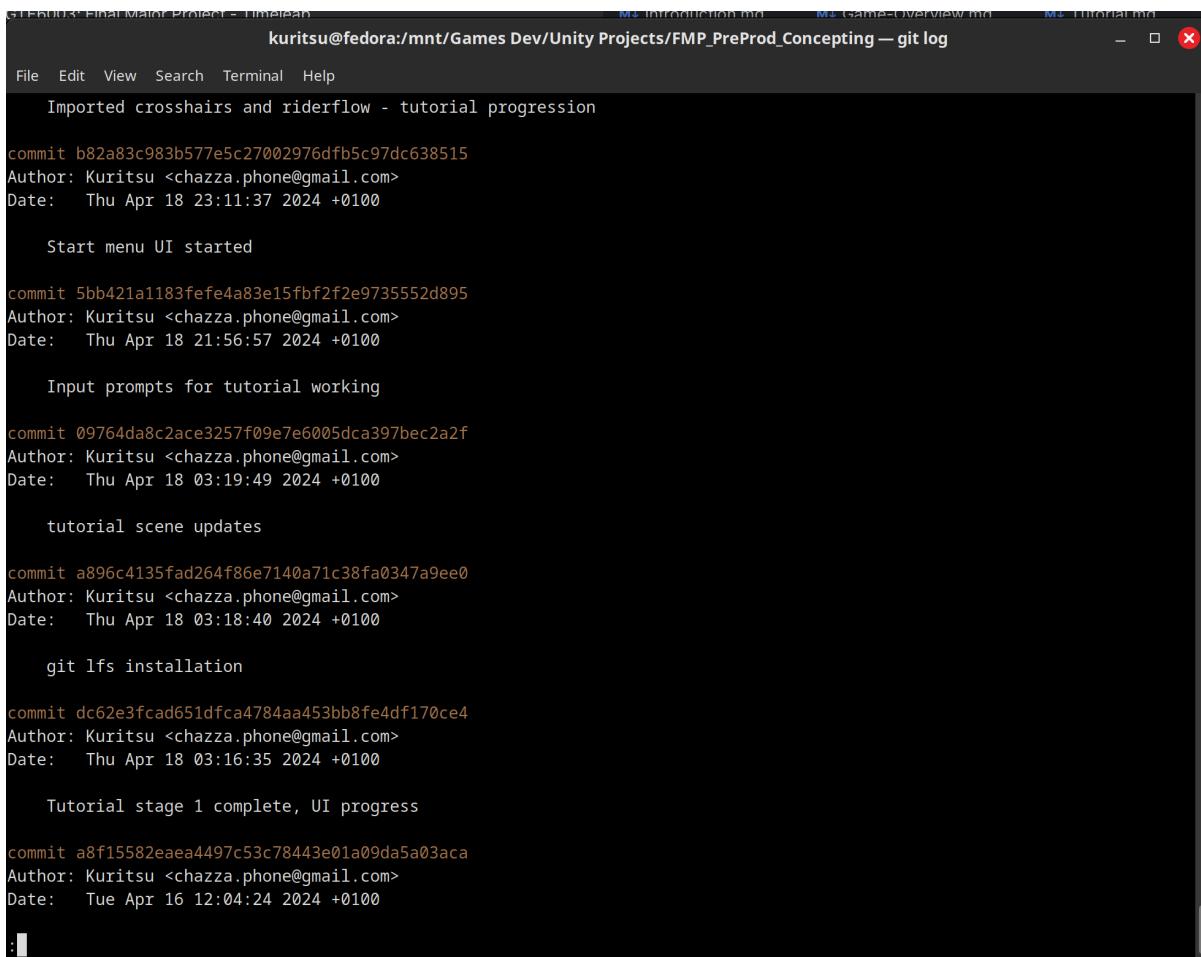
I have designed this game with a wide primary audience for this game. The ideal primary audience for my game would be gamers, ideally on the desktop platform, who have an interest in fast-paced movement mechanics within shooter games. As mentioned in my Unique Selling Points, I want to have as wide of an audience of focus as possible, as a way to extend the game outreach to potential players of this game.

# Project Management

Throughout both the pre-production phase and production phase of this project, I have used a variety of software to store and use reference of what files have been worked on and when.

## GitHub / Git CLI

This was the main use of external services being used by my project. I've also used this as a method to keep track with my project development and progression - the ability to look through my commit history, track the changes to files I've made is extremely helpful.



The screenshot shows a terminal window titled "kuritsu@fedora:/mnt/Games Dev/Unity Projects/FMP\_PreProd\_Concepting — git log". The window contains a list of git commits from a repository. The commits are as follows:

- Imported crosshairs and riderflow - tutorial progression  
commit b82a83c983b577e5c27002976dfb5c97dc638515  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Thu Apr 18 23:11:37 2024 +0100
- Start menu UI started  
commit 5bb421a1183fefef4a83e15fbf2f2e9735552d895  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Thu Apr 18 21:56:57 2024 +0100
- Input prompts for tutorial working  
commit 09764da8c2ace3257f09e7e6005dca397bec2a2f  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Thu Apr 18 03:19:49 2024 +0100
- tutorial scene updates  
commit a896c4135fad264f86e7140a71c38fa0347a9ee0  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Thu Apr 18 03:18:40 2024 +0100
- git lfs installation  
commit dc62e3fcad651dfca4784aa453bb8fe4df170ce4  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Thu Apr 18 03:16:35 2024 +0100
- Tutorial stage 1 complete, UI progress  
commit a8f15582eaea4497c53c78443e01a09da5a03aca  
Author: Kuritsu <chazza.phone@gmail.com>  
Date: Tue Apr 16 12:04:24 2024 +0100

Git CLI Screenshot

## Discord

I've used my own personal discord server as a method to store reference to certain areas of my project that I need to develop further, as well as sometimes a last-minute method to send files between devices. I have also used this to communicate with my fellow course-mates, to

receive feedback and help on certain areas I had become stuck with throughout the project development.

# Technicalities

## Platform

I have developed Timeleap for both the Windows and Linux desktop platform. This is due to the increasing market of people using Linux for gaming. This could be due to the increasing number of users owning a Steam Deck by Valve, but could also be due to the increasing number of desktop gamers who tend to use Linux over Windows. There are a few challenges accompanied by this, but throughout development I have been testing consistently on both Linux and Windows systems.

## Target Hardware

I have optimised my game to run on a large variety of hardware. This prevents the potential audience from not needing an incredibly high specification system to play my game with an optimal experience. I have done this as a counter to the number of modern games which have been released year by year, with increasingly more and more powerful hardware requirements for their games to run smoothly. To be more specific, here is the baseline minimum spec to run my game smoothly:

- **CPU:** Intel i5 6400 / AMD Ryzen 5 1600
- **Memory:** 8GiB Minimum, 16GiB Recommended
- **Storage:** 10GiB Available
- **OS:** Windows 10 64-Bit / Linux distro with Kernel 4.19 LTS or newer
- **Display:** 1920x1080 Resolution recommended

## Software & Hardware Technicalities

- **Game Engine:** Unity Engine 2022.3.0f1
- **Graphics Pipeline:** Universal Render Pipeline
- **IDE:** JetBrains Rider
- **VCS:** GitHub via Git Bash w/ ZSH

- **Graphics API Frontend:** Vulkan
- **Operating System:** Windows 11 Pro 22H2 / Linux Mint 21.2 "Victoria" / Fedora Linux Release 39

Timeleap has been tested consistently on the following hardware:

### **System 1 - Windows 11 Pro 22H2 & Fedora Linux Release 39**

- **CPU:** AMD Ryzen 9 3900X
- **Memory:** 48GiB DDR4 @ 3600Mhz
- **GPU:** Nvidia GeForce RTX 2080 Super

### **System 2 - Windows 10 Pro & Linux Mint 21.2**

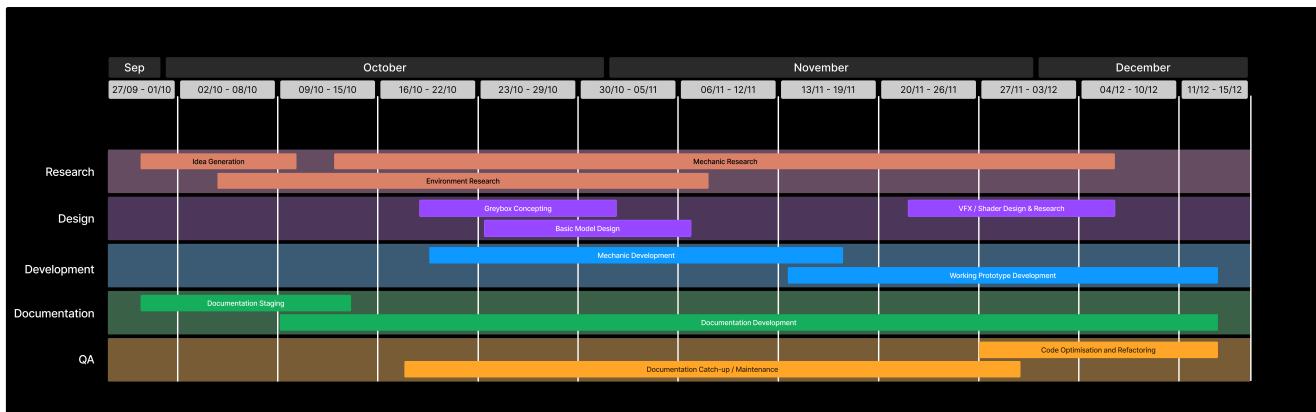
- **CPU:** Intel Core i7 6700K
- **Memory:** 16GiB DDR4 @ 3600Mhz
- **GPU:** AMD Radeon Vega 64

### **System 3 - Linux Mint 21.2**

- **CPU:** Intel Core i7 7700HQ
- **Memory:** 16GiB DDR4 @ 2400Mhz
- **GPU:** Nvidia GeForce GTX 1060 3GB Mobile

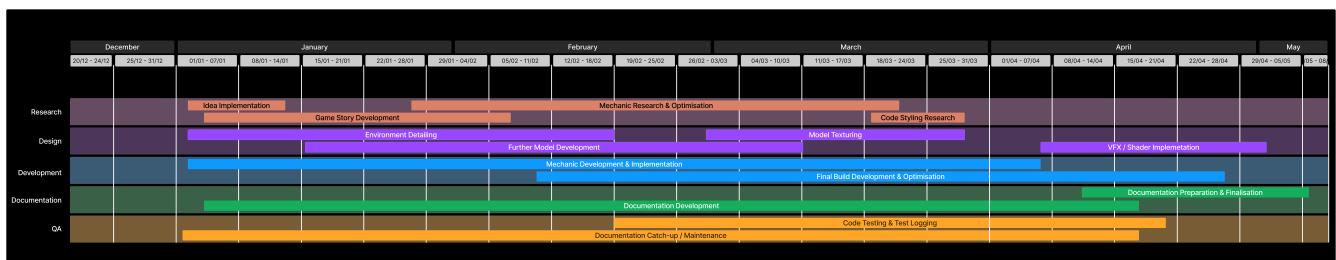
# Development Timelines

## Term 1 - Pre-Production Timeline



This was my initial proposed development timeline for the pre-production period of my game. I tried to stick with this plan as much as possible throughout the pre-production phase, however, I'd say that I fell behind in certain areas, causing me to have to do some catching up during the production phase.

## Term 2—Production Timeline



This was my initial development timeline for the production period of my game. I would have liked to say I followed this timeline; however, the only thing I truly followed through with this was work towards the mechanics. Once mechanics were out the way, I then aimed towards getting everything else complete towards the end of the production phase.

# Gameplay & Mechanics

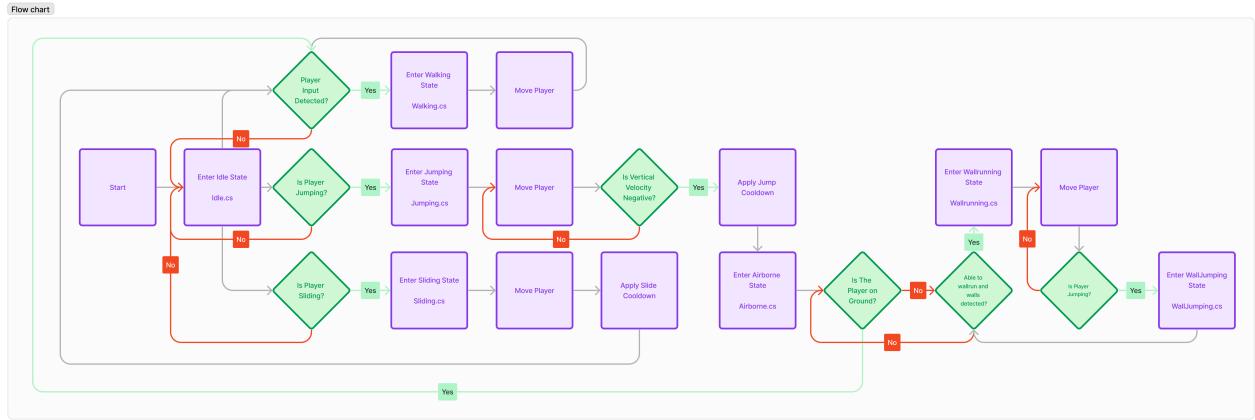
## Movement

For my player's movement, I implemented a Finite State System. This allows for each movement state to be isolated in their own script. This prevents the chance of one script becoming too large to easily maintain, and also makes mechanic debugging far easier. This aids my efficiency in implementing player movement mechanics, if there is an issue, I can dial the issue down to one single state, identifying one single script that the issue will be happening within. I have implemented the following movement states into my player:

- Idle
- Walking
- Sprinting
- Jumping
- Airborne
- Wall Running
- Wall Jumping
- Sliding

## Player State Machine Flowchart

To explain how this Finite State Machine works, I have produced a flowchart that explains the basic workflow:



This is also being done to make the player's input feel as responsive as possible. I have set this finite state machine up to be completely configurable, allowing these implementations to give the player a fluid feeling of movement. This also allows for a deeper level of input feedback alongside hopefully increasing the potential to become immersed in my game.

## Player Settings Showcase

Player Controller (Script) ? ⋮

Script PlayerController ○

**Player Movement**

- Player Speed: 1.25
- Sprinting Speed: 0
- Max Wall Rotation: X 0 Y 0 Z 0

**Player Look**

- Mouse Sensitivity: 12
- X Clamp: 90
- Rotation Speed: 0

**Player Jump**

- Player Jump Height: 0.6
- Player Gravity: -10.8
- Player Jump Cooldown: 0.6

**Layer Mask Settings**

- Ground Mask: Floor
- What Is Wall: Wall
- Raycast Layers: Default, TransparentFX, Water, Wall, Floor

**Wall Run Settings**

- Wall Run Speed: 0.75
- Wall Run Force: 1.8
- Wall Run Max Duration: 2
- Wall Run Exit Time: 0.2
- Wall Run Cooldown: 0.2

**Wall Run Detection Settings**

- Max Wall Distance: 0.5

**Wall Jump Settings**

- Wall Jump Up Force: 1.8
- Wall Jump Side Force: 2.8
- Wall Memory Time: 0
- Wall Jump Cooldown: 0.8

**Sliding Settings**

- Max Slide Time: 0.25
- Slide Force: 35
- Slide Y Scale: 0.5
- Slide Cooldown: 2.5

**Interact Settings**

- Max Interact Distance: 20

**Weapons**

Pistol: Pistol (Pistol) ○

Shotgun: Missing (Shotgun) ○

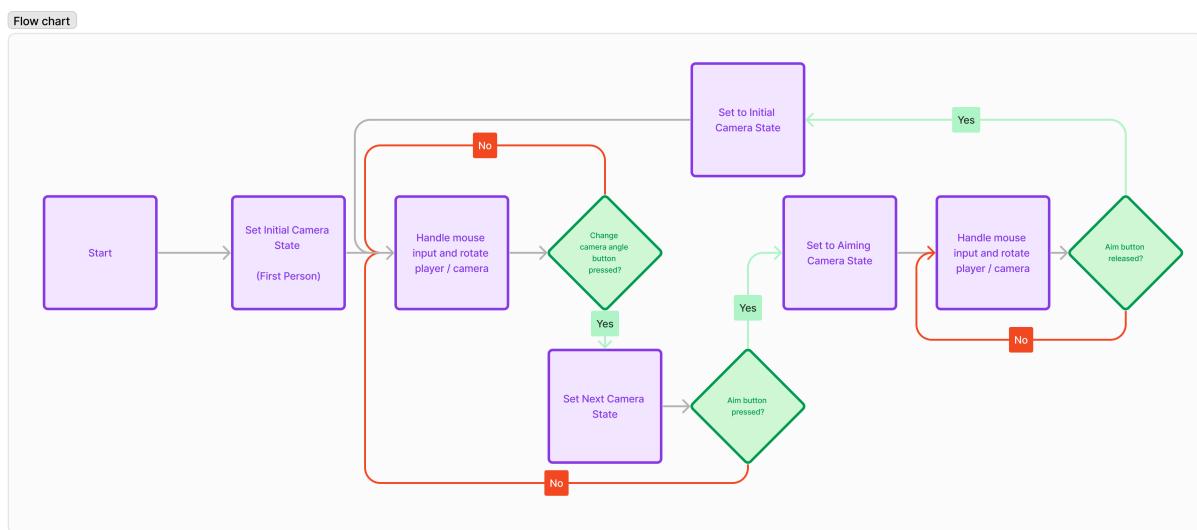
I also followed a similar approach with the Camera system within the game, applying a second **Tutorial Settings**. To achieve this, I used the beta version of the Cinemachine Unity package—Version 3.0 to be specific. This allowed me to isolate each camera perspective.

from one another, further preventing there being one huge script that becomes obfuscated with the sheer number of lines. I have managed to implement the following perspectives:

- **First-Person Perspective**
- **Third-Person Perspective**

## Camera State Machine Flowchart

To explain my proposed structure of this **Finite State Machine**, I also produced a flowchart explaining the workflow:



I was initially intending on implementing more varieties of camera perspectives within my game, however, the amount of time it took to learn the new Cinemachine 3.0 API and integrate that with the state machine was taking too much time. I decided to cut my losses and stick to only two perspectives, which can be showcased throughout the play-through of my game. It is not the most perfect implementation as I ran out of time to finish off the third-person mechanics within the game, but it can still be shown working transitioning between each state.

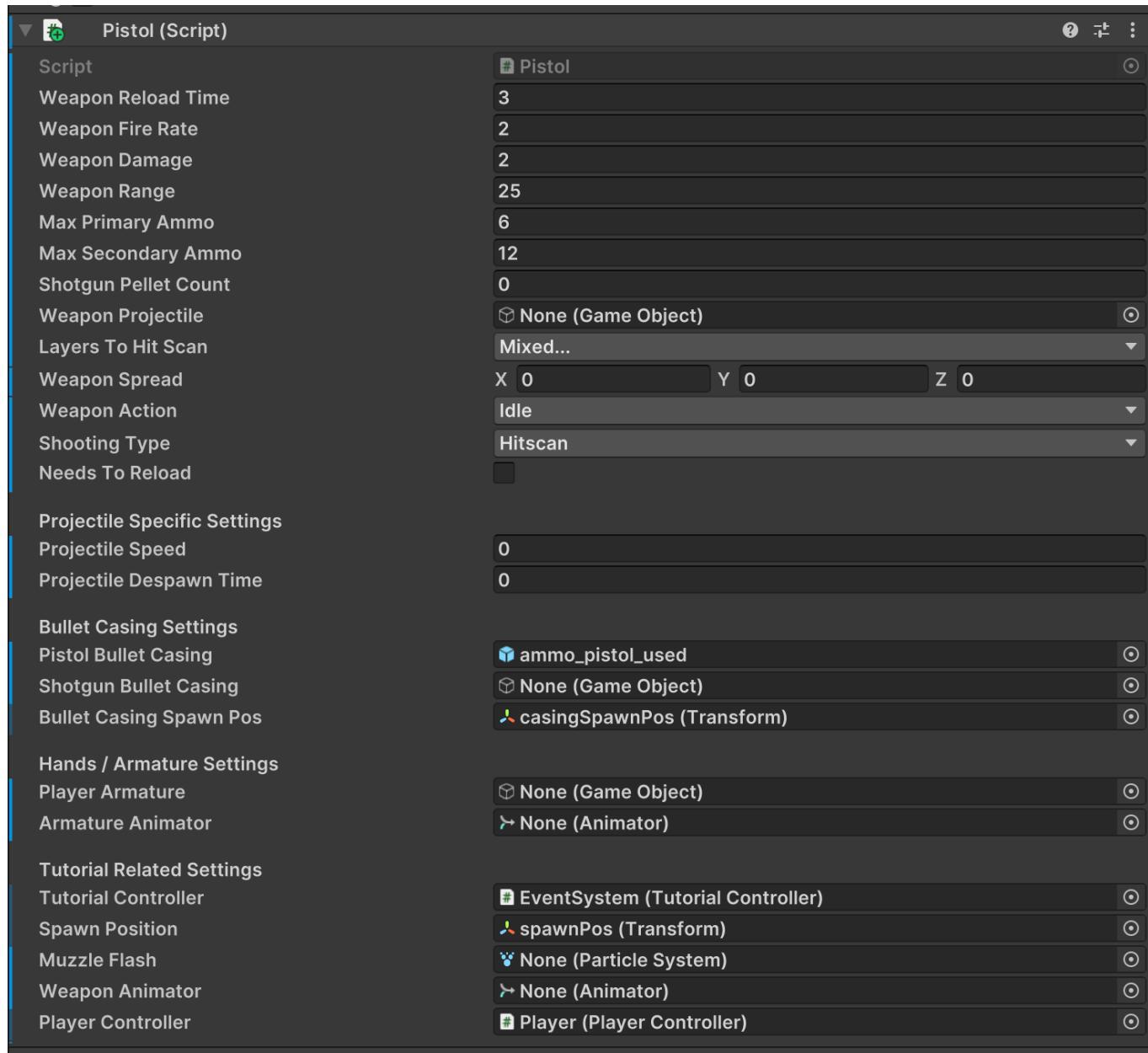
## Weapons

I designed the weapon mechanics in my game around a single base class—this allows for me to easily implement any further weapons, using the configurability that I have designed in the base class. Throughout development, I have been able to implement two weapons:

- Pistol
- Shotgun

I would have ideally liked to have more implemented towards the end of development, but I feel like these two weapons are enough to showcase in my vertical slice. The base class has been designed to have the options to switch between projectiles, or raycast, and also allows for the option to have object pooling, increasing the efficiency / optimisation of my game.

## Weapon Settings Showcase



## Enemy AI

I initially intended for my enemies AI to be far more advanced than it actually turned out to be. I initially intended for my enemies to be able to wall run, just like the player could. However, due to several attempts to implement this within unity, it turned out to be far more challenging than I had originally expected it to be, causing me to remove the idea and stick with a basic enemy implementation.

I set up an enemy weapon mechanic, deriving from the base class for the weapons I mentioned in the section beforehand. This then allows for further configuration of the enemy AI and its complexity; allowing it to scale with the difficulty as the player progresses through the game.

## **Enemy Settings Showcase**

**Enemy Controller (Script)**

- Script
- Player Detection Range**
  - Pause Before Attack
  - Time Between Attacks
- Tutorial Enemy Controller**
  - # EventSystem (Tutorial Enemy Controller)

**Nav Mesh Agent**

**Enemy Shooting (Script)**

- Script
- Weapon Type**
  - Shotgun
  - Pistol
  - None (Enemy Pistol)
  - Shotgun (Enemy Shotgun)

**Enemy Health (Script)**

- Script
- Max Health**

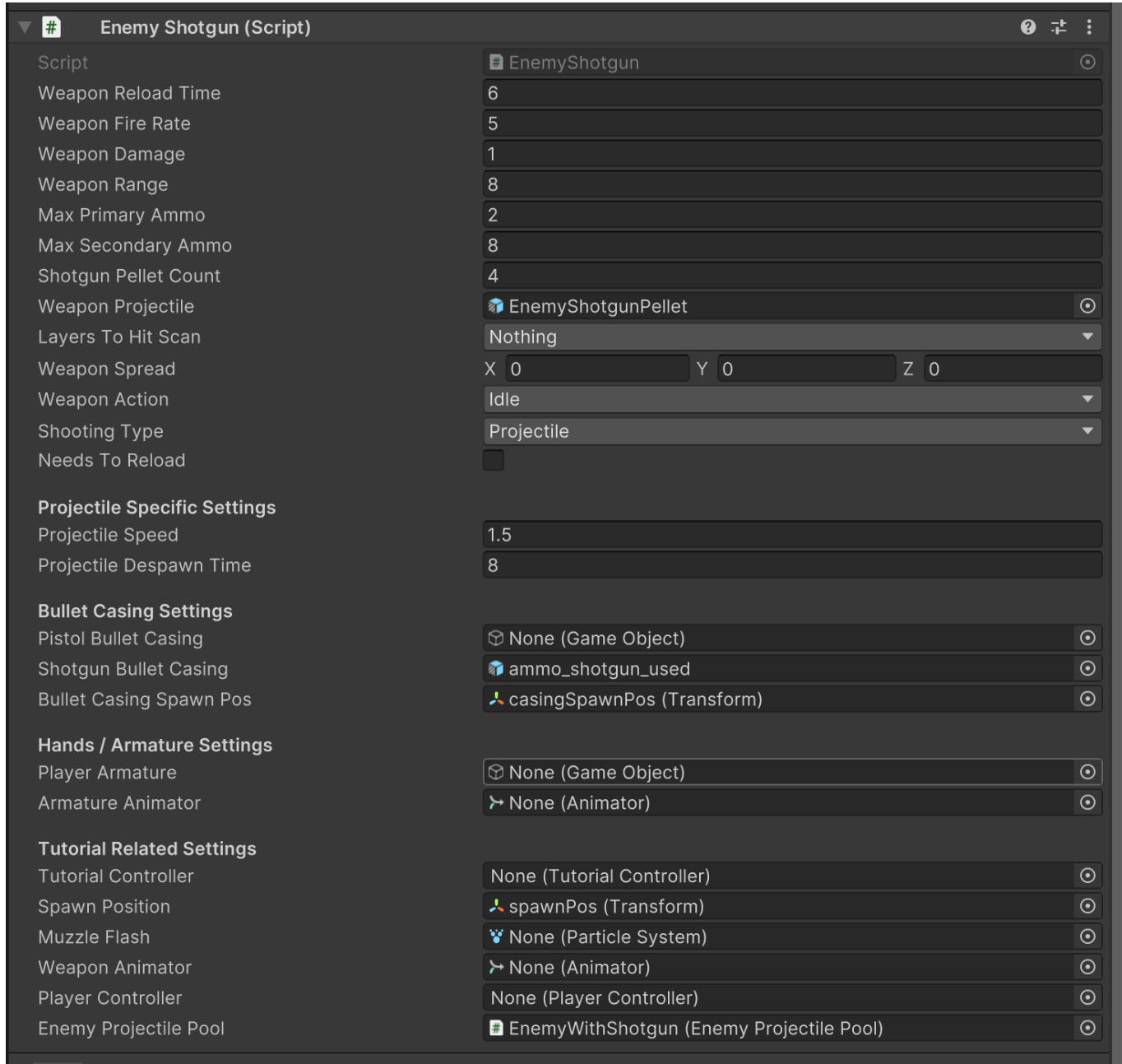
**Enemy Projectile Pool (Script)**

- Script
- Pooled Projectiles**
  - = Element 0
  - = Element 1
  - = Element 2
  - = Element 3
  - = Element 4
  - = Element 5
  - = Element 6
  - = Element 7
  - = Element 8
  - = Element 9
- Object To Pool**
- Amount To Pool**

**Tutorial Enemy (Script)**

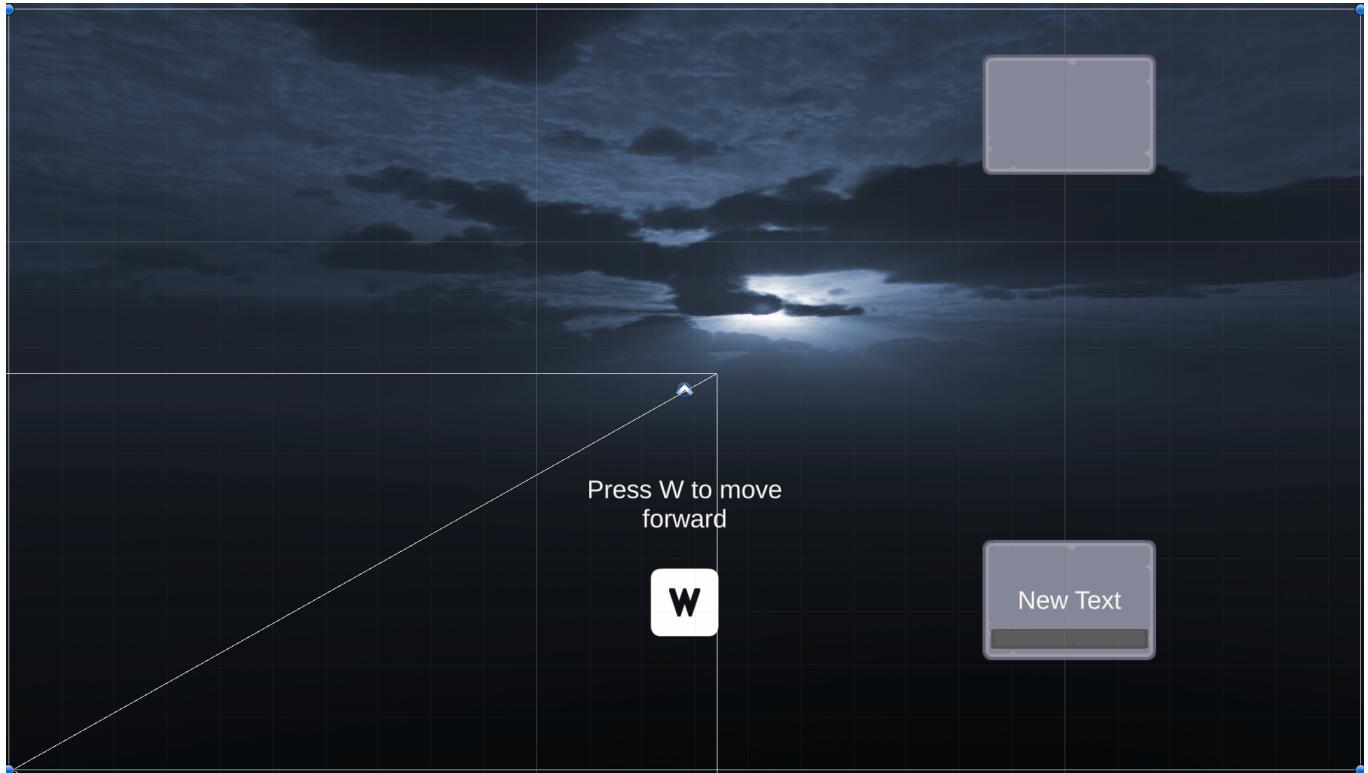
- Script
- Tutorial Controller**
- Tutorial Enemy Controller**
  - # EventSystem (Tutorial Controller)
  - # EventSystem (Tutorial Enemy Controller)
- Is Hostile**

## Enemy Weapon Settings Showcase



## UI

UI within my game is very basic—it is rather minimal, whilst still being enough to explain what is going on within the game. If I had more time to work on this project, I would have extended the variety of UI assets that would have been implemented within my game.



## Environment

I have a few scripts that control the environment within my game. This ranges from a light flickering script, to a move walls script, to some bound sensors. These scripts are crucial to making my environment feel interactive throughout play-through.

# Input & Keybindings

## Keyboard and Mouse Input

I intend for this game to mostly be played with Keyboard and Mouse input. The default control scheme is the following:

- **W:** Forward
- **A:** Left
- **S:** Right
- **D:** Backwards
- **V:** Camera Perspective
- **C:** Player Slide
- **Spacebar:** Player Jump
- **Mouse Movement / Delta:** Player Look
- **Mouse 1 (Left Click):** Player Shoot
- **Mouse 2 (Right Click):** Player Aim (**Not Implemented**)

## Controller Input

I also initially intended to implement controller input, alongside keyboard and mouse input. Due to leaving this too late in the project, I have not had the time to implement this. If this were to be integrated into the final game, the default control map would be the following (using Xbox One Controller Scheme as reference):

- **Left Joy Axis:** Player Movement
- **Right Joy Axis:** Player Look
- **A:** Jump
- **Left Joy Button:** Player Slide

- **Left Trigger:** Player Aim (Not Implemented)
- **Right Trigger:** Player Shoot
- **Select:** Camera Perspective

# Game Tutorial

The first level that the player plays of this game is the game tutorial. This is also the setup for the games narrative and plot. I have done this because it is a good way of introducing the game to the player; they get to learn the game controls and the basic game flow.

## Stage 1: Starting Island

The starting island is where the player spawns in. At first, they are prompted to press the basic key inputs to move around in-game. Once the player has completed this, some walls will move up and stay floating, in the direction towards the next island. The player is then told the basics of how to wall run, and how to jump between walls.

**Input Tutorial Showcase**

**Wall Running Tutorial Showcase**

## Stage 2: Weapon Island

The named "weapon island" is where the player first picks up a pistol, and is told by the tutorial to shoot a non-hostile NPC. This introduces the player to the weapon mechanics implemented within the game, and also sets up the narrative for the remainder of the game.

**Weapon Island Tutorial Showcase**

## Stage 3: Enemy Island

The enemy island appears once the player kills the non-hostile NPC. This gives the player the challenge of defeating three hostile enemies, giving them an introduction to what the enemies they'll be fighting throughout the game are like. This is configured to be an easy challenge, so that the player does not get a sense of defeat this early on in a game. Upon defeating the enemies, the player is then told to interact with a giant computer, which is highlighted with a red outline. Upon interacting, a portal opens up and the player is told to jump through it.

# Game Script

This is the script I have used for my tutorial scene. This is shown via text dialogue on the screen, acting as the game telling the player what to do. I implemented this into my TutorialController.cs Script ([TutorialController.cs](#)) via the use of dictionaries. Each section / segment of dialogue is in its own dictionary, allowing me to understand what sections are being displayed on the screen at a certain point of time during gameplay.

## Dialogue

These are sorted by their index value, to show the rough order that these segments of dialogue appear as. In some segments, i.e., the dialogue displayed when the player arrives at the larger island, is dependent on the actions the player takes when the game tells the player to shoot the non-hostile NPC.

### Introduction

Index	Text
0	Welcome to this tutorial!
1	I'll be your teacher today.
2	First, lets familiarize ourselves with this Games Controls.

### Input Prompts—Movement Tutorial

Index	Text
0	Press W to move Forward
1	Press S to move Backwards
2	Press A to move Left
3	Press D to move Right
4	Press Space to Jump
5	Movement Tutorial Complete!

## Floating Walls Appear

Index	Text
0	Huh, moving, floating walls. Didn't expect that.
1	Try wall running to the next island.
2	Jump between the walls by pressing Space.
3	You did it! Nice work.
4	Time to explore this island.

## Player Arrives at Larger Island

Index	Text
0	Oh, a free gun!
1	Press F to pickup the gun.
2	Look nearby the campfire, there's a person.
3	Shoot the person by pressing Mouse1.
4	SHOOT. THEM.
5	It'd help if you actually aimed at the person.
6	Good Job.
7	So uhhh, what now...
8	Come here often?

### Enemy Island Appears

Index	Text
0	Ah. Shit.
1	These guys don't seem too happy.
2	Time to kill them I guess.

### Upon Killing the New Enemies

Index	Text
0	That's those guys taken care of.
1	Huh, what's that device over there?
2	I should press this button.
3	Hmm. It's doing nothing.
4	Nevermind, spoke too soon.
5	A giant portal! Lets go through it. Nothing bad ever happens with portals.

# Game Environment

## Description

This page shows the game's environment, exported from Unity via their FBX exporter plugin, and rendered in Blender 4.1 using the Cycles renderer.

## Tutorial Environment

### Overall Environment

Top



Top View of Environment

### Left-Hand-Side View



Left-Hand-side view of Environment

#### Right Hand-Side View



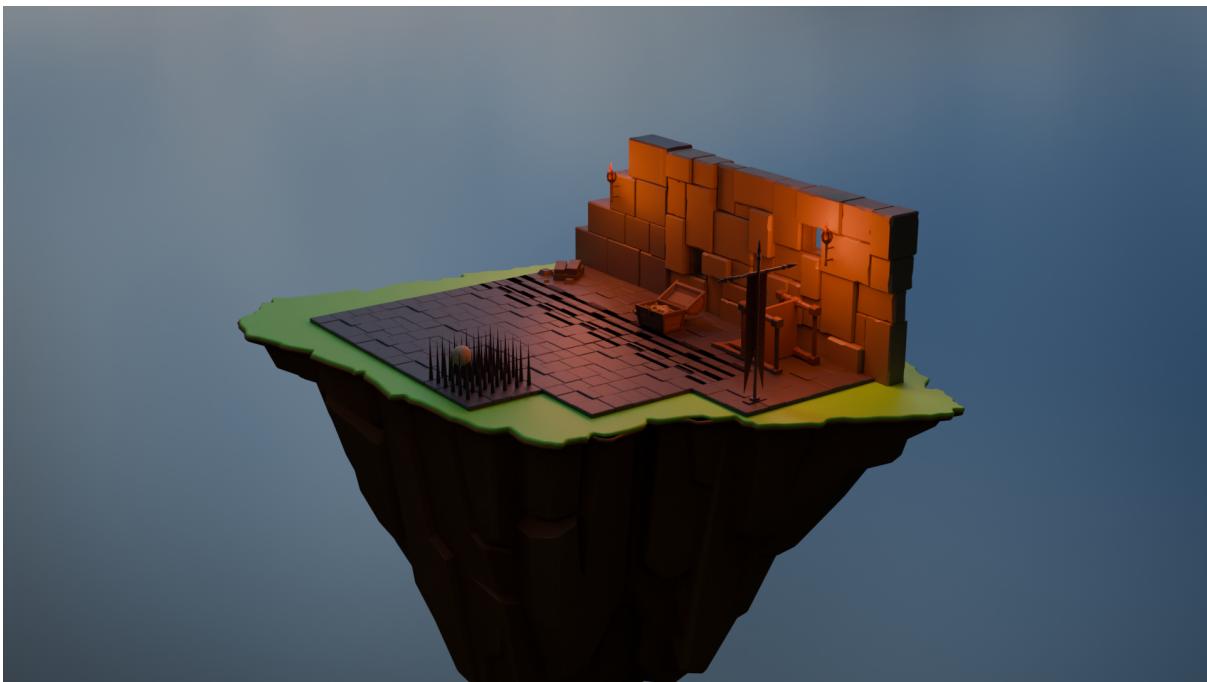
Right Hand-side view of Environment

#### Bottom View



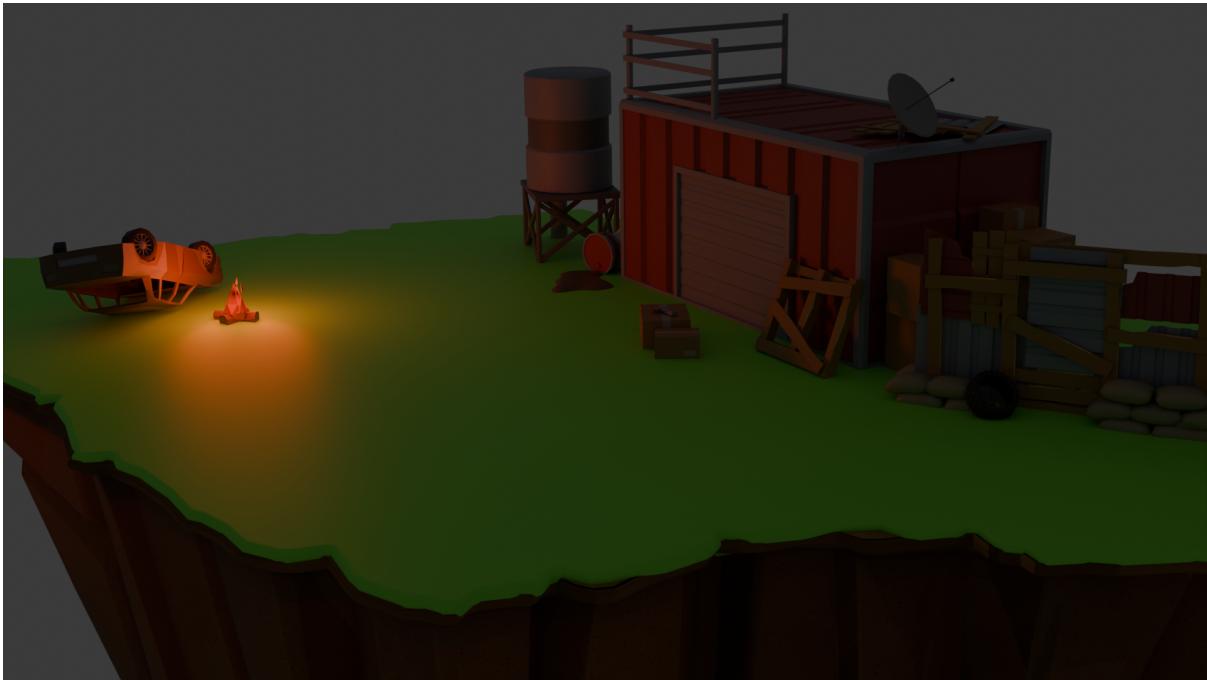
Bottom View of Environment

### Starting Island



Starting Island

### Island with Weapon



Island With Weapon

## Enemy Island



Enemy Island

# Game Playthrough

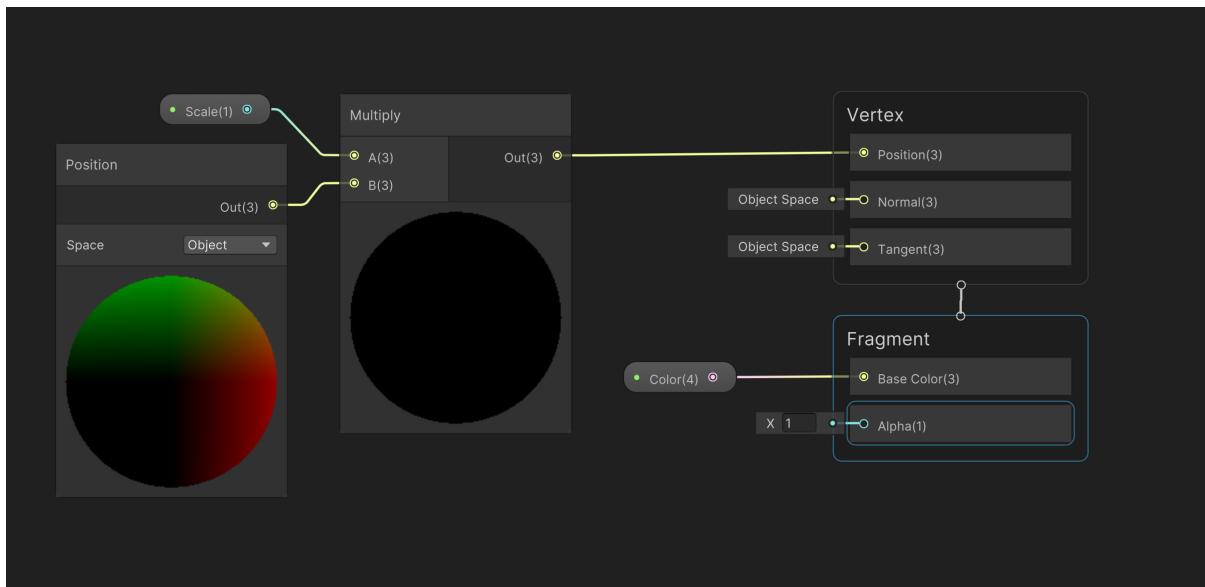
# Shader Development

Throughout my project, I experimented slightly with shaders. I have no prior knowledge / experience using Unity's built-in shader graph feature, so I thought that it would be a nice introduction to doing so.

## Cel-Shading

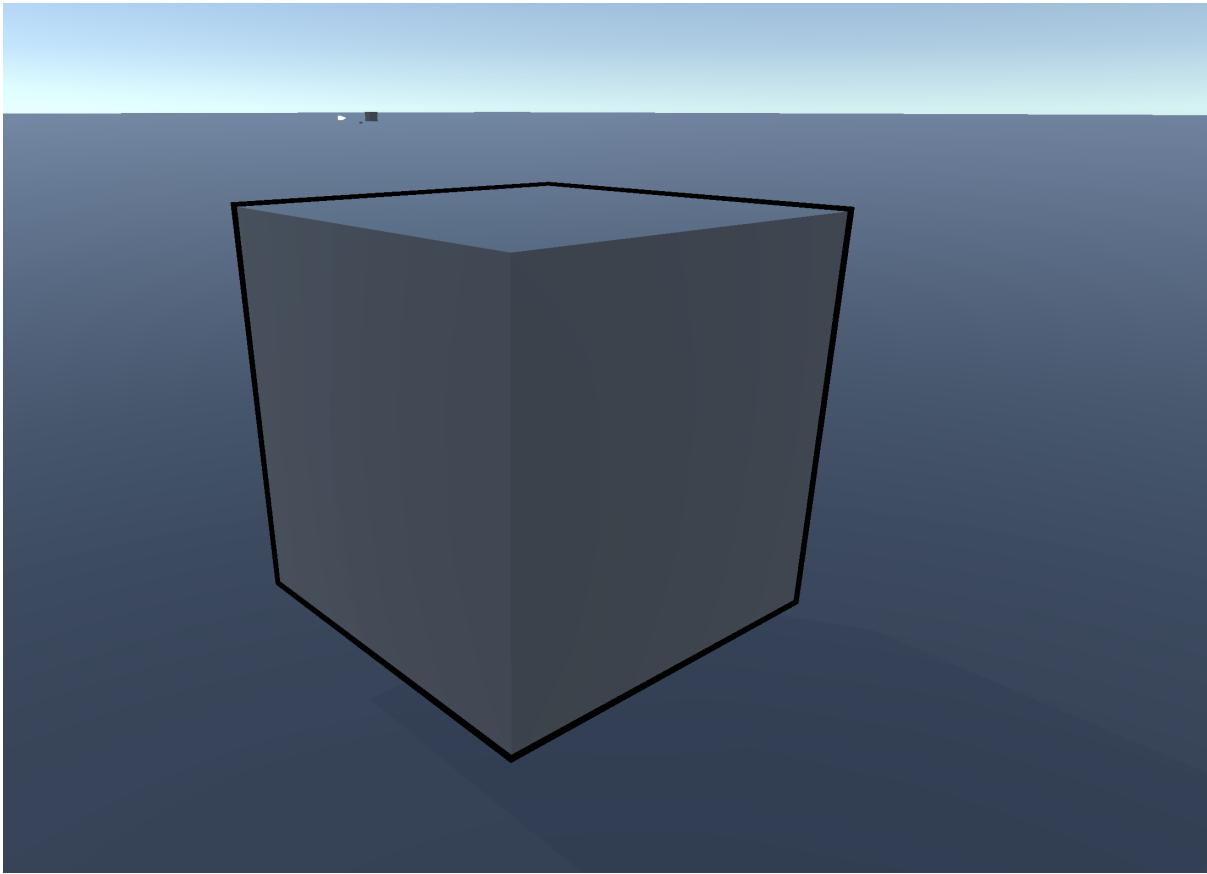
### Outline—Initial Testing

I was going to experiment with a cel-shaded look in my project, as a way to compensate for the low-mid poly environment and character models, and to give the scene a further sense of personality. In doing so, I created this shader:



Shader Graph Displaying the Basic Outline Shader

Which resulted in once the material being applied, looked like this:



Unity Inspector Showing a Basic Cube with Outline Applied

This initially looked pretty good, however, once being applied to more convex shapes issues would appear:



Unity Inspector Showing issues with the Outline on more Complex Meshes

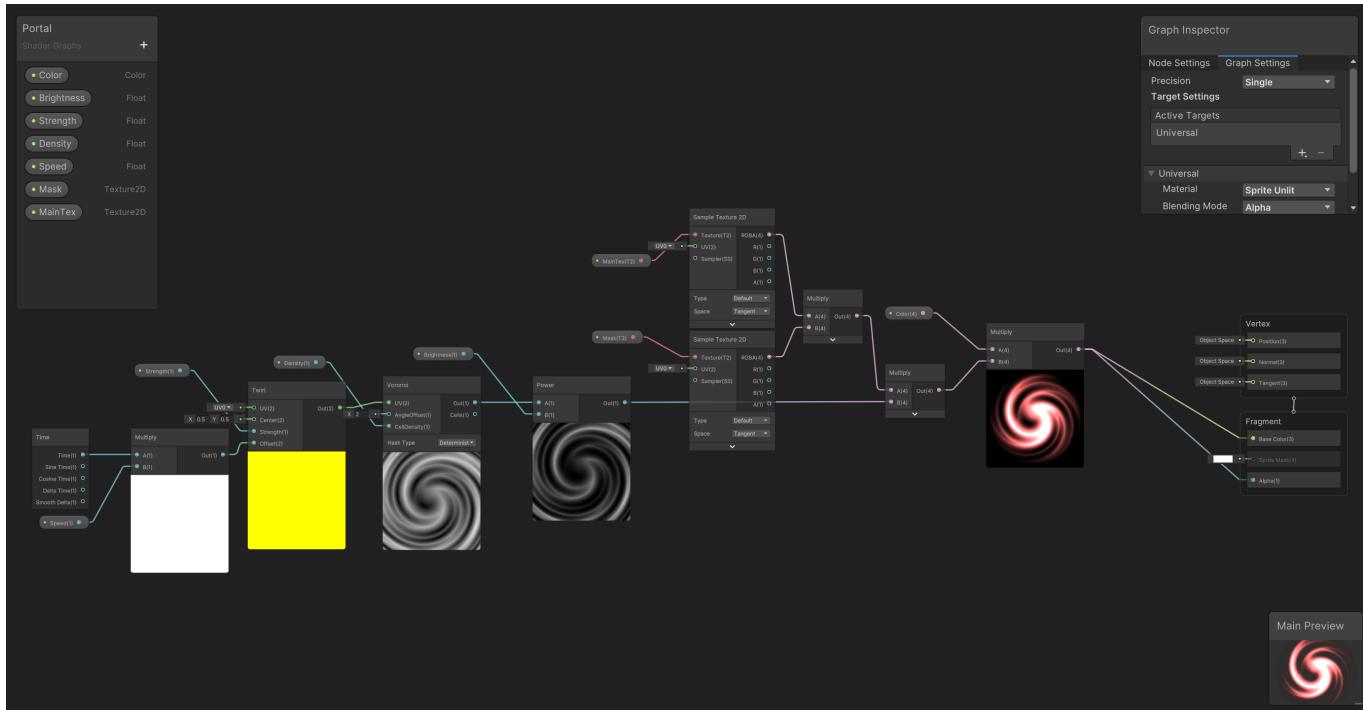
## Outline - Conclusion

Due to these issues and my lack of knowledge regarding Unity Shaders (both in HLSL and via Shader Graph), I scrapped this idea early on. The amount of time I would have eventually spent on this was used to further develop my mechanic concepts.

## Portal

### Portal—Initial Testing

I had the plan to make a portal shader, to simulate a portal appearing throughout my game scenes, as a signifier to the end of each level / scene. Following this tutorial on YouTube (<https://www.youtube.com/watch?v=GeeKVPwM5Xw>), I ended up making this shader via shader graph, with the result looking like this:



Once applying this material to a sprite renderer within my scene, the end result looked like this:

## Portal—Conclusion

This shader was definitely worth learning how to make, and was a nice further introduction to Unity's Shader Graph system.

# User Interface

## Start Screen

Overall



Logo and Buttons



Settings Menu



About Menu

## ABOUT

For my Final Major Project, I have created a first-person shooter game using the Unity Game Engine.

This game revolves around parkour-based movement mechanics. Throughout the development phase of this project,

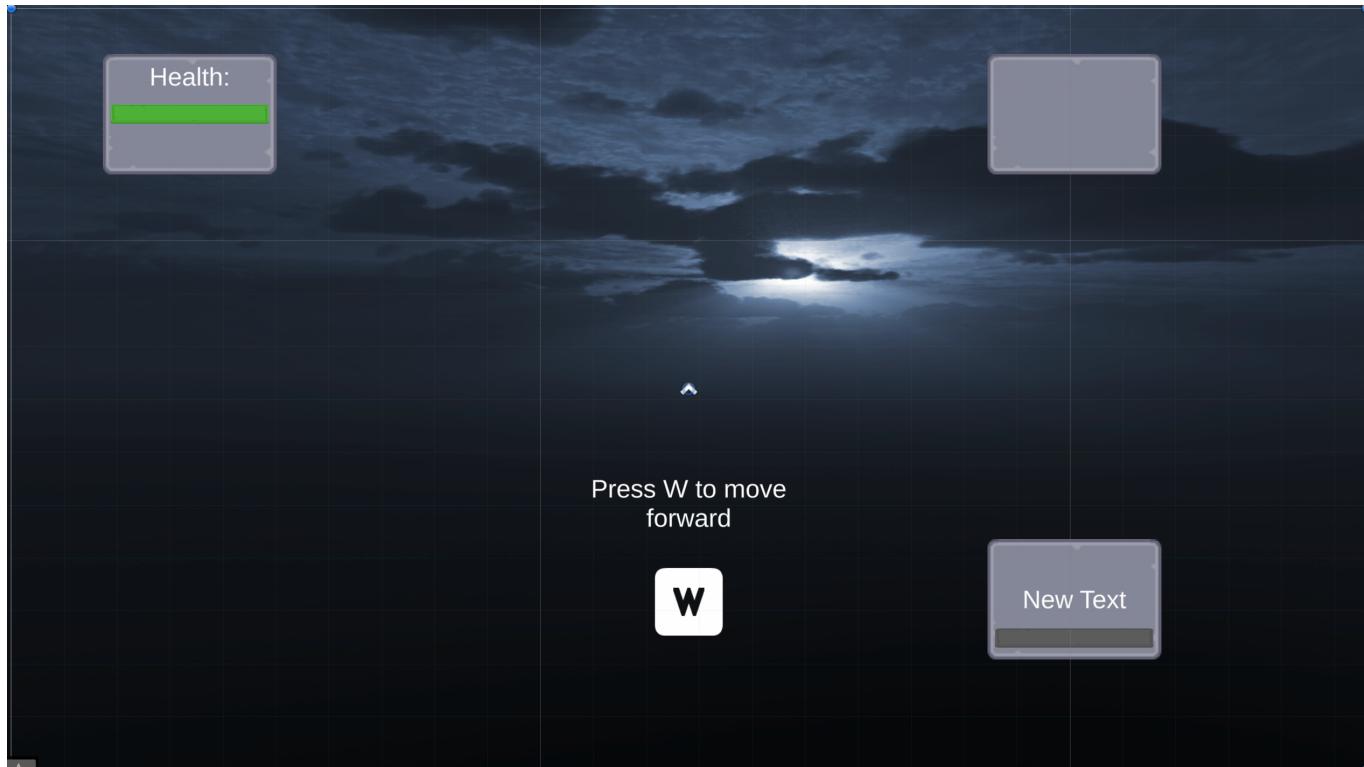
I have been able to produce a vertical slice of my game, Timeleap.

Everything within this game has either been produced by me, or is available online for free.

Charlie Skinner 2003490 | FGTE6003 Final Major Project

CLOSE

## In-Game



## Win Screen



## Death Screen



# Sound Effects

## Description

To make my game feel more complete, I added a few sound effects to my game. I would have ideally wanted to implement even more, however, due to time constraints I was unable to do so. I sourced all of my sounds from FreeSound— (<https://freesound.org>) every sound published on this website is published under the Creative Commons licences that allow the re-use of these sounds within any projects.

## Weapon Sounds

These sounds are all one-shot audio clips within the scene. These sounds are played by calling `PlayOneShot()` on the Player's Audio Source Component.

### Shotgun

I only managed to add one sound to my shotgun, played as a one shot whenever it is fired in-game.

### Pistol

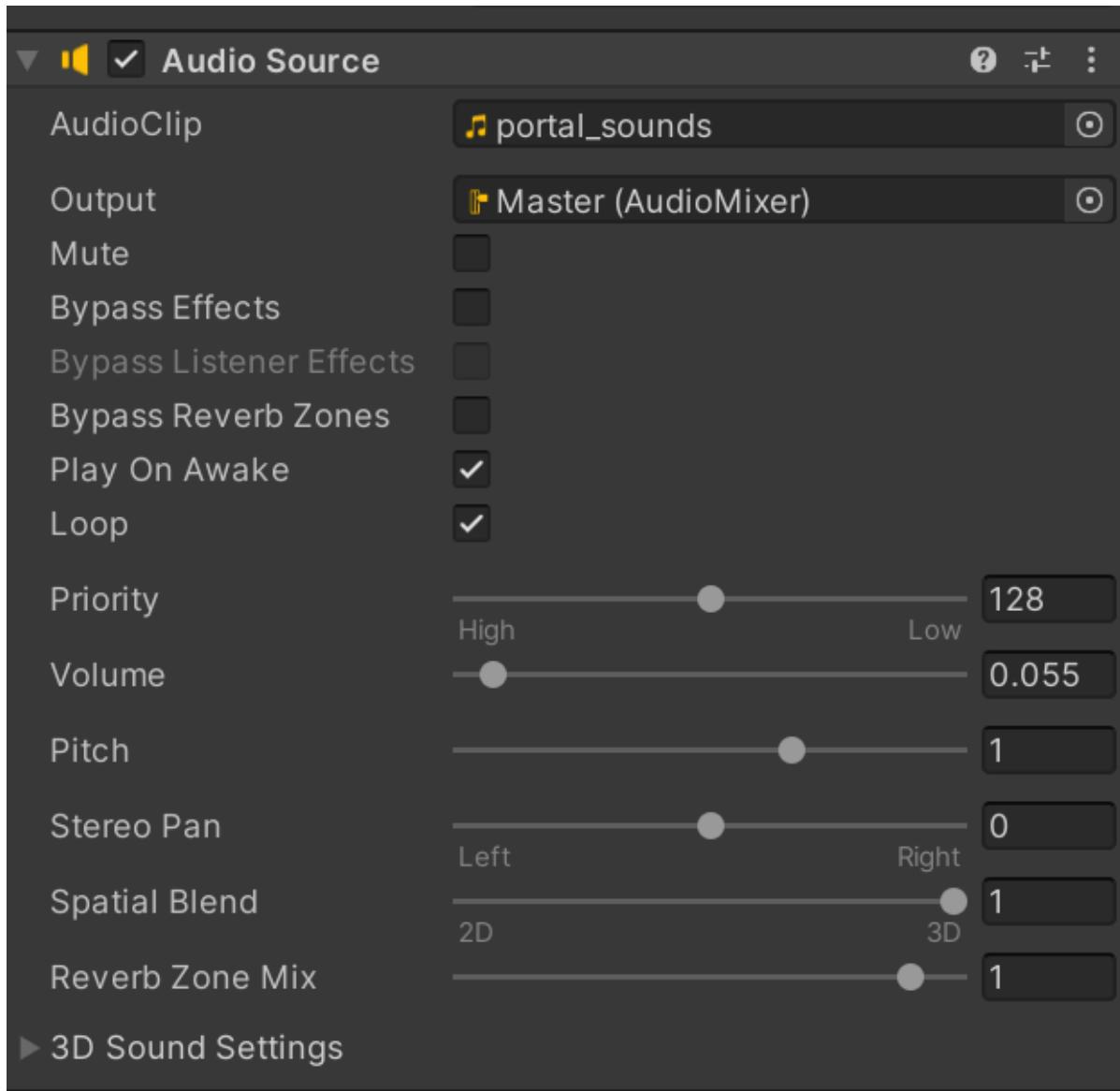
I added two sounds to the pistol Game Object in my project, one for firing and one for reloading.

#### Firing Sound

#### Reloading Sound

## Environment Sounds

These sound effects are set up by having an Audio Source component attached to the Game Object that will be playing these sounds. I have changed the value of the Audio Source component's "Spatial Blend" variable to maximum, so that it gets louder / quieter depending on distance from the player:



Showcase of the Audio Source Component settings used for environment sounds within my game

## Campfire

I added a simple looping campfire sound effect, added to the campfire(s) in my scenes.

## Portal

I added an ambient sound effect to my portal(s) within my scenes.

# Tools Used

## Introduction

This is a page for me to explain the software / utilities that I have used to develop this project and documentation.

## Development

- Unity Engine: The game engine I chose to develop this whole project within.
- JetBrains Rider: My choice of IDE.
- Git CLI / Git LFS: VCS
- Blender: 3D Modelling software I used to tweak some models / edit some meshes. Initially intended on using this for rig posing and animations, but did not have the time to use this for that use-case
- Unreal Engine: Used to export models I acquired from the Epic Games Marketplace.
- Audacity: Audio software I used to trim audio clips, and to adjust the volume of audio.

## Documentation

- JetBrains Writerside: The software that I am writing documentation within.
- Kdenlive: The video editor I used for trailer / show-reel / development tutorial etc.
- GitHub Pages: The service hosting my documentation.
- OBS Studio: Software used to record the media throughout this documentation.

# Documentation Development

## Introduction

My deployment of documentation this year is different compared to a plain word or PowerPoint document. This is due to me using a piece of software called JetBrains Writerside. This software converts pages, written in Markdown, to actual webpage listing documentation. The software itself is currently in early access, so I thought that this would be a good time to test this out and teach myself how to write documentation in Markdown further than I already knew. It also has useful features, such as the ability to export documentation to PDF, making this a very versatile piece of software depending on what type of documentation deployment I am aiming for.

The raw files for this documentation can be accessed in my GitHub Repository ([https://github.com/Kuritsu243/FMP\\_Documentation](https://github.com/Kuritsu243/FMP_Documentation)), where you can find the markdown files for each page before they have been converted to webpage format and deployed to GitHub Pages.

## Benefits

- Structure: Markdown is a very versatile format, allowing my documentation to be formatted by different websites i.e., GitHub
- Learning Markdown: Extending my knowledge further with Markdown is extremely beneficial, especially as seeing that services such as GitHub use to display documentation for repositories.
- Appearance: Using this results in spotless looking documentation for my project, and can be more intriguing compared to a Word document.

## Downside

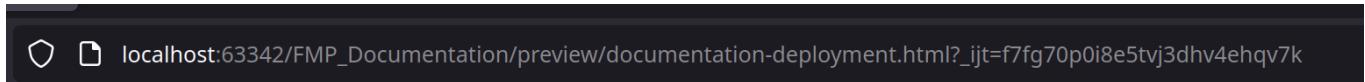
- Formatting: Exporting to other formats i.e., PDF loses support for specific image formatting, and loses the support for GIFs and video files to be implemented.
- Reliance on software: To add changes to my work, I have to use writerside. Maybe a problem when the software exits EAP and becomes a paid-for product.

- Early Access Software: The risk of undiscovered bugs may break certain pieces of software, full reliance is a bad idea.

# Documentation Deployment

## Introduction

Writerside works by translating the markdown files for each page to HTML format. In doing so, it is only accessible via a web-server. When previewing my documentation that you are currently reading, it is hosted locally, as shown in the following image:



## Research & Reading Documentation

To build and publish the documentation, WriterSide requires a public web-server if I'd like anyone to have access to this documentation. Luckily, there is a whole section of WriterSide's documentation that explains the variety of deployments the software can make use of (<https://www.jetbrains.com/help/writerside/build-and-publish.html>). The one that caught my eye was the page for GitHub. (<https://www.jetbrains.com/help/writerside/deploy-docs-to-github-pages.html>) This documentation states that it can automatically be deployed to GitHub and hosted on GitHub Pages through the use of their feature, actions. (<https://github.com/features/actions>)

## GitHub actions and workflows

WriterSide provides a YAML format file that can be read by GitHub, to automate the building and deployment process to GitHub pages:

```
name: Build documentation
```

```
on:
```

```
  push:
```

```
    branches:
```

- main
- master

```
  workflow_dispatch:
```

```
permissions:
```

```
  id-token: write
```

```
  pages: write
```

```

env:
  INSTANCE: 'Writerside/hi'
  ARTIFACT: 'webHelpHI2-all.zip'
  DOCKER_VERSION: '233.14938'

jobs:
  build:
    runs-on: ubuntu-latest
    steps:
      - name: Checkout repository
        uses: actions/checkout@v4

      - name: Build docs using Writerside Docker builder
        uses: JetBrains/writerside-github-action@v4
        with:
          instance: ${{ env.INSTANCE }}
          artifact: ${{ env.ARTIFACT }}
          docker-version: ${{ env.DOCKER_VERSION }}

      - name: Save artifact with build results
        uses: actions/upload-artifact@v4
        with:
          name: docs
          path: |
            artifacts/${{ env.ARTIFACT }}
            artifacts/report.json
          retention-days: 7

  test:
    needs: build
    runs-on: ubuntu-latest
    steps:
      - name: Download artifacts
        uses: actions/download-artifact@v4
        with:
          name: docs
          path: artifacts

      - name: Test documentation
        uses: JetBrains/writerside-checker-action@v1

```

```

with:
  instance: ${{ env.INSTANCE }}

deploy:
  environment:
    name: github-pages
    url: ${{ steps.deployment.outputs.page_url }}
  needs: [build, test]
  runs-on: ubuntu-latest
  steps:
    - name: Download artifacts
      uses: actions/download-artifact@v4
      with:
        name: docs

    - name: Unzip artifact
      run: unzip -O UTF-8 -qq '${{ env.ARTIFACT }}' -d dir

    - name: Setup Pages
      uses: actions/configure-pages@v4

    - name: Package and upload Pages artifact
      uses: actions/upload-pages-artifact@v3
      with:
        path: dir

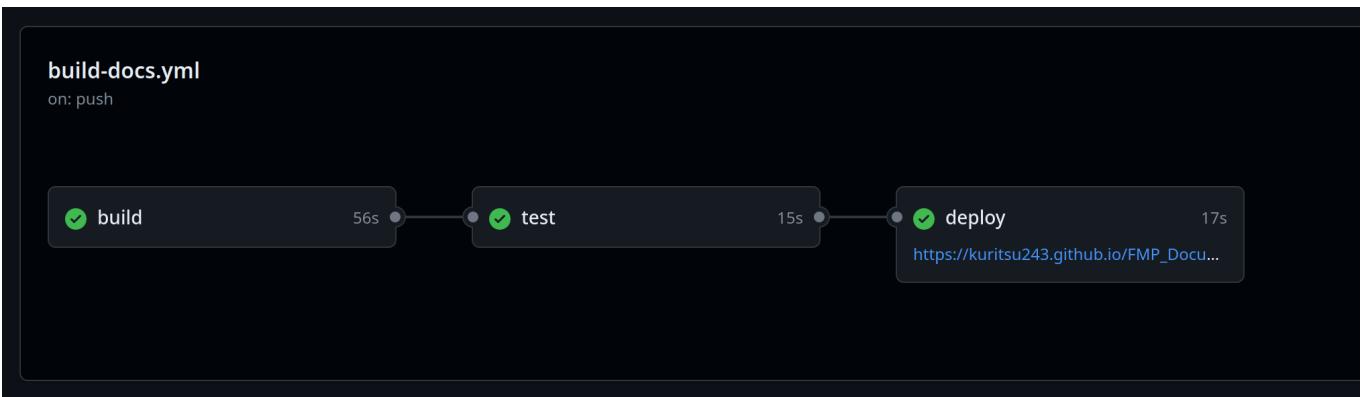
    - name: Deploy to GitHub Pages
      id: deployment
      uses: actions/deploy-pages@v4

```

After setting this up, whenever I push my documentation to GitHub via Git CLI, the following workflow will be run:

The screenshot shows the GitHub Actions interface for a repository named 'FMP\_Documentation'. The left sidebar is collapsed, and the main area displays the 'Build documentation' workflow. A table lists 16 workflow runs, each with a green checkmark icon indicating success. The columns show the run number, status, branch (all are 'master'), and timestamp. The first run was triggered by a 'workflow\_dispatch' event and completed 9 hours ago. Subsequent runs were triggered by pushes and completed between 11 hours and 1 minute ago. The last run was triggered manually and completed 17 seconds ago.

This is extremely useful, as I can also track the phases of deployment that the action is currently in:



# External Assets

## Description

These are all the external assets I used throughout the production of my project. This includes software, 3D models, 2D art, sounds and tutorials I followed.

## Asset Table

Asset Type	Name	Author	Link
3D Model (s)	Low poly pack: 3D Environments	Andrey Graphics	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605">https://assetstore.unity.com/packages/3d/environments/low-poly-pack-94605</a> )
3D Model (s)	Low Poly Storage Pack: 3D Urban	Broken Vector	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/p/low-poly-storage-pack-101732">https://assetstore.unity.com/packages/p/low-poly-storage-pack-101732</a> )
3D Model (s)	Modular Dungeons Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/modulardungeon.html">https://quaternius.com/packs/modulardungeon.html</a> )
3D Model (s)	Ultimate Buildings Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimatetexturedbuildings.html">https://quaternius.com/packs/ultimatetexturedbuildings.html</a> )
3D Model (s)	Ultimate Furniture Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimatefurniture.html">https://quaternius.com/packs/ultimatefurniture.html</a> )
3D Model (s)	Survival Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/survival.html">https://quaternius.com/packs/survival.html</a> )
3D Model (s)	Medieval Village Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/medievalvillage.html">https://quaternius.com/packs/medievalvillage.html</a> )
3D Model (s)	Sci-Fi Modular Gun Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/scifimodularguns.html">https://quaternius.com/packs/scifimodularguns.html</a> )

3D Model(s)	Ultimate Modular Ruins Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimatemodularruins.html">https://quaternius.com/packs/ultimatemodularruins.html</a> )
3D Model(s)	Ultimate Modular Sci-Fi Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimatemodularscifi.html">https://quaternius.com/packs/ultimatemodularscifi.html</a> )
3D Model(s)	Platform Game Kit	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimateplatformer.html">https://quaternius.com/packs/ultimateplatformer.html</a> )
3D Model(s)	Ultimate Fantasy RTS	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/ultimatefantasyrts.html">https://quaternius.com/packs/ultimatefantasyrts.html</a> )
3D Model(s)	Cyberpunk Game Kit	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/cyberpunkgamekit.html">https://quaternius.com/packs/cyberpunkgamekit.html</a> )
3D Model(s)	Toon Shooter Game Kit	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/toonshootergamekit.html">https://quaternius.com/packs/toonshootergamekit.html</a> )
3D Model(s)	Animated Zombie Pack	Quaternius	Quaternius.com ( <a href="https://quaternius.com/packs/animatedzombie.html">https://quaternius.com/packs/animatedzombie.html</a> )
3D Model(s)	Unreal Learning Kit: Games	Unreal Online Learning	UE Marketplace ( <a href="https://www.unrealengine.com/marketplace/en-US/product/unreal-learning-kit-games">https://www.unrealengine.com/marketplace/en-US/product/unreal-learning-kit-games</a> )
HDRi Skybox	Kloppenheim 07 (pure sky)	Jarod Guest	PolyHaven ( <a href="https://polyhaven.com/a/kloppenheim_07_puresky">https://polyhaven.com/a/kloppenheim_07_puresky</a> )

HDRI Skybox	Allsky Free - 10 Sky / Skybox Set: 2D Sky	Rpgwhitelock	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014">https://assetstore.unity.com/packages/2d/textures-materials/sky/allsky-free-10-sky-skybox-set-146014</a> )
Scene Plugin	RiderFlow: Level Design	JetBrains	Unity Asset Store ( <a href="https://polyhaven.com/a/kloppenheim_07_puresky">https://polyhaven.com/a/kloppenheim_07_puresky</a> )
Script Library	Lean Tween: Animation Tools	Dented Pixel	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/tools/animation/leantween-3595">https://assetstore.unity.com/packages/tools/animation/leantween-3595</a> )
Script Library	Quick Outline: Particles / Effects	Chris Nolte	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488">https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488</a> )
Software	Unity Engine 2022.3.0f1	Unity Technologies	Unity Technologies ( <a href="https://unity.com/">https://unity.com/</a> )
Software	JetBrains Rider 2024.1.1	JetBrains	JetBrains ( <a href="https://www.jetbrains.com/rider/">https://www.jetbrains.com/rider/</a> )
Software	JetBrains Writerside 2024.1 EAP	JetBrains	JetBrains ( <a href="https://www.jetbrains.com/writerside/">https://www.jetbrains.com/writerside/</a> )
Software	OBS Studio	Open Broadcaster Software	OBSSProject ( <a href="https://obsproject.com/">https://obsproject.com/</a> )
Software	Kdenlive	KDE	Kdenlive ( <a href="https://kdenlive.org/en/trademark/logo/">https://kdenlive.org/en/trademark/logo/</a> )
Software	Blender 4.1	Blender	Blender ( <a href="https://www.blender.org/">https://www.blender.org/</a> )

Software	Audacity	Audacity Team	Audacity ( <a href="https://www.audacityteam.org/">https://www.audacityteam.org/</a> )
Sound Effect	Portal_Idle.wav	couchHero	FreeSound ( <a href="https://freesound.org/people/couchHero/sounds/168910/">https://freesound.org/people/couchHero/sounds/168910/</a> )
Sound Effect	FireBurning_v2.wav	pcaeldries	FreeSound ( <a href="https://freesound.org/people/pcaeldries/sounds/30322/">https://freesound.org/people/pcaeldries/sounds/30322/</a> )
Sound Effect	Gunshot 4.wav	ShawnyBoy	FreeSound ( <a href="https://freesound.org/people/ShawnyBoy/sounds/166191/">https://freesound.org/people/ShawnyBoy/sounds/166191/</a> )
Sound Effect	Gun-Pistol(one shot).wav	Shades	FreeSound ( <a href="https://freesound.org/people/Shades/sounds/37236/">https://freesound.org/people/Shades/sounds/37236/</a> )
Sound Effect	Reload.mp3	LAGtheNoggin	FreeSound ( <a href="https://freesound.org/people/LAGtheNoggin/sounds/15545/">https://freesound.org/people/LAGtheNoggin/sounds/15545/</a> )
Tutorial	How to make awesome scene transitions in unity!	Brackeys	Youtube ( <a href="https://www.youtube.com/watch?v=CE9VOZivb3I">https://www.youtube.com/watch?v=CE9VOZivb3I</a> )
Tutorial	Introduction to Object Pooling	Unity Technologies	Unity Learn ( <a href="https://learn.unity.com/tutorial/introduction-to-object-pooling">https://learn.unity.com/tutorial/introduction-to-object-pooling</a> )
Tutorial	How to check if all values of a C# dictionary are true?	tRuEsAtM	StackOverflow ( <a href="https://stackoverflow.com/questions/70073128/how-to-check-if-all-values-of-a-c-sharp-dictionary-are-true">https://stackoverflow.com/questions/70073128/how-to-check-if-all-values-of-a-c-sharp-dictionary-are-true</a> )
Tutorial	Dictionaries - Unity	Imran Mo	Medium ( <a href="https://imran-momin.medium.com/">https://imran-momin.medium.com/</a> )

al	C#	min	<a href="#">dictionaries-unity-c-69b48448445f)</a>
Tutorial	KeyValuePair<TKey, TValue> Struct	Microsoft	Microsoft Learn ( <a href="https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.keyvaluepair-2?view=netframework-4.8">https://learn.microsoft.com/en-us/dotnet/api/system.collections.generic.keyvaluepair-2?view=netframework-4.8</a> )
UI Asset	Game Icons	Kenney	Kenney.nl ( <a href="https://kenney.nl/assets/game-icons">https://kenney.nl/assets/game-icons</a> )
UI Asset	UI Pack (RPG Expansion)	Kenney	Kenney.nl ( <a href="https://kenney.nl/assets/ui-pack-rpg-expansion">https://kenney.nl/assets/ui-pack-rpg-expansion</a> )
UI Asset	Crosshair Pack	Kenney	Kenney.nl ( <a href="https://kenney.nl/assets/crosshair-pack">https://kenney.nl/assets/crosshair-pack</a> )
UI Asset	Fantasy UI Borders	Kenney	Kenney.nl ( <a href="https://kenney.nl/assets/fantasy-ui-borders">https://kenney.nl/assets/fantasy-ui-borders</a> )
UI Asset	Input Prompts	Kenney	Kenney.nl ( <a href="https://kenney.nl/assets/input-prompts">https://kenney.nl/assets/input-prompts</a> )
UI Asset	Simple Modern Crosshairs Pack 1: 2D Icons	Visyde Interactives	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/2d/gui/icons/simple-modern-crosshairs-pack-1-79034">https://assetstore.unity.com/packages/2d/gui/icons/simple-modern-crosshairs-pack-1-79034</a> )
VFX Particle	Simple FX - Cartoon Particles: VFX Particles	Synty Studios	Unity Asset Store ( <a href="https://assetstore.unity.com/packages/vfx/particles/simple-fx-cartoon-particles-67834">https://assetstore.unity.com/packages/vfx/particles/simple-fx-cartoon-particles-67834</a> )

## Harvard Referencing Format

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Kenney (2023) Fantasy UI Borders · Kenney, · Kenney. Available at: <https://kenney.nl/assets/fantasy-ui-borders> (Accessed: 19 April 2024).

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## VFX Particles

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# Feedback Received

## Feedback Plan

Throughout the development period, I have mostly received good constructive criticism from my peers / course-mates, alongside my housemates. The difference between the two groups of feedback is:

- Feedback from course-mates would be viewed from a more technical standpoint, more games centric.
- Feedback from housemates would be an outsiders view into my project, which helps give more general information that a similar person may feel when they view my game for the first time.

## Methods of Feedback

### Online

The largest amount of feedback that I received was from online platforms, especially Discord. This is due to the third year students on games technology having a discord server (basically a group-chat) where we discuss project progression and course work. This has been informal pieces of feedback, but still extremely useful because it gets straight to the point of what changes I needed / I need to make.

### Example

14:46 Ben downloadin

### 15:03 Ben FEEDBACK:

Ben Positives:

- Lighting is nice
- Vibe and atmosphere is developed
- UI flashing is nice as it draws the player to actually reading it
- Wallrunning is nicely introduced
- Animations are clean

(edited)

Ben Potential Improvements:

- Confine the UI in the buttons more

Ben

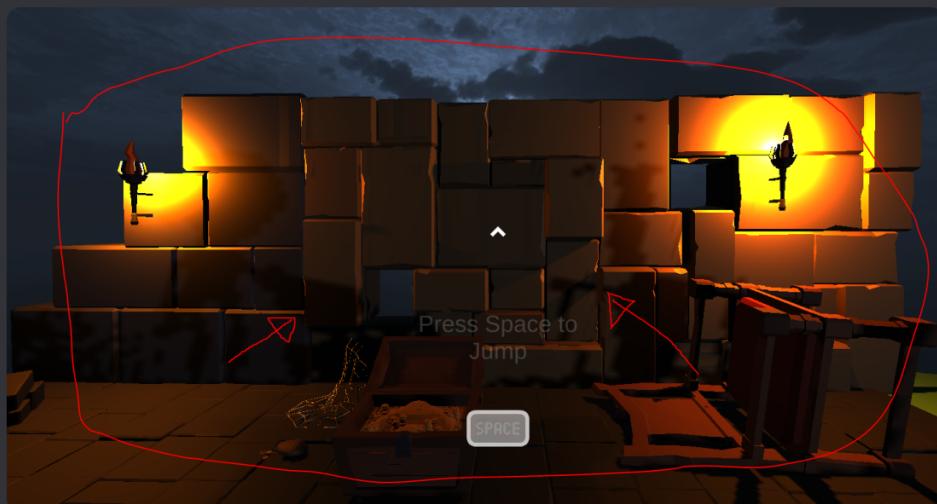


Ben

- Fix the collision on the spawn wall (u can walk through it)

(edited)

Ben



Ben

- Looking down clips the players mesh

Ben

### In-Person

I also received an extremely large amount of feedback in person - talking in class during the progression stand-ups, showing people the project, etc. This ranged from students, lecturers, non-university students and even people I have never met before who happened to

see I had my project open. I was able to provide a literal example of feedback, but most of the feedback was constructive and helped me approach things differently.

Myself

As posted multiple times on the internet, you are your own worst critic.

([https://www.reddit.com/r/Mindfulness/comments/r5g2jx/why\\_are\\_we\\_our\\_own\\_worst\\_critic/](https://www.reddit.com/r/Mindfulness/comments/r5g2jx/why_are_we_our_own_worst_critic/)) The number of changes, restructures and restarting I have done regarding certain mechanics and environmental aspects within the game throughout the development phase have been **large**. If I spent multiple hours working on certain features, there was a high chance I'd return to the project the next day and then modify almost completely the approach I initially took. This led to some fine-tuning to certain scripts and settings that just make my game feel nicer to play compared to the originally clunky approaches. This reflects upon the large number of variables that some of my scripts have, especially my Player Controller script. ([PlayerController.cs](#))

## Conclusion

I think next time I would have liked to do online feedback, most likely via Google forms or a similar medium. I originally proposed this concept during the pre-production unit, however, I simply ran out of time before doing this. Sending this out to a large group of people would have shown levels of anonymity and an easy way to access a compiled list of feedback.

# Critical Reflection

## Introduction

Over the course of the last two terms, with the pre-production and production units, I would say that overall I am pleased with the game that I have produced. I have been able to extend my skills and knowledge with C# and the unity engine, learning more advanced implementations of features that I would have taken a completely different approach towards at the start of my degree. I have learnt these features alongside a more professional approach on how to code a mechanic within the game engine, whilst trying to keep it as efficient as possible. This also ties in with other characteristics, such as naming conventions, script tidiness and moving functions to a subclass when one single script or class is growing too large.

## Development Process

Next time, I would ideally like to change my approach towards the game's development process by focusing on building a foundation of documentation and planning in my game, instead of making it up as I go on. The approach that I have given my project and the development process the last two terms of university has caused multiple downfalls, mostly not making a steady amount of progress each week, causing me to do coding sprints, which admittedly is not the healthiest practice to do during phases of development. I would ideally like to take a less optimistic approach towards the number of features and mechanics that I believe I would be able to implement within a game in a certain time-span too; my initial concept of having a high fidelity and “ultra-immersive” parkour / movement system in my game was too optimistic – and I only truly determined how optimistic this approach was when I was halfway through the conceptualisation of these mechanics. Due to my being late with actually conceiving these mechanics, too – it was too late to backtrack on my initial game plan and idea. This also reflects what it would be like in the game industry; if there is preparation for a game with specific mechanics to be made, only to be reverted far into the project, it just would not work. The combination of the initial overly optimistic approach alongside doing sprints of work as an attempt to not be extremely behind in my project has resulted in the production of a game that originally had far more potential compared to the finished product. This is a frequent occurrence with my solo projects, ultimately falling on my time management skills alongside lack of initial research. This shows and ultimately makes me realise further that I need to restructure my approach towards doing solo projects, instead of

progressing through my projects out of impulse, and to not only have a solid schedule, but to follow the schedule.

## Data Loss / Unplanned Issues

Through the development phase of my project, I had two sudden hardware / software failures on two devices that I had unaccounted for to happen during this project period. This inevitably led to me losing around two weeks of work that I did whilst home over Easter. This was mainly due to my reliance of having a local copy of my project on both systems at the same time, but this plan never accounts for the unluckiness of both devices having issues at the same time. An extremely unlucky situation, but due to my oversights it could have been prevented from the start. My methodology throughout the entire project has been to store everything backed up on GitHub, but this is only done when I manually upload my project to GitHub. To circumvent this, I'd like to implement some form of automation into my future projects, to ensure that whatever work I do will automatically be saved to off-site / cloud storage as a method to avoid these issues from happening. My lack of vision towards various cloud services i.e., OneDrive and Google Drive due to having issues with those services in the past has put me off from implementing some form of automation. However, it is clear now that this is something to do next time I start a project that spans multiple months in length.

## Linux / Vulkan

From the initial start of the project, I stated that I was going to make this project be supported on both Windows and Linux, due to the Vulkan graphics API. This has been relatively issue-free, mostly due to my use of Linux on my main computer and previous experience / knowledge using this operating system. What I did not account for, however, are issues with the Unity Engine itself, due to being on the bleeding-edge of software updates for drivers, kernel, Vulkan and Unity. This has slowed down development progress from time to time, or even demotivating me from even getting up-to-speed to easily progress on my game; my project would crash eight out of ten times even trying to load up my project. This can be circumvented by already having my computers / systems already prepared for the game development cycle, instead of having to deal with an issue halfway through a development sprint / when I am actually wanting to get work done instead of having to deal with any unneeded issues.

## Attendance

My attendance throughout this academic year, especially during the Production unit, has been severely lacking. This hinders the standard of professional practice that is expected as

of a student in their third year of university. The lacking is mostly due to my lack of motivation / poor attitude towards this project, especially with the issues that I have become aware of and realised throughout the development process. This can easily be circumvented; I just need to actually attend to lessons by managing a consistent level of time management and somehow keep a stable level of motivation and attitude towards my personal and academic projects. This has most likely led to me missing out on crucial pieces of knowledge to use within my own project, and within future games that I would hopefully be working on.

## Conclusion

Overall, I'd like to say I'm rather happy with the outcome of this project, which is challenging to do so once highlighting all the negatives that has happened during the last two terms. This is ultimately my blame, however, a huge portion of the issues faced could have been dealt with beforehand had I kept some steady form of structure towards planning and doing enough research regarding features in my game that I had initially planned for. The pieces of knowledge I have gained throughout this project, however, will not be forgotten and will continuously be used by me with other programming projects

# **Attendance and Engagement**

## **Pre-Production**

My attendance and engagement / participation in class for the pre-production unit was rather good – the only thing lacking from time to time was my attendance; however, this did not hinder my ability to produce my work. It still reflects poorly upon the expected standard of professional practice, and I'll aim to improve this in the future.

## **Production**

My attendance for this unit was severely lacking – which even caused me to have a couple attendance meetings arranged by the university. There is no reason behind this except a general lack of motivation towards my own projects and university as a whole. This hopefully has not hindered my abilities to produce my project to a knowledgeable level, however. My presentations regarding progress were rather short, compared to the rest of my companions in class – which shows that with a set structure, strict schedule and an overall positive attitude towards the unit are extremely beneficial regarding engagement and participation throughout this unit. When I was actually attending my lessons, I felt like my engagement and participation was to the levels expected by the lecturer. I still presented my presentations and engaged with the class.

# Online Professional Practice

## GitHub

<https://github.com/Kuritsu243/> (<https://github.com/Kuritsu243/>)

## Itch.io

<https://kuritsu243.itch.io/> (<https://kuritsu243.itch.io/>)

## LinkedIn

<https://www.linkedin.com/in/charlie-skinner-9206a4170/>  
(<https://www.linkedin.com/in/charlie-skinner-9206a4170/>)

## Instagram

**Programming:** <https://www.instagram.com/kuritsu.codes/>  
(<https://www.instagram.com/kuritsu.codes/>)

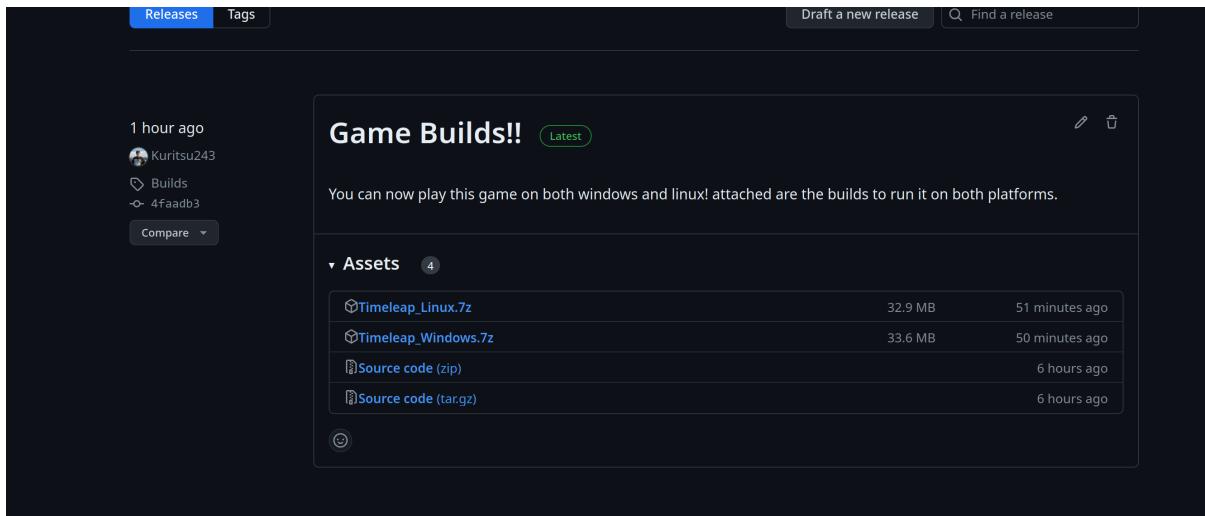
**Computer Hardware:** <https://www.instagram.com/cscomputing>  
(<https://www.instagram.com/cscomputing>)

# Development Tutorial

# **Development Show-reel**

# Builds

I have published both platforms builds onto my GitHub repository, under the releases sections.



Screenshot showing the build page on the GitHub repository

The link to the Releases page can be found here

([https://github.com/Kuritsu243/FMP\\_PrepProd\\_Concepting/releases](https://github.com/Kuritsu243/FMP_PrepProd_Concepting/releases))

# Game Source

This section of the GDD is rough documentation regarding each script that is in my project. There are 60+ scripts in my project so this is very rough documentation, however I feel like it'd be worth covering in a style that is done the same way that professional code documentation is listed as.

# Weapon Scripts

These are all the scripts for the weapons used within my game.

# Enemy Weapon Scripts

Start typing here...

# EnemyBaseWeapon.cs

## Description

This script is the base class for the weapons used by the enemies in my game.

## Script

```
namespace Weapons.Enemy
{
    public class EnemyBaseWeapon : BaseWeapon
    {
        public EnemyProjectilePool enemyProjectilePool;

        private void Awake()
        {
            enemyProjectilePool =
transform.root.GetComponentInChildren<EnemyProjectilePool>();
        }
    }
}
```

## Private Methods

### Awake()

Stores a reference to the enemy projectile pool, as I have set up objects pooling for my enemies projectiles.

# EnemyPistol.cs

## Description

This is the script used for the enemy pistol within my game. It is similar to the player pistol script, however, functions oppositely - being able to affect the player instead of the enemy objects.

## Script

```
using Player;
using UnityEngine;

namespace Weapons.Enemy
{
    public class EnemyPistol : EnemyBaseWeapon
    {
        public override void Fire()
        {
            if (weaponAction != WeaponState.Idle) return;
            if (Physics.Raycast(spawnPosition.position,
spawnPosition.forward * 10, out RaycastHit hit, weaponRange) &&
shootingType == ShootingType.Hitscan)
            {
                switch (hit.transform.root.tag)
                {
                    case "Player":
                        var collidedPlayer = hit.transform.root.gameObject;
                        collidedPlayer.GetComponent<PlayerHealth>()
                            .Damage(weaponDamage);
                        break;
                }
            }
            base.Fire();
        }
    }
}
```

```
    }  
}
```

## Public Methods

### Fire()

Called when an enemy shoots. Fires a raycast and then checks if the raycast hits the player. If it does, it called the Damage() function attached to the player health component.

# EnemyProjectile.cs

## Description

Script attached to all projectiles fired by the enemy, if the weapon is set up to be projectile instead of hit scan.

## Script

```
using Player;
using UnityEngine;

namespace Weapons.Enemy
{
    public class EnemyProjectile : Projectile
    {
        public override void OnTriggerEnter(Collider other)
        {
            switch (other.transform.tag)
            {
                case "PlayerMesh":
                case "Player":
                    if (other.transform.root.TryGetComponent<PlayerHealth>(out var playerHealthScript))
                        playerHealthScript.Damage(ProjectileDamage);
                    Despawn();
                    break;
                case "enemyProjectile":
                case "Enemy":
                    Physics.IgnoreCollision(other, ProjectileCollider);
                    break;
            }
        }
    }
}
```

## Public Methods

### **OnTriggerEnter()**

Checks if the player has collided with projectile. Attempts to get the player health component and called the Damage function, with the projectiles damage value as an input. If it hits an enemy, tells the game to ignore the collision.

# EnemyProjectilePool.cs

## Description

The script for pooling enemy projectiles.

## Script

```
using System.Collections.Generic;
using UnityEngine;

namespace Weapons.Enemy
{
    // src = https://learn.unity.com/tutorial/introduction-to-object-pooling
    public class EnemyProjectilePool : MonoBehaviour
    {
        public List<GameObject> pooledProjectiles;

        [SerializeField] private GameObject objectToPool;
        [SerializeField] private int amountToPool;

        private GameObject _projParent;

        private void Start()
        {
            _projParent =
GameObject.FindGameObjectWithTag("ProjectilePool");
            pooledProjectiles = new List<GameObject>();
            for (var i = 0; i < amountToPool; i++)
            {
                var tmp = Instantiate(objectToPool, _projParent.transform);
                tmp.SetActive(false);
                pooledProjectiles.Add(tmp);
            }
        }

        public GameObject GetPooledProjectile()
        {
```

```
        for (var i = 0; i < amountToPool; i++)
    {
        if (!pooledProjectiles[i].activeInHierarchy)
            return pooledProjectiles[i];
    }

    return null;
}
}
```

## Public Methods

### **GetPooledProjectile()**

Goes through the list of objects that have been pooled, and finds the first in the list that currently are not active in the scene. Returns the found pooled projectile GameObject.

## Private Methods

### **Start()**

Finds the projectile pool Game Object that the instantiated projectiles will be parented under. Creates a new list, instantiates new game objects, disables them, and then appends them to the newly created list.

## Variables

### **pooledProjectiles**

A list of GameObjects, containing pooled projectiles that are ready to be used by the enemy Game Objects.

**objectToPool**

The selected object that will be used for pooling.

**amountToPool**

The number of objects to pool.

**\_projParent**

The parent object that all pooled objects will be childed under in the scene hierarchy.

# EnemyShotgun.cs

## Description

The script attached to the enemy shotguns.

## Script

```
using System.Collections.Generic;
using UnityEngine;

namespace Weapons.Enemy
{
    public class EnemyShotgun : EnemyBaseWeapon
    {
        public override void Fire()
        {
            if (weaponAction != WeaponState.Idle) return;
            if (weaponProjectile && shootingType == ShootingType.Projectile)
            {
                var pellets = new List<Quaternion>(shotgunPelletCount);
                for (var i = 0; i < shotgunPelletCount; i++)
                    pellets.Add(Quaternion.Euler(Vector3.zero));
                for (var h = 0; h < shotgunPelletCount; h++)
                {
                    pellets[h] = Random.rotation;
                    var pellet = enemyProjectilePool.GetPooledProjectile();
                    var pelletScript = pellet.GetComponent<EnemyProjectile>();
                }
                if (pellet != null)
                {
                    pellet.transform.position = spawnPosition.position;
                    pellet.transform.rotation = spawnPosition.rotation;
                    pellet.SetActive(true);
                }
                pelletScript.Initialize(weaponDamage, ProjectileSpeed,
                    ProjectileDespawnTime,
                    spawnPosition.transform.forward +
```

```
GetWeaponSpread(spawnPosition.transform));
        }
    }
    base.Fire();
}
}
```

## Public Methods

### Fire()

Checks if the weapon state is not idle. Then verifies that the firing time is projectile, and not hitscan. Creates a new list of Rotations for the pellets, and adds them to a list. Proceeds to randomise the rotation of each pellet, get an available pooled projectile, and then initializes them.

# BaseWeapon.cs

## Description

The base weapon class for all weapons used in the game, both by the enemies and by the player.

## Script

```
using System.Collections;
using Player;
using Tutorial;
using UnityEngine;

namespace Weapons
{
    public class BaseWeapon : MonoBehaviour
    {
        public enum WeaponState
        {
            Firing,
            Reloading,
            Idle,
            NoAmmo
        }

        public enum ShootingType
        {
            Hitscan,
            Projectile
        }

        public float weaponReloadTime;
        public float weaponFireRate;
        public int weaponDamage;
        public int weaponRange;
        public int maxPrimaryAmmo;
```

```

public int maxSecondaryAmmo;
public int shotgunPelletCount;
public GameObject weaponProjectile;
public LayerMask layersToHitScan;
public Vector3 weaponSpread;
public WeaponState weaponAction;
public ShootingType shootingType;
public AudioClip weaponSound;
public AudioClip reloadSound;

[Header("Projectile Specific Settings")]
[SerializeField] private float projectileSpeed;
[SerializeField] private float projectileDespawnTime;

[Header("Bullet Casing Settings")]
public GameObject pistolBulletCasing;
public GameObject shotgunBulletCasing;
public Transform bulletCasingSpawnPos;

[Header("Tutorial Related Settings")]
public TutorialController tutorialController;
public Transform spawnPosition;
public PlayerController playerController;

public int CurrentPrimaryAmmo { get; set; }

public int CurrentSecondaryAmmo { get; set; }

protected float ProjectileSpeed => projectileSpeed;

protected float ProjectileDespawnTime => projectileDespawnTime;

public virtual void Reload()
{
    if (weaponAction == WeaponState.Reload) return;
    if (CurrentPrimaryAmmo == maxPrimaryAmmo) return;
    weaponAction = WeaponState.Reload;
    switch (CurrentPrimaryAmmo)

```

```

    {
        case <= 0 when CurrentSecondaryAmmo <= 0:
            weaponAction = WeaponState.NoAmmo;
            return;
    }

    playerController.audioSource.PlayOneShot(reloadSound);
    var newAmmo = Mathf.Clamp(CurrentPrimaryAmmo +
CurrentSecondaryAmmo, 0, maxPrimaryAmmo);
    StartCoroutine(ReloadCooldown(newAmmo));
    if (transform.root.CompareTag("Player"))
playerController.canvasScript.Reload(weaponReloadTime);
}

public virtual void Fire()
{
    if (weaponAction != WeaponState.Idle) return;
    if (CurrentPrimaryAmmo <= 0)
        return;
    if (playerController)
        playerController.audioSource.PlayOneShot(weaponSound);
    CurrentPrimaryAmmo--;
    StartCoroutine(WeaponCooldown());
}

private IEnumerator WeaponCooldown()
{
    weaponAction = WeaponState.Firing;
    var cooldown = weaponFireRate / 10f;
    yield return new WaitForSeconds(cooldown);
    weaponAction = WeaponState.Idle;
}

private IEnumerator ReloadCooldown(int newPrimary)
{
    yield return new WaitForSeconds(weaponReloadTime);
    CurrentSecondaryAmmo -= maxPrimaryAmmo - CurrentPrimaryAmmo;
    CurrentSecondaryAmmo = Mathf.Clamp(CurrentSecondaryAmmo, 0,

```

```

maxSecondaryAmmo);
        CurrentPrimaryAmmo = newPrimary;
        CurrentPrimaryAmmo = Mathf.Clamp(CurrentPrimaryAmmo, 0,
maxPrimaryAmmo);
        weaponAction = WeaponState.Idle;
    }

protected Vector3 GetWeaponSpread(Transform weaponSpawnPos)
{
    var direction = weaponSpawnPos.forward;
    direction += new Vector3(
        Random.Range(-weaponSpread.x, weaponSpread.x),
        Random.Range(-weaponSpread.y, weaponSpread.y),
        Random.Range(-weaponSpread.z, weaponSpread.z)
    );
    return direction;
}
}
}

```

## Public Methods

### Reload()

Reload the weapon. Check if ammo is already full or if already reloading. Plays the reload sound, and calculates the new value. Start the reload cooldown, and if the player uses the weapon, update the UI elements to visualise the reload time.

### Fire()

Fires the weapon. Make sure the weapon is currently able to shoot. If used by player, then play the firing audio, and proceeds to decrement the primary ammo value. Starts the weapon firing cooldown.

## Private Methods

### **WeaponCooldown()**

Updates the weapon state to show it is currently shooting. Calculates the weapon cooldown based upon the fire-rate. Waits for that amount of time, and then returns the weapon to the idle state.

### **ReloadCooldown()**

Receives an integer input of the updated primary ammo value. Waits for the specified reload duration, then calculates the new secondary and primary ammo, and then returns the weapon back to the idle state.

## **Protected Methods**

### **GetWeaponSpread()**

Calculates the weapon spread. Randomises the Vectors X, Y and Z axis by using both negative and positive values of the spread value. Returns the new direction.

## **Components**

### **tutorialController**

The tutorial scene manager component.

### **playerController**

The player controller component.

## **Public Variables**

### **weaponAction**

Used to store the current state of the weapon. Uses an enum structure, so can only be pre-determined states.

### **shootingType**

Determines whether the weapon will be using projectiles, or use raycasts (hitscan).

### **weaponReloadTime**

The time to take when reloading.

### **weaponFireRate**

How fast the weapon can be fired.

### **weaponDamage**

The damage the weapon will do.

### **weaponRange**

The max range the weapon can reach.

### **maxPrimaryAmmo**

The maximum value that can be stored in one magazine before reloading.

### **maxSecondaryAmmo**

The maximum value of ammo that can be carried for reloading.

### **shotgunPelletCount**

The amount of pellet projectiles to be shot by the shotgun weapon.

### **weaponProjectile**

The projectile GameObject used by the weapon.

### **layersToHitScan**

The layers that the raycast can hit, and the layers that can be ignored.

### **weaponSpread**

The max radius of spread / scatter the weapon has.

### **weaponSound**

The sound to be played when the weapon is fired.

### **reloadSound**

The sound to be played when the weapon is reloaded.

### **pistolBulletCasing**

The bullet casing to be spawned upon firing a pistol.

### **shotgunBulletCasing**

The bullet casing to be spawned upon firing a shotgun.

### **bulletCasingSpawnPos**

The location on the weapon for the weapon casing to be ejected from.

### **spawnPosition**

The spawn position for the projectiles or raycasts to originate from.

## **Private Variables**

### **projectileSpeed**

How fast the projectile objects will travel at.

### **projectileSpawnTime**

The amount of lifetime the projectile can have in-game.

## **Encapsulated Variables**

### **CurrentPrimaryAmmo**

Public reference to the weapons current primary ammo.

### **CurrentSecondaryAmmo**

Public reference to the weapons current secondary ammo.

### **ProjectileSpeed**

Public reference to the weapons projectile speed.

### **ProjectileDespawnTime**

Public reference to the weapons despawn time.

# BulletCasing.cs

## Description

The script handling the bullet casing to be spawned once the weapon is fired.

## Script

```
using UnityEngine;

namespace Weapons
{
    [RequireComponent(typeof(Rigidbody))]
    public class BulletCasing : MonoBehaviour
    {
        private Rigidbody _rigidbody;

        private void Start()
        {
            Invoke(nameof(Despawn), 2f);
            if (TryGetComponent(out _rigidbody))
                _rigidbody.velocity =
transform.TransformDirection(Vector3.right * 5f);
        }

        private void Despawn()
        {
            Destroy(gameObject);
        }
    }
}
```

## Private Methods

Start()

Invokes the despawn function, and tries to get the rigidbody component. Sets the velocity of the pistol spawn casing to the right hand side of the weapon with a multiplier.

### **Despawn()**

Destroys the game object.

## **Variables**

### **\_rigidbody**

The rigidbody component attached to the bullet casing.

# Pistol.cs

## Description

The script used by the player's pistol.

## Script

```
using AI;
using Tutorial;
using UnityEngine;

namespace Weapons
{
    public class Pistol : BaseWeapon
    {
        public override void Fire()
        {
            if (tutorialController && !tutorialController.has FiredPistol Yet)
                tutorialController.EnemyChecks[" Fired"] = true;
            if (weaponAction != WeaponState.Idle) return;
            GetWeaponSpread(spawnPosition);
            playerController.active CinemachineBrain.TryGetComponent<Camera>
(out var activeCam);
            var rayOrigin = new Ray(activeCam.transform.position,
activeCam.transform.forward);
            if (Physics.Raycast(rayOrigin, out RaycastHit hit, weaponRange,
layersToHitScan) && shootingType == ShootingType.Hitscan)
            {
                switch (hit.transform.tag)
                {
                    case "EnemyMesh":
                        var collidedEnemyMesh =
hit.transform.parent.gameObject;
                        collidedEnemyMesh.GetComponent<EnemyHealth>
().Damage(weaponDamage);
                        break;
                    case "Enemy":
```

```

        var collidedEnemy = hit.transform.gameObject;
        collidedEnemy.GetComponent<EnemyHealth>()
        ().Damage(weaponDamage);
            break;
        case "TutorialEnemy":
            var tutorialEnemy = hit.transform.gameObject;
            tutorialEnemy.GetComponent<TutorialEnemy>().Die();
            break;
        case null when tutorialController:
            tutorialController.ActuallyAim();
            break;
        default:
            if (!tutorialController) break;
            tutorialController.ActuallyAim();
            break;
    }
}
else if (tutorialController)
    tutorialController.ActuallyAim();
Instantiate(pistolBulletCasing, bulletCasingSpawnPos.position,
transform.rotation);
base.Fire();
}
}
}

```

# Projectile.cs

## Description

## Script

```
using AI;
using UnityEngine;

namespace Weapons
{
    public class Projectile : MonoBehaviour
    {
        protected float ProjectileDamage { get; private set; }
        protected Collider ProjectileCollider;
        private Rigidbody _projectileRigidbody;

        public void Initialize(float damage, float projSpeed, float despawnTime, Vector3 spawnDir)
        {
            ProjectileDamage = damage;
            ProjectileCollider = GetComponent<Collider>();
            _projectileRigidbody = GetComponent<Rigidbody>();
            Invoke(nameof(Despawn), despawnTime);
            _projectileRigidbody.velocity = (spawnDir + transform.forward) *
projSpeed;
        }

        public void Despawn()
        {
            gameObject.SetActive(false);
        }

        public virtual void OnTriggerEnter(Collider other)
        {
            switch (other.transform.root.tag)
            {
```

```
        case "Player":
            Physics.IgnoreCollision(other, ProjectileCollider);
            break;
        case "Enemy":
            if (other.transform.root.TryGetComponent<EnemyHealth>
(out var enemyHealthScript))
                enemyHealthScript.Damage(ProjectileDamage);
            Despawn();
            break;
    }
}
}
```

# Shotgun.cs

## Description

## Script

```
using System.Collections.Generic;
using AI;
using UnityEngine;

namespace Weapons
{
    public class Shotgun : BaseWeapon
    {
        public override void Fire()
        {
            if (weaponAction != WeaponState.Idle) return;
            var direction = GetWeaponSpread(spawnPosition);
            if (Physics.Raycast(spawnPosition.position, direction, out RaycastHit hit, weaponRange) &&
                shootingType == ShootingType.Hitscan)
            {
                switch (hit.transform.root.tag)
                {
                    case "Enemy":
                        var collidedEnemy = hit.transform.root.gameObject;
                        collidedEnemy.GetComponent<EnemyHealth>()
                            .Damage(weaponDamage);
                        break;
                }
            }
            else if (weaponProjectile && shootingType ==
                ShootingType.Projectile)
            {
                var pellets = new List<Quaternion>(shotgunPelletCount);
                for (var i = 0; i < shotgunPelletCount; i++)
                    pellets.Add(Quaternion.Euler(Vector3.zero));
            }
        }
    }
}
```

```

        for (var h = 0; h < shotgunPelletCount; h++)
        {
            pellets[h] = Random.rotation;
            var pellet = Instantiate(weaponProjectile,
spawnPosition.position, spawnPosition.rotation);
            pellet.transform.rotation =
                Quaternion.RotateTowards(pellet.transform.rotation,
pellets[h], weaponSpread.x);
            var pelletScript = pellet.GetComponent<Projectile>();
            pelletScript.Initialize(weaponDamage, ProjectileSpeed,
ProjectileDespawnTime, spawnPosition.transform.forward +
GetWeaponSpread(spawnPosition.transform));
        }
    }

    Instantiate(shotgunBulletCasing, bulletCasingSpawnPos.position,
transform.rotation);
    base.Fire();
}

}

```

# WeaponScript.cs

## Description

## Script

```
using UnityEngine;

namespace Weapons
{
    public class WeaponScript : MonoBehaviour
    {

        [SerializeField] private BaseWeapon weapon;
    }
}
```

# UI Scripts

Start typing here...

# StartScreen.cs

## Description

## Script

```
using System;
using System.Collections;
using System.Collections.Generic;
using System.Linq;
using TMPro;
using UnityEditor;
using UnityEngine;
using UnityEngine.Audio;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

namespace UI
{
    // src https://www.youtube.com/watch?v=CE9VOZivb3I
    public class StartScreen : MonoBehaviour
    {

        [SerializeField] private GameObject crossFadeObj;
        [SerializeField] private TextMeshProUGUI loadingText;
        [Header("Buttons")]
        [SerializeField] private Button startBtn;
        [SerializeField] private Button aboutBtn;
        [SerializeField] private Button closeBtn;
        [SerializeField] private Button settingsBtn;
        [SerializeField] private Button applyBtn;
        [SerializeField] private Button aboutCloseBtn;
        [SerializeField] private Button settingsCloseBtn;

        [Header("Settings Menu")]
        [SerializeField] private TMP_Dropdown resolutionDropdown;
        [SerializeField] private Slider volumeSlider;
```

```

[SerializeField] private Toggle fullscreenToggle;
[SerializeField] private AudioMixer audioMixer;
[SerializeField] private float currentVolume;

[Header("UI Panel Objects")]
[SerializeField] private GameObject aboutMenu;
[SerializeField] private GameObject settingsMenu;

private List<Resolution> _screenResolutions;
private static readonly int Start1 = Animator.StringToHash("Start");
private Animator _crossFadeAnim;
private int _currentResIndex;
private bool _hasFaded;
private void Start()
{
    loadingText.enabled = false;
    startBtn.onClick.AddListener(StartGame);
    closeBtn.onClick.AddListener(CloseGame);
    aboutBtn.onClick.AddListener>ShowAboutMenu();
    aboutCloseBtn.onClick.AddListener(CloseAboutMenu);
    settingsBtn.onClick.AddListener>ShowSettingsMenu();
    settingsCloseBtn.onClick.AddListener(CloseSettingsMenu);
    resolutionDropdown.onValueChanged.AddListener(SetResolution);
    fullscreenToggle.onValueChanged.AddListener(ToggleFullscreen);
    volumeSlider.onValueChanged.AddListener(SetVolume);
    applyBtn.onClick.AddListener(SaveSettings);
    if (!crossFadeObj.activeSelf) crossFadeObj.SetActive(true);
    if (aboutMenu.activeSelf) aboutMenu.SetActive(false);
    if (settingsMenu.activeSelf) settingsMenu.SetActive(false);
    InitializeResolutions();
    LoadSettings(_currentResIndex);
    _crossFadeAnim = crossFadeObj.GetComponent<Animator>();
}

private void StartGame()
{
    LoadNextScene();
}

```

```

private void ShowAboutMenu()
{
    ToggleButtonInteractivity(false);
    if (!CheckButtonInteractivity()) return;
    CloseAllMenus();
    aboutMenu.SetActive(true);
}

private void CloseAboutMenu()
{
    ToggleButtonInteractivity(true);
    if (!aboutMenu.activeSelf) return;
    aboutMenu.SetActive(false);
}

private void ShowSettingsMenu()
{
    ToggleButtonInteractivity(true);
    if (!CheckButtonInteractivity()) return;
    CloseAllMenus();
    settingsMenu.SetActive(true);
}

private void CloseSettingsMenu()
{
    ToggleButtonInteractivity(true);
    if (!settingsMenu.activeSelf) return;
    settingsMenu.SetActive(false);
}

private bool CheckButtonInteractivity()
{
    return !(settingsMenu.activeSelf || aboutMenu.activeSelf);
}

private void ToggleButtonInteractivity(bool yn)
{
}

```

```

        startBtn.interactable = yn;
        aboutBtn.interactable = yn;
        closeBtn.interactable = yn;
        settingsBtn.interactable = yn;
    }

private static void CloseGame()
{
    switch (Application.platform)
    {
#if UNITY_EDITOR
        case RuntimePlatform.WindowsEditor:
        case RuntimePlatform.LinuxEditor:
            EditorApplication.ExitPlaymode();
            break;
#endif
        case RuntimePlatform.WindowsPlayer:
        case RuntimePlatform.LinuxPlayer:
            Application.Quit();
            break;
    }
}

private void LoadNextScene()
{
    StartCoroutine(LoadLevel(SceneManager.GetActiveScene().buildIndex + 1));
}

private void CloseAllMenus()
{
    settingsMenu.SetActive(false);
    aboutMenu.SetActive(false);
    ToggleButtonInteractivity(true);
}

private void ToggleFullscreen(bool isFullscreen)

```

```

    {
        Screen.fullScreen = isFullscreen;
    }

    private void SetResolution(int resolutionIndex)
    {
        var resolution = _screenResolutions[resolutionIndex];
        Screen.SetResolution(resolution.width, resolution.height,
Screen.fullScreen);
    }

    private void SetVolume(float volume)
    {
        audioMixer.SetFloat("Volume", volume);
        currentVolume = volume;
    }

    private void SaveSettings()
    {
        PlayerPrefs.SetInt("FullScreenPreference",
Convert.ToInt32(Screen.fullScreen));
        PlayerPrefs.SetInt("ResolutionPreference",
resolutionDropdown.value);
        PlayerPrefs.SetFloat("VolumePreference", currentVolume);
    }

    private void LoadSettings(int resolutionIndex)
    {
        Screen.fullScreen = PlayerPrefs.HasKey("FullScreenPreference")
&&

Convert.ToBoolean(PlayerPrefs.GetInt("FullScreenPreference"));

        resolutionDropdown.value =
PlayerPrefs.HasKey("ResolutionPreference")
            ? PlayerPrefs.GetInt("ResolutionPreference")
            : resolutionIndex;
    }
}

```

```

        volumeSlider.value = PlayerPrefs.HasKey("VolumePreference") ?
PlayerPrefs.GetFloat("VolumePreference") : 1f;
    }

    private void InitializeResolutions()
    {
        resolutionDropdown.ClearOptions();
        var options = new List<string>();
        _screenResolutions = Screen.resolutions.ToList();
        foreach (var t in _screenResolutions)
        {
            var option = t.width + " x " + t.height;
            options.Add(option);
            if (t.width == Screen.currentResolution.width &
                t.height == Screen.currentResolution.height)
            {
                _currentResIndex = _screenResolutions.IndexOf(t);
            }
        }
        resolutionDropdown.AddOptions(options);
        resolutionDropdown.RefreshShownValue();
    }

    private IEnumerator LoadLevel(int levelIndex)
    {
        loadingText.enabled = true;
        _crossFadeAnim.SetTrigger(Start1);
        yield return new WaitForSeconds(1f);
        SceneManager.LoadSceneAsync(levelIndex);
    }
}

```

# DeathScreen.cs

## Description

## Script

```
using System.Collections;
using TMPro;
using UnityEditor;
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.UI;

namespace UI
{
    public class DeathScreen : MonoBehaviour
    {

        [SerializeField] private Button retryBtn;
        [SerializeField] private Button quitBtn;
        [SerializeField] private TextMeshProUGUI deathText;
        [SerializeField] private TextMeshProUGUI loadingText;
        [SerializeField] private GameObject crossFadeObj;

        private void Start()
        {
            deathText.enabled = true;
            loadingText.enabled = false;
            retryBtn.onClick.AddListener(RetryGame);
            quitBtn.onClick.AddListener(CloseGame);

            crossFadeObj.GetComponent<Animator>();
        }

        private void RetryGame()
        {
    }
```

```

        LoadPreviousScene();
    }

    private static void CloseGame()
    {
        switch (Application.platform)
        {
#if UNITY_EDITOR
            case RuntimePlatform.WindowsEditor:
            case RuntimePlatform.LinuxEditor:
                EditorApplication.ExitPlaymode();
                break;
#endif
            case RuntimePlatform.WindowsPlayer:
            case RuntimePlatform.LinuxPlayer:
                Application.Quit();
                break;
        }
    }

    private void LoadPreviousScene()
    {

StartCoroutine(LoadLevel(SceneManager.GetActiveScene().buildIndex - 1));
    }

    private IEnumerator LoadLevel(int levelIndex)
    {
        deathText.enabled = false;
        loadingText.enabled = true;
        retryBtn.gameObject.SetActive(false);
        quitBtn.gameObject.SetActive(false);
        yield return new WaitForSeconds(1f);
        SceneManager.LoadSceneAsync(levelIndex);
    }
}
}

```

# CanvasScript.cs

## Description

## Script

```
using System;
using System.Collections;
using Player;
using TMPro;
using Tutorial;
using UnityEngine;
using UnityEngine.UI;

namespace UI
{
    public class CanvasScript : MonoBehaviour
    {
        [Header("Images")]
        [SerializeField] private Image reloadBar;
        [SerializeField] private Image healthBar;

        [Header("Panels")]
        [SerializeField] private GameObject ammoPanel;
        [SerializeField] private GameObject healthPanel;
        [SerializeField] private GameObject enemiesPanel;

        [Header("Text")]
        [SerializeField] private TextMeshProUGUI ammoReporter;
        [SerializeField] private TextMeshProUGUI enemiesToKill;

        [Header("Required Components")]
        [SerializeField] private TutorialEnemyController
tutorialEnemyController;
        [SerializeField] private TutorialController tutorialController;
```

```

private PlayerController _player;
private PlayerShooting _playerShooting;
private PlayerHealth _playerHealth;

private bool _currentlyReloading;
private bool _enemyKillChallenge;

private int _numberOfEnemies;

private void Start()
{
    _player =
GameObject.FindGameObjectWithTag("Player").GetComponent<PlayerController>();
    _playerShooting = _player.playerShooting;
    _playerHealth = _player.playerHealth;
    reloadBar.fillAmount = 0f;
    ammoPanel.SetActive(false);
    enemiesPanel.SetActive(false);
    healthPanel.SetActive(true);
}

private void FixedUpdate()
{
    if (ammoPanel.activeSelf && Math.Abs(reloadBar.fillAmount - 1f)
< 0.01f && !_currentlyReloading)
        reloadBar.gameObject.SetActive(false);

    if (_playerShooting.HasWeapon() && !ammoPanel.activeSelf)
        ammoPanel.SetActive(true);

    if (healthPanel.activeSelf)
        healthBar.fillAmount = _playerHealth.CurrentHealth /
_playerHealth.MaxHealth;

    switch (_enemyKillChallenge)
    {
        case true when !enemiesPanel.activeSelf:
            enemiesPanel.SetActive(true);
    }
}

```

```

        break;
    case true when enemiesPanel.activeSelf:
        enemiesToKill.text =
            $"Remaining:
{n{tutorialEnemyController.EnemiesRemaining} / {_numberOfEnemies}}";
        break;
    case false when enemiesPanel.activeSelf:
        enemiesPanel.SetActive(false);
        break;
}

if (_playerShooting.HasWeapon() && ammoPanel.activeSelf)
    ammoReporter.text =
        ${_playerShooting.CurrentWeapon.CurrentPrimaryAmmo} /
{_playerShooting.CurrentWeapon.CurrentSecondaryAmmo};
}

```

```

public void Reload(float reloadTime)
{
    _currentlyReloading = true;
    reloadBar.gameObject.SetActive(true);
    LeanTween.value(reloadBar.gameObject, 0f, 1f,
reloadTime).setOnUpdate(val =>
{
    var i = reloadBar.fillAmount;
    i = val;
    reloadBar.fillAmount = i;
}).setOnComplete(() => { _currentlyReloading = false; });
}

public void ShowKillChallengeUI(int enemies)
{
    _numberOfEnemies = enemies;
    StartCoroutine(EnemyKillChallenge());
}

private IEnumerator EnemyKillChallenge()
{

```

```
        _enemyKillChallenge = true;
        yield return new WaitUntil(() =>
tutorialEnemyController.EnemiesRemaining == 0);
        _enemyKillChallenge = false;
        tutorialController.EnemyChallengeComplete();
    }
}
}
```

# Environment Scripts

Start typing here...

# Lighting

Start typing here...

# LightFlicker.cs

## Description

## Script

```
using System.Collections.Generic;
using UnityEngine;
using Random = UnityEngine.Random;

namespace Environment.Lighting
{
    public class LightFlicker : MonoBehaviour
    {
        [SerializeField] private Color lightFlickerColour;
        [SerializeField] private float minIntensity;
        [SerializeField] private float maxIntensity;
        [SerializeField] private bool enableFlicker;
        [SerializeField] private int lightSmoothing = 8;

        private float _lastSum;
        private Light _light;
        private Queue<float> _lightQueue;

        private void Start()
        {
            _light = GetComponentInChildren<Light>();

            if (enableFlicker && lightSmoothing > 0)
                _lightQueue = new Queue<float>(lightSmoothing);
        }

        private void FixedUpdate()
        {
            if (!enableFlicker && lightSmoothing > 0) return;
```

```
        while (_lightQueue.Count >= lightSmoothing)
            _lastSum -= _lightQueue.Dequeue();

        var newVal = Random.Range(minIntensity, maxIntensity);
        _lightQueue.Enqueue(newVal);
        _lastSum += newVal;
        _light.intensity = _lastSum / (float)_lightQueue.Count;
    }

    private void Reset()
    {
        _lightQueue.Clear();
        _lastSum = 0;
    }
}
```

# FloatingWallController.cs

## Description

## Script

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

namespace Environment
{
    public class FloatingWallController : MonoBehaviour
    {

        [SerializeField] private List<GameObject> childObjs;

        public void TriggerWallMovement()
        {
            StartCoroutine(MoveObjectsY());
        }

        private IEnumerator MoveObjectsY()
        {
            foreach (var childObj in childObjs)
            {
                yield return new WaitForSeconds(0.35f);
                LeanTween.moveLocalY(childObj, 0, 3);
            }
        }
    }
}
```

# OutOfWorldSensor.cs

## Description

## Script

```
using UnityEngine;
using UnityEngine.SceneManagement;

namespace Environment
{
    public class OutOfWorldSensor : MonoBehaviour
    {
        private void OnTriggerEnter(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            SceneManager.LoadSceneAsync("deathScene");
        }

        private void OnTriggerExit(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            SceneManager.LoadSceneAsync("deathScene");
        }

        private void OnTriggerStay(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            SceneManager.LoadSceneAsync("deathScene");
        }
    }
}
```



# Portal.cs

## Description

## Script

```
using UnityEngine;
using UnityEngine.SceneManagement;

namespace Environment
{
    public class Portal : MonoBehaviour
    {
        private void OnTriggerEnter(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            SceneManager.LoadScene("mainScene");
        }

        private void OnTriggerStay(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            SceneManager.LoadScene("mainScene");
        }
    }
}
```

# Debugging Scripts

Start typing here...

# ShowMoveState.cs

## Description

## Script

```
using Player;
using TMPro;
using UnityEngine;

namespace Debugging
{
    public class ShowMoveState : MonoBehaviour
    {

        private TextMeshProUGUI _moveStateText;
        private PlayerMovement _playerMovement;

        private void Start()
        {

GameObject.FindGameObjectWithTag("Player").GetComponent<PlayerController>();
            _moveStateText = GetComponentInChildren<TextMeshProUGUI>();
        }

        private void FixedUpdate()
        {
            _moveStateText.text =
_playerMovement.GetPlayerMovementState().ToString();
        }
    }
}
```

# StateReporter.cs

## Description

## Script

```
using UnityEngine;
using Cameras;
using Player;
using TMPro;

namespace Debugging
{
    public class StateReporter : MonoBehaviour
    {
        [SerializeField] private CameraController cameraController;
        [SerializeField] private PlayerController playerController;

        private TextMeshProUGUI _text;

        private void Start()
        {
            _text = GetComponent<TextMeshProUGUI>();
        }

        private void FixedUpdate()
        {
            _text.text = $"Player State:\n{playerController.PlayerFsm.CurrentState}\n" +
                         $"Camera State:\n{cameraController.CameraFsm.CurrentState}";
        }
    }
}
```

# Camera Scripts

Start typing here...

# Camera FSM

Start typing here...

# Camera States

Start typing here...

# FirstPersonState.cs

## Description

## Script

```
using Unity.Cinemachine;

namespace Cameras.FSM.States
{
    public class FirstPersonState : CameraState
    {
        private bool _isChangingPerspective;
        public FirstPersonState(string stateName, CameraStateMachine
stateMachine, CameraController cameraController, CinemachineCamera
stateCamera) : base(stateMachine, cameraController, stateCamera)
        {
            StateMachine = stateMachine;
            CameraController = cameraController;
            StateCamera = stateCamera;
        }
        public override void LogicUpdate()
        {
            base.LogicUpdate();
            if (StateMachine.CurrentState.IsChangingPerspective)
                StateMachine.ChangeState(CameraController.ThirdPersonState);
        }
    }
}
```

# ThirdPersonState.cs

## Description

## Script

```
using Unity.Cinemachine;

namespace Cameras.FSM.States
{
    public class ThirdPersonState : CameraState
    {

        public ThirdPersonState(string stateName, CameraStateMachine
stateMachine, CameraController cameraController, CinemachineCamera
stateCamera) : base(stateMachine, cameraController, stateCamera)
        {
            StateMachine = stateMachine;
            CameraController = cameraController;
            StateCamera = stateCamera;
        }

        public override void LogicUpdate()
        {
            base.LogicUpdate();

            if (StateMachine.CurrentState.IsChangingPerspective)
                StateMachine.ChangeState(CameraController.FirstPersonState);
        }
    }
}
```

# CameraStateMachine.cs

## Description

## Script

```
using Cameras.FSM.States;
using UnityEngine;

namespace Cameras.FSM
{
    public abstract class CameraStateMachine
    {
        private CameraState _initialState;

        public CameraState CurrentState { get; private set; }

        public CameraState PreviousState { get; set; }

        public void Initialize(CameraState startingState)
        {
            CurrentState = startingState;
            startingState.Enter();
        }

        public void ChangeState(CameraState newState)
        {
            PreviousState = CurrentState;
            CurrentState?.Exit();
            CurrentState = newState;
            CurrentState?.Enter();
        }
    }

    public class CameraMachine : CameraStateMachine
    {
    }
}
```

```
[HideInInspector] public FirstPersonState FirstPersonState;  
[HideInInspector] public ThirdPersonState ThirdPersonState;  
}  
}
```

# CameraState.cs

## Description

## Script

```
using Unity.Cinemachine;

namespace Cameras.FSM
{
    public abstract class CameraState
    {
        protected CameraController CameraController;
        protected CameraStateMachine StateMachine;

        public bool IsChangingPerspective { get; set; }

        protected CinemachineCamera StateCamera { get; set; }

        protected CameraState(CameraStateMachine stateMachine,
        CameraController cameraController,
        CinemachineCamera stateCamera)
        {
            StateMachine = stateMachine;
            CameraController = cameraController;
            StateCamera = stateCamera;
            CameraController.playerInput.actions["Perspective"].performed +=
            _ => PerspectiveChange();
        }

        public void Enter()
        {
            MainCamera.SetActiveCamera(StateCamera);
        }

        public void HandleInput()
```

```
{  
}  
  
public virtual void LogicUpdate()  
{  
}  
  
public void PhysicsUpdate()  
{  
}  
  
private void PerspectiveChange()  
{  
    StateMachine.CurrentState.IsChangingPerspective = true;  
}  
  
public void Exit()  
{  
    IsChangingPerspective = false;  
}  
}  
}
```

# CinemachineMouseLook.cs

## Description

## Script

```
using System;
using Unity.Cinemachine;
using UnityEngine;
using UnityEngine.InputSystem;
using Object = UnityEngine.Object;

namespace Cameras
{
    [ExecuteAlways]
    [SaveDuringPlay]
    [AddComponentMenu("Cinemachine/Helpers/Cinemachine Mouse Look")]
    public class CinemachineMouseLook :
        InputAxisControllerBase<CinemachineMouseLook.MouseReader>
    {
        // value that is read by the mouse reader class
        private static float _mouseSensitivity;
        // value visible in inspector
        [SerializeField] private float mouseSens;
        // input override
        [SerializeField] private PlayerInput playerInput;

        private void Awake()
        {
            // non-static to static var
            UpdateSensAndSmoothing(mouseSens);
            // attempt to get player input override
            if (!playerInput)
                TryGetComponent(out playerInput);
            if (!playerInput)
                Debug.LogError("Cannot find input component");
            else

```

```

    {
        playerInput.notificationBehavior =
PlayerNotifications.InvokeCSharpEvents;
        playerInput.onActionTriggered += value =>
    {
        foreach (var controller in Controllers)
        {
            controller.Input.ProcessInput(value.action);
        }
    };
}
}

public void UpdateSensAndSmoothing(float newSens)
{
    mouseSens = newSens;
    _mouseSensitivity = newSens;
    foreach (var controller in Controllers)
    {
        controller.Driver.AccelTime = (float) (0.1 * (1 / newSens));
        controller.Driver.DecelTime = (float) (0.1 * (1 / newSens));
    }
}

private void FixedUpdate()
{
    if (Application.isPlaying)
        UpdateControllers();
}

[Serializable]
public sealed class MouseReader : IInputAxisReader
{
    public InputActionReference inputActionReference;
    private Vector2 _value;

    public void ProcessInput(InputAction action)
    {
        if (!inputActionReference || inputActionReference.action.id

```

```
!= action.id) return;
        if (action.expectedControlType == "Vector2")
            _value = action.ReadValue<Vector2>();
        else
            _value.x = _value.y = action.ReadValue<float>();
    }

    public float GetValue(Object context,
IInputAxisOwner.AxisDescriptor.Hints hint)
{
    return hint == IInputAxisOwner.AxisDescriptor.Hints.Y
        ? _value.y * _mouseSensitivity
        : _value.x * _mouseSensitivity;
}
}

}
```

# MainCamera.cs

## Description

## Script

```
using System;
using Unity.Cinemachine;
using UnityEngine;
using UnityEngine.Serialization;

namespace Cameras
{
    public class MainCamera : MonoBehaviour
    {
        [SerializeField] private CinemachineCamera firstPersonCam;
        [SerializeField] private CinemachineCamera thirdPersonCam;
        [FormerlySerializedAs("_cameraController")] [SerializeField] private CameraController cameraController;

        [Header("Testing")]
        [SerializeField] private bool isTesting;
        [Range(0, 360)] [SerializeField] private float xRotation;
        [Range(0, 360)] [SerializeField] private float yRotation;
        [Range(0, 360)] [SerializeField] private float zRotation;
        [Range(0, 360)] [SerializeField] private float dutch;
        [Range(0, 250)] [SerializeField] private float fov;
        [SerializeField] private bool lerpFOV;

        public static CameraChanger.CameraModes ActiveCameraMode =>
            CameraChanger.GetActiveCamera();

        private static CinemachineCamera _previousCam;
        private static CinemachineCamera _activeCam;

        private CinemachineMouseLook _cinemachineMouseLook;
        public MainCamera Instance { get; private set; }
```

```

private void Awake()
{
    if (Instance != null && Instance != this)
        Destroy(gameObject);
    else
    {
        Instance = this;
    }
}

public static void SetActiveCamera(CinemachineCamera newCamera)
{
    if (!_activeCam && !_previousCam) Debug.LogWarning("No active
cam or previous cam assigned");
    else
    {
        _previousCam = _activeCam;
        _previousCam.Priority.Value = 0;
    }
    _activeCam = newCamera;
    _activeCam.Priority.Value = 10;
}

public static CameraChanger.CameraModes GetActiveMode()
{
    return CameraChanger.GetActiveCamera();
}

public void SetSensitivity(float sensitivity)
{
    if (!_cinemachineMouseLook)
        _cinemachineMouseLook =
firstPersonCam.GetComponent<CinemachineMouseLook>();
    if (!_cinemachineMouseLook)
        throw new Exception("Cannot find the mouse look

```

```

component!" );
    _cinemachineMouseLook.UpdateSensAndSmoothing(sensitivity);

}

public static void DoFov(float endValue, float timeToTake)
{
    switch (ActiveCameraMode)
    {
        case CameraChanger.CameraModes.FirstPerson:
            CameraChanger.FirstPersonCam.LerpFirstFOV(endValue,
timeToTake);
            break;
        case CameraChanger.CameraModes.ThirdPerson:
            CameraChanger.ThirdPersonCam.LerpThirdFOV(endValue,
timeToTake);
            break;
        default:
            throw new ArgumentOutOfRangeException();
    }
}

public static void DoTilt(float endValue, float timeToTake)
{
    switch (ActiveCameraMode)
    {
        case CameraChanger.CameraModes.FirstPerson:
            CameraChanger.FirstPersonCam.LerpFirstDutch(endValue,
timeToTake);
            break;
        case CameraChanger.CameraModes.ThirdPerson:
            CameraChanger.ThirdPersonCam.LerpThirdDutch(endValue,
timeToTake);
            break;
        default:
            throw new ArgumentOutOfRangeException();
    }
}

```

```
    }  
}
```

# Enemy Scripts

Start typing here...

# EnemyController.cs

## Description

## Script

```
using System.Collections;
using System.Linq;
using Tutorial;
using UnityEngine;
using UnityEngine.AI;

namespace AI
{
    public static class GameObjectExtensions
    {
        public static GameObject GetChildWithTag(this GameObject parent,
string tag)
        {
            var t = parent.transform;
            return (from Transform tr in t where tr.CompareTag(tag) select
tr.gameObject).FirstOrDefault();
        }
    }

    public class EnemyController : MonoBehaviour
    {
        [SerializeField] private float playerDetectionRange;
        [SerializeField] private float pauseBeforeAttack;
        [SerializeField] private float timeBetweenAttacks;
        [SerializeField] private TutorialEnemyController
tutorialEnemyController;
        private Animator _enemyAnimator;
        private bool _canMove = true;
        private EnemyShooting _enemyShooting;
        private float _velocity;
        private GameObject _player;
```

```

private GameObject _enemyMesh;
private NavMeshAgent _navMeshAgent;
private Quaternion _enemyRotation;
private Transform _enemyTransform;
private Vector3 _targetPoint;
private Vector3 _previousPos;

// ReSharper disable once NotAccessedField.Local
private TutorialEnemy _tutorialEnemy;
private static readonly int Velocity =
Animator.StringToHash("velocity");
public bool IsTutorial { get; private set; }
public TutorialEnemyController TutorialEnemyManager =>
tutorialEnemyController;

private void Start()
{
    _enemyMesh = gameObject.GetChildWithTag("EnemyMesh");
    _player = GameObject.FindGameObjectWithTag("PlayerMesh");
    _navMeshAgent = GetComponent<NavMeshAgent>();
    _enemyShooting = GetComponent<EnemyShooting>();
    _enemyAnimator = GetComponentInChildren<Animator>();
    IsTutorial = TryGetComponent(out _tutorialEnemy);
    if (!IsTutorial) return;
    _navMeshAgent.enabled = false;
    _enemyShooting.enabled = false;
    _canMove = false;
}

public void EnableEnemy()
{
    _navMeshAgent.enabled = true;
    _enemyShooting.enabled = true;
    _canMove = true;
}

private void FixedUpdate()
{
}

```

```

        if (!_enemyShooting.enabled) return;
        if (_enemyShooting.CurrentWeapon.CurrentPrimaryAmmo == 0)
        {
            _enemyShooting.Reload();
            return;
        }

        if (Vector3.Distance(transform.position,
_player.transform.position) > playerDetectionRange) return;
        if (IsFacingPlayer() && _enemyShooting.CanAttack)
PrepareToShoot();
        if (_targetPoint == _player.transform.position) return;
        _targetPoint = _player.transform.position;
        if (_canMove) _navMeshAgent.SetDestination(_targetPoint);
    }

    private void LateUpdate()
    {
        _velocity = (_enemyMesh.transform.position -
_previousPos).magnitude / Time.deltaTime;
        _previousPos = _enemyMesh.transform.position;
        _enemyAnimator.SetFloat(Velocity, _velocity);
    }

    private bool IsFacingPlayer()
    {
        return Vector3.Dot(transform.forward,
(_player.transform.position - transform.position).normalized) > 0.95f;
    }

    private void PrepareToShoot()
    {
        _navMeshAgent.isStopped = true;
        _canMove = false;
        transform.LookAt(_player.transform);
        StartCoroutine(WaitBeforeAttack());
    }

    private IEnumerator WaitBeforeAttack()

```

```
{  
    if (!_enemyShooting.CanAttack) yield break;  
    yield return new WaitForSeconds(pauseBeforeAttack);  
    _enemyShooting.Fire();  
    _navMeshAgent.isStopped = false;  
    _canMove = true;  
    StartCoroutine(TimeBeforeAttacks());  
}  
  
private IEnumerator TimeBeforeAttacks()  
{  
    _enemyShooting.CanAttack = false;  
    yield return new WaitForSeconds(timeBetweenAttacks);  
    _enemyShooting.CanAttack = true;  
}  
}
```

# EnemyHealth.cs

## Description

## Script

```
using System.Collections;
using UnityEngine;
using UnityEngine.AI;

namespace AI
{
    public class EnemyHealth : MonoBehaviour
    {
        [SerializeField] private float maxHealth = 5f;
        private Animator _enemyAnimator;
        private bool _hasDied;
        private Collider _enemyCollider;
        private EnemyShooting _enemyShooting;
        private EnemyController _enemyController;
        private float CurrentHealth { get; set; }
        private NavMeshAgent _navMeshAgent;
        private static readonly int IsDead =
            Animator.StringToHash("isDead");

        private void Start()
        {
            CurrentHealth = maxHealth;
            _enemyController = GetComponent<EnemyController>();
            _enemyShooting = GetComponent<EnemyShooting>();
            _enemyAnimator = GetComponentInChildren<Animator>();
            _enemyCollider = GetComponentInChildren<Collider>();
            _navMeshAgent = GetComponent<NavMeshAgent>();
        }

        private void FixedUpdate()
        {

```

```
        if (CurrentHealth <= 0 && !_hasDied) StartCoroutine(Die());
    }

    public void Damage(float value)
    {
        CurrentHealth -= value;
    }

    private IEnumerator Die()
    {
        _hasDied = true;
        if (_enemyController.IsTutorial)

            _enemyController.TutorialEnemyManager.EnemyKilled(_enemyController);

        _enemyAnimator.SetBool(IsDead, true);
        Destroy(_navMeshAgent);
        Destroy(_enemyShooting);
        Destroy(_enemyController);
        Destroy(_enemyCollider);
        yield return new WaitForSeconds(5f);
        Destroy(gameObject);
    }
}
```

# EnemyShooting.cs

## Description

## Script

```
using System;
using UnityEngine;
using Weapons.Enemy;

namespace AI
{
    public class EnemyShooting : MonoBehaviour
    {
        private enum WeaponType
        {
            Pistol,
            Shotgun
        }

        [SerializeField] private WeaponType weaponType;
        [SerializeField] private EnemyPistol pistol;
        [SerializeField] private EnemyShotgun shotgun;

        public EnemyBaseWeapon CurrentWeapon { get; private set; }

        public bool CanAttack { get; set; }

        public void Start()
        {
            CanAttack = true;
            switch (weaponType)
            {
                case WeaponType.Pistol:
                    EquipWeapon(pistol);
                    break;
                case WeaponType.Shotgun:
```

```
        EquipWeapon(shotgun);
        break;
    default:
        throw new ArgumentOutOfRangeException();
    }
}

private void EquipWeapon(EnemyBaseWeapon newWeapon)
{
    CurrentWeapon = newWeapon;
    CurrentWeapon.CurrentPrimaryAmmo = CurrentWeapon.maxPrimaryAmmo;
    CurrentWeapon.CurrentSecondaryAmmo =
CurrentWeapon.maxSecondaryAmmo;

}

public void Reload()
{
    if (!CurrentWeapon) return;
    CurrentWeapon.Reload();
}

public void Fire()
{
    if (!CurrentWeapon || !CanAttack) return;
    CurrentWeapon.Fire();
}
}
```

# Player Scripts

The Scripts that belong to or relate to the Player.

# Player FSM

Collection of scripts used for the Players Finite State Machine.

# Player States

The State Scripts to be used by the Player's Finite State Machine.

# Airborne.cs

## Description

This script controls the Airborne state of the player.

## Script

```
using UnityEngine;

namespace Player.FSM.States
{
    public class Airborne : FsmState
    {
        private float _gravityValue;
        private float _playerSpeed;
        private bool _isGrounded;
        private bool _checkForWalls;
        private bool _leftWall;
        private bool _rightWall;
        private bool _canWallRun;
        private RaycastHit _leftWallHit;
        private RaycastHit _rightWallHit;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _verticalVelocity;
        private LayerMask _whatIsWall;
        private float _maxWallDistance;
        private Transform PlayerTransform => Character.PlayerTransform;

        public Airborne(string stateName, PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine, playerController)
        {
            Character = playerController;
            StateMachine = stateMachine;
        }

        public override void Enter()
```

```

    {

        base.Enter();
        _isGrounded = false;
        _leftWall = false;
        _rightWall = false;
        _playerSpeed = Character.PlayerSpeed;
        _gravityValue = Character.PlayerGravity;
        _verticalVelocity = Vector3.zero;
        _checkForWalls = Character.checkForWallsWhenAirborne;
        _whatIsWall = Character.WhatIsWall;
        _maxWallDistance = Character.MaxWallDistance;

    }

    public override void HandleInput()
    {
        base.HandleInput();
        _movementInput = MoveAction.ReadValue<Vector2>();
        _playerVelocity = (PlayerTransform.right * _movementInput.x +
                           PlayerTransform.forward * _movementInput.y) *
                           _playerSpeed;
    }

    public override void LogicUpdate()
    {
        base.LogicUpdate();

        switch (_isGrounded)
        {
            case true when _movementInput is not {x: 0, y: 0}:
                StateMachine.ChangeState(Character.WalkingState);
                break;
            case true when _movementInput is {x: 0, y:0}:
                StateMachine.ChangeState(Character.IdleState);
                break;
            case false when (_leftWall || _rightWall) && _canWallRun:
                StateMachine.ChangeState(Character.WallRunState);
                break;
        }
    }
}

```

```

    }

    public override void PhysicsUpdate()
    {
        base.PhysicsUpdate();

        _isGrounded = Character.isGrounded;
        Character.characterController.Move(_playerVelocity *
Time.deltaTime + _verticalVelocity * Time.deltaTime);
        if (!_isGrounded) _verticalVelocity.y += _gravityValue *
Time.deltaTime;
        if (!_checkForWalls) return;
        var right = PlayerTransform.right;
        var position = PlayerTransform.position;
        _rightWall = Physics.Raycast(position, right, out _rightWallHit,
_maxWallDistance, _whatIsWall);
        _leftWall = Physics.Raycast(position, -right, out _leftWallHit,
_maxWallDistance, _whatIsWall);

        if (((!_leftWall && !_rightWall) || _movementInput.is {x: 0, y:
0} || _isGrounded) return;
        if (_leftWall && !_rightWall)
        {
            Character.leftWall = true;
            Character.rightWall = false;
            Character.LeftWallHit = _leftWallHit;
        }
        else if (_rightWall && !_leftWall)
        {
            Character.rightWall = true;
            Character.leftWall = false;
            Character.RightWallHit = _rightWallHit;
        }
        _canWallRun = true;
    }

    public override void Exit()

```

```

    {
        base.Exit();
        _isGrounded = true;
        Character.canJump = false;
        Character.StartCoroutine(PlayerController.ActionCooldown(() =>
Character.canJump = true, Character.JumpCooldown));
        Character.StartCoroutine(PlayerController.ActionCooldown(() => {
},
            Character.WallRunCooldown));
        Character.jumpingFromLeftWall = false;
        Character.jumpingFromRightWall = false;
        Character.checkForWallsWhenAirborne = false;
    }
}
}

```

## Public Methods

### Airborne()

Stores a reference to the player controller script and the state machine controller.

### Enter()

Sets variable values to match the values on the Player Controller script, while also zeroing variables that may have been true before entering this state.

### HandleInput()

Reads for Player Movement input and updates the player's velocity accordingly.

### LogicUpdate()

Checks if the player is grounded, and then updates the player state according to the movement input and if there are any walls detected.

### **PhysicsUpdate()**

Updates if the player is grounded, moves the player, calculates vertical velocity, checks for walls nearby, and determines whether the player can wall run.

### **Exit()**

Applies cooldowns and zeroes values.

## **Variables**

### **gravityValue**

Reference to the player gravity.

### **playerSpeed**

Reference to the player's speed.

### **isMoving**

Is the player moving.

### **isGrounded**

Is the player grounded.

### **checkForWalls**

Should the script check for walls while the player is airborne.

### **\_leftWall**

**Is left wall detected.**

**\_rightWall**

Is right wall detected.

**canWallRun**

Can the player wall run.

**\_leftWallHit**

Reference to the wall detected to the left of the player.

**\_rightWallHit**

Reference to the wall detected to the right of the player.

**movementInput**

The X and Y values of the players movement input.

**playerVelocity**

The X, Y and Z values of the players velocity.

**verticalVelocity**

The X, Y and Z values of the players vertical velocity.

**\_whatIsWall**

The layer mask determining what objects can be wall ran on.

**\_maxWallDistance**

The max length that can be reached between a player and a wall.

**PlayerTransform**

A reference to the transform of the player's Character Controller component.

# Idle.cs

## Description

This script controls the Idle state of the player.

## Script

```
using Tutorial;
using UnityEngine;

namespace Player.FSM.States
{
    public class Idle : FsmState
    {
        private bool _isJumping;
        private bool _isSliding;
        private bool _isGrounded;
        private bool _isMoving;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _verticalVelocity;
        private Transform PlayerTransform => Character.PlayerTransform;

        public Idle(string name, PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine, playerController)
        {
            Character = playerController;
            StateMachine = stateMachine;
        }

        public override void Enter()
        {
            base.Enter();
            _isMoving = false;
            _isJumping = false;
            _isSliding = false;
```

```

        _isGrounded = true;
        _playerVelocity = Vector3.zero;
        _verticalVelocity = Vector3.zero;
    }

    public override void Tick(float deltaTime)
    {
        throw new System.NotImplementedException();
    }

    public override void HandleInput()
    {
        base.HandleInput();
        _isJumping = JumpAction.IsPressed();
        if (_isJumping && Character.IsTutorial &&
TutorialController.IntroComplete() &&
            TutorialController.nextKeyToPress ==
TutorialController.NextKeyPress.Jump)
            TutorialController.TutorialChecks["Jump"] = true;
        if (_movementInput is not { x: 0, y: 0 })
        {
            _isMoving = true;
            if (!Character.IsTutorial) return;
            switch (_movementInput)
            {
                case { x: 0, y: > 0 }:
                    if (!TutorialController.IntroComplete() &&
TutorialController.nextKeyToPress ==
                        TutorialController.NextKeyPress.Forward) break;
                    TutorialController.TutorialChecks["Forward"] = true;
                    break;
                case { x: 0, y: < 0 }:
                    if (!TutorialController.IntroComplete() &&
TutorialController.nextKeyToPress !=
                        TutorialController.NextKeyPress.Backwards)
break;
                    TutorialController.TutorialChecks["Backwards"] =
true;
                    break;
            }
        }
    }
}

```

```

        case { x: > 0, y: 0 }:
            if (!TutorialController.IntroComplete() &&
TutorialController.nextKeyToPress != TutorialController.NextKeyPress.Right) break;
            TutorialController.TutorialChecks["Right"] = true;
            break;
        case { x: < 0, y: 0 }:
            if (!TutorialController.IntroComplete() &&
TutorialController.nextKeyToPress != TutorialController.NextKeyPress.Left) break;
            TutorialController.TutorialChecks["Left"] = true;
            break;
    }
}

_movementInput = MoveAction.ReadValue<Vector2>();
_playerVelocity = (PlayerTransform.right * _movementInput.x +
                    PlayerTransform.forward * _movementInput.y) *
PlayerSpeed;
}

public override void LogicUpdate()
{
    base.LogicUpdate();

    if (_isJumping && Character.canJump)
        StateMachine.ChangeState(Character.JumpingState);
    if (_isMoving)
        StateMachine.ChangeState(Character.WalkingState);
    if (_isSliding && Character.canSlide)
        StateMachine.ChangeState(Character.SlidingState);
}

public override void PhysicsUpdate()
{
    base.PhysicsUpdate();

    _verticalVelocity.y += GravityValue * Time.deltaTime;
    _isGrounded = Character.isGrounded;
}

```

```

        if (_isGrounded && _verticalVelocity.y < 0)
            _verticalVelocity.y = 0f;

        Character.characterController.Move(_playerVelocity *
Time.deltaTime + _verticalVelocity * Time.deltaTime);
    }
}
}

```

## Public Methods

### **Idle()**

Stores a reference to the player controller script and the state machine controller.

### **Enter()**

Sets variable values to match the values on the Player Controller Script, while zeroing the players velocity and vertical velocity.

### **HandleInput()**

Checks if the player is jumping, if the player is in the tutorial level then confirm the player has pressed jump for the input prompt. If the player is pressing any of the movement keys, and is in tutorial, while the introduction is not complete, then set the relevant input checks to true. Calculates the player's velocity.

### **LogicUpdate()**

If Jumping then change to jumping state, if moving then change to the walking state, if sliding then change to the sliding state.

### **PhysicsUpdate()**

Apply gravity, update if the player is grounded, zeroes the gravity if grounded, moves the

player.

## Variables

### **isJumping**

Is the player jumping.

### **isSliding**

Is the player sliding.

### **isGrounded**

Is the player grounded.

### **isMoving**

Is the player moving.

### **movementInput**

X and Y Values of the players movement input.

### **playerVelocity**

X, Y and Z Values of the players velocity.

### **verticalVelocity**

X, Y and Z values of the players vertical velocity.

### **PlayerTransform**

A reference to the transform of the player's Character Controller component.

# Jumping.cs

## Description

This script controls the Jumping state of the player.

## Script

```
using Unity.Cinemachine;
using UnityEngine;

namespace Player.FSM.States
{
    public class Jumping : FsmState
    {
        private float _gravityValue;
        private float _playerSpeed;
        private float _playerJumpHeight;
        private bool _isGrounded;
        private Vector2 _mouseInput;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _verticalVelocity;
        private float _mouseX;
        private float _mouseY;
        private float _xRotation;
        private float _maxWallDistance;
        private LayerMask _whatIsWall;
        private Vector3 _targetRotation;
        private CinemachineCamera _thirdPersonCam;
        private CinemachineCamera _firstPersonCam;
        private RaycastHit _leftWallHit;
        private RaycastHit _rightWallHit;
        private bool _leftWall;
        private bool _rightWall;
        private bool _canWallRun;
        private Transform PlayerTransform => Character.PlayerTransform;
```

```

    public Jumping(string stateName, PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine, playerController)
{
    Character = playerController;
    StateMachine = stateMachine;
}

public override void Enter()
{
    base.Enter();
    _canWallRun = false;
    _isGrounded = false;
    _playerSpeed = Character.PlayerSpeed;
    _gravityValue = Character.PlayerGravity;
    _playerJumpHeight = Character.JumpHeight;
    _verticalVelocity = Vector3.zero;
    _maxWallDistance = Character.MaxWallDistance;
    _whatIsWall = Character.WhatIsWall;
    Jump();
}

private void Jump()
{
    _verticalVelocity.y = Mathf.Sqrt(-2f * _playerJumpHeight *
_gravityValue);
}

public override void HandleInput()
{
    base.HandleInput();

    SlideAction.IsPressed();
    _movementInput = MoveAction.ReadValue<Vector2>();
    _playerVelocity = (PlayerTransform.right * _movementInput.x +
                      PlayerTransform.forward * _movementInput.y) *
_playerSpeed;
}

```

```

public override void LogicUpdate()
{
    base.LogicUpdate();

    switch (_isGrounded)
    {
        case false when (_leftWall || _rightWall) && _canWallRun:
            StateMachine.ChangeState(Character.WallRunState);
            break;
        case true when _movementInput is not { x: 0, y: 0 } &&
_verticalVelocity.y < 0:
            StateMachine.ChangeState(Character.IdleState);
            break;
        case true when _movementInput is { x: 0, y: 0 } &&
_verticalVelocity.y < 0:
            StateMachine.ChangeState(Character.WalkingState);
            break;
        case false when _verticalVelocity.y <= 0:
            StateMachine.ChangeState(Character.AirborneState);
            break;
    }
}

public override void PhysicsUpdate()
{
    base.PhysicsUpdate();
    _isGrounded = Character.isGrounded;
    Character.characterController.Move(_playerVelocity *
Time.deltaTime + _verticalVelocity * Time.deltaTime);
    if (!_isGrounded) _verticalVelocity.y += _gravityValue *
Time.deltaTime;

    var right = PlayerTransform.right;
    var position = PlayerTransform.position;
    _rightWall = Physics.Raycast(position, right, out _rightWallHit,
_maxWallDistance, _whatIsWall);
    _leftWall = Physics.Raycast(position, -right, out _leftWallHit,

```

```

_maxWallDistance, _whatIsWall);

        if ((!_leftWall && !_rightWall) || _movementInput is { x: 0, y:
0 } || _isGrounded) return;
        if (_leftWall && !_rightWall)
        {
            Character.leftWall = true;
            Character.rightWall = false;
            Character.LeftWallHit = _leftWallHit;
        }
        else if (_rightWall && !_leftWall)
        {
            Character.rightWall = true;
            Character.leftWall = false;
            Character.RightWallHit = _rightWallHit;
        }

        _canWallRun = true;
    }

public override void Exit()
{
    base.Exit();
    _isGrounded = true;

    if (_leftWall && !_rightWall)
    {
        Character.leftWall = true;
        Character.rightWall = false;
        Character.LeftWallHit = _leftWallHit;
    }
    else if (_rightWall && !_leftWall)
    {
        Character.rightWall = true;
        Character.leftWall = false;
        Character.RightWallHit = _rightWallHit;
    }
}

```

```
    }  
}
```

## Public Methods

### **Jumping()**

Stores a reference to the player controller script and the state machine controller.

### **Enter()**

Sets variable values to match the values on the Player Controller script, while also resetting variable values that may have been different before entering this state, then calls the Jump function.

### **HandleInput()**

Reads for Player Movement input and then updates the player's velocity accordingly.

### **LogicUpdate()**

Checks if the player is grounded, and then changes the state depending on this alongside the players movement input and vertical velocity, while also making checks if the player can wall run and if either walls to the left or the right of the player has been detected.

### **PhysicsUpdate()**

Updates if the player is grounded, moves the player, calculates the players vertical velocity, ray casts to the left and right of the player, if walls are detected, the player is moving & not grounded, then store references to the walls detected alongside the RaycastHit variable and indicate that the player is able to wall run.

### **Exit()**

Sets the player to grounded, no longer jumping, and checks if walls are marked as true and update the values on the Player Controller script.

## Private Methods

### Jump()

Sets the Y axis of the vertical velocity vector to the calculated value dependant on the players jump height and gravity.

## Variables

### gravityValue

Reference to the player gravity.

### playerSpeed

Reference to the player's speed.

### playerJumpHeight

Reference to the player's jump height.

### isJumping

Is the player jumping.

### isSliding

Is the player sliding.

**isGrounded**

Is the player grounded.

**isMoving**

Is the player moving.

**mouseInput**

The X and Y values of the player's mouse delta.

**movementInput**

The X and Y values of the players movement input.

**playerVelocity**

The X, Y and Z values of the players velocity.

**verticalVelocity**

The X, Y and Z values of the players vertical velocity

**\_maxWallDistance**

The max length that can be reached between a player and a wall.

**\_whatIsWall**

The layer mask determining what objects can be wall ran on.

**\_leftWallHit**

Reference to the wall detected to the left of the player.

### **\_rightWallHit**

Reference to the wall detected to the right of the player.

### **\_leftWall**

Is left wall detected.

### **\_rightWall**

Is right wall detected.

### **\_canWallRun**

Can the player wall run.

### **PlayerTransform**

A reference to the transform of the player's Character Controller component.

# Sliding.cs

## Description

This script controls the Sliding state of the player.

## Script

```
using System.Collections;
using UnityEngine;

namespace Player.FSM.States
{
    public class Sliding : FsmState
    {
        private float _maxSlideTime;
        private float _slideForce;
        private float _slideYScale;
        private Transform _playerTransform;
        private float _playerSpeed;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _slideVelocity;
        private bool _isSliding;
        private bool _isJumping;
        private Coroutine _slideTimer;
        private float _startYScale;

        public Sliding(string stateName, PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine, playerController)
        {
            Character = playerController;
            StateMachine = stateMachine;
        }

        public override void Enter()
        {
            base.Enter();
```

```

_isSliding = true;
_isJumping = false;
_maxSlideTime = Character.MaxSlideTime;
_slideForce = Character.SlideForce;
_slideYScale = Character.SlideYScale;
_playerTransform = Character.PlayerTransform;
_playerSpeed = Character.PlayerSpeed;
_slideTimer = Character.StartCoroutine(SlideTimer());
_startYScale = _playerTransform.localScale.y;

var localScale = _playerTransform.localScale;
localScale = new Vector3(localScale.x, _slideYScale,
localScale.y);
_playerTransform.localScale = localScale;
}

public override void HandleInput()
{
    base.HandleInput();

    _movementInput = MoveAction.ReadValue<Vector2>();
    _playerVelocity = (_playerTransform.right * _movementInput.x +
                      _playerTransform.forward * _movementInput.y)
* _playerSpeed;

    _isJumping = JumpAction.IsPressed();
}

public override void LogicUpdate()
{
    base.LogicUpdate();

    switch (_isSliding)
    {
        case false when _movementInput is { x: 0, y: 0 }:
            StateMachine.ChangeState(Character.IdleState);
    }
}

```

```

        break;
    case false when _movementInput is not { x: 0, y: 0 }:
        StateMachine.ChangeState(Character.WalkingState);
        break;
    }

    if (_isJumping)
        StateMachine.ChangeState(Character.JumpingState);
}

public override void PhysicsUpdate()
{
    base.PhysicsUpdate();
    _slideVelocity = _playerVelocity.normalized * _slideForce;

    if (!_isSliding) return;
    Character.characterController.Move(_slideVelocity *
Time.deltaTime);
}

public override void Exit()
{
    base.Exit();
    _isSliding = false;
    Character.StopCoroutine(_slideTimer);
    Character.canSlide = false;
    Character.StartCoroutine(PlayerController.ActionCooldown(() =>
Character.canSlide = true,
            Character.SlideCooldown));
    var localScale = _playerTransform.localScale;
    localScale = new Vector3(localScale.x, _startYScale,
localScale.z);
    _playerTransform.localScale = localScale;
}

private IEnumerator SlideTimer()
{
    yield return new WaitForSeconds(_maxSlideTime);
    _isSliding = false;
}

```

```
        }  
    }  
}
```

## Public Methods

### **Sliding()**

Stores a reference to the player controller script and the state machine controller.

### **Enter()**

Sets the variable values to match the values on the Player Controller script, while also setting the scaling the Y axis of the player by the slide Y scale.

### **HandleInput()**

Reads for Player Movement input and updates the player's velocity accordingly. Also checks if the player is jumping.

### **LogicUpdate()**

Checks if the player is still sliding and the movement input, changes the current state accordingly.

### **PhysicsUpdate()**

Calculates the slide velocity of the player, them moves the player based on the value of the slide velocity.

### **Exit()**

Zeroes values, sets the sliding cooldown, and then restores the players scale on the Y axis to the value it was set to beforehand.

### **SlideTimer()**

Waits for the max duration the player is able to slide for. Then updates a variable to indicate that the player is no longer sliding.

# Walking.cs

## Description

This script controls the Walking state of the player.

```
using UnityEngine;

namespace Player.FSM.States
{
    public class Walking : FsmState
    {
        private float _gravityValue;
        private float _playerSpeed;
        private bool _isJumping;
        private bool _isSliding;
        private bool _isGrounded;
        private bool _isMoving;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _verticalVelocity;
        private Transform PlayerTransform => Character.PlayerTransform;

        public Walking(string stateName, PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine, playerController)
        {
            Character = playerController;
            StateMachine = stateMachine;
        }

        public override void Enter()
        {
            base.Enter();

            _isMoving = true;
            _isJumping = false;
```

```

        _isSliding = false;
        _isGrounded = true;
        _playerSpeed = Character.PlayerSpeed;
        _gravityValue = Character.PlayerGravity;
    }

    public override void HandleInput()
    {
        base.HandleInput();

        _isJumping = JumpAction.IsPressed();
        _isSliding = SlideAction.IsPressed();

        if (_movementInput is { x: 0, y: 0 })
            _isMoving = false;
        _movementInput = MoveAction.ReadValue<Vector2>();
        _playerVelocity = (PlayerTransform.right * _movementInput.x +
                           PlayerTransform.forward * _movementInput.y) *
                           _playerSpeed;
    }

    public override void LogicUpdate()
    {
        base.LogicUpdate();

        if (_isJumping && Character.canJump)
            StateMachine.ChangeState(Character.JumpingState);
        if (!_isMoving)
            StateMachine.ChangeState(Character.IdleState);
        if (_isSliding && Character.canSlide)
            StateMachine.ChangeState(Character.SlidingState);
    }

    public override void PhysicsUpdate()
    {
        base.PhysicsUpdate();
        _verticalVelocity.y += _gravityValue * Time.deltaTime;
        _isGrounded = Character.isGrounded;
    }
}

```

```

        if (_isGrounded && _verticalVelocity.y < 0)
            _verticalVelocity.y = 0f;

        Character.characterController.Move(_playerVelocity *
Time.deltaTime + _verticalVelocity * Time.deltaTime);
    }
}
}

```

## Public Methods

### **Walking()**

Stores a reference to the player controller script and the state machine controller.

### **Enter()**

Sets variable values to match the values on the Player Controller script, while also resetting variable values that may be different before entering this state.

### **HandleInput()**

Reads for Player Movement input and updates the player's velocity. Also checks if the player is jumping or sliding.

### **LogicUpdate()**

If Jumping and can jump then change to the jumping state, if not moving then change to idle state, if sliding and can slide then go to the sliding state.

### **PhysicsUpdate()**

Applies gravity to the players vertical velocity and updates the value to check if the player is grounded. If grounded then zero the vertical velocity. Moves the player.

# Variables

## **gravityValue**

Reference to the player gravity.

## **playerSpeed**

Reference to the player's speed.

## **isJumping**

Is the player jumping.

## **isSliding**

Is the player sliding.

## **isGrounded**

Is the player grounded.

## **isMoving**

Is the player moving.

## **movementInput**

The X and Y values of the players movement input.

## **playerVelocity**

The X, Y and Z values of the players velocity.

**verticalVelocity**

The X, Y and Z values of the players vertical velocity.

**PlayerTransform**

A reference to the transform of the player's Character Controller component.

# WallJumping.cs

## Description

This script controls the Wall Jumping state of the player.

## Script

```
using UnityEngine;

namespace Player.FSM.States
{
    public class WallJumping : FsmState
    {
        private float _gravityValue;
        private float _playerSpeed;
        private float _playerJumpHeight;
        private float _wallJumpSideForce;
        private float _wallJumpUpForce;
        private bool _isJumping;
        private bool _isGrounded;
        private bool _isWallRunning;
        private Vector2 _movementInput;
        private Vector3 _playerVelocity;
        private Vector3 _verticalVelocity;
        private RaycastHit _leftWallHit;
        private RaycastHit _rightWallHit;

#pragma warning disable CS0414 // Field is assigned but its value is never
used
        private bool _leftWall;
#pragma warning restore CS0414 // Field is assigned but its value is never
used
        private bool _rightWall;
        private Transform PlayerTransform => Character.PlayerTransform;

        public WallJumping(PlayerController playerController,
FiniteStateMachine stateMachine) : base(
            stateMachine, playerController)
```

```

    {

        Character = playerController;
        StateMachine = stateMachine;
    }

    public override void Enter()
    {
        base.Enter();

        _isGrounded = false;
        _playerSpeed = Character.PlayerSpeed;
        _gravityValue = Character.PlayerGravity;
        _wallJumpUpForce = Character.WallJumpUpForce;
        _wallJumpSideForce = Character.WallJumpSideForce;

        if (Character.jumpingFromRightWall &&
!Character.jumpingFromLeftWall)
        {
            _rightWall = true;
            _leftWall = false;
            _rightWallHit = Character.JumpingRightWallHit;
        }
        else if (Character.jumpingFromLeftWall &&
!Character.jumpingFromRightWall)
        {
            _leftWall = true;
            _rightWall = false;
            _leftWallHit = Character.JumpingLeftWallHit;
        }
        WallJump();
    }

    public override void HandleInput()
    {
        base.HandleInput();

        _movementInput = MoveAction.ReadValue<Vector2>();
        _playerVelocity = (PlayerTransform.right * _movementInput.x +

```

```

        PlayerTransform.forward * _movementInput.y) *
_playerSpeed;
    }

    public override void PhysicsUpdate()
{
    base.PhysicsUpdate();
    _isGrounded = Character.isGrounded;
    Character.characterController.Move(_playerVelocity *
Time.deltaTime + _verticalVelocity * Time.deltaTime);
    if (!_isGrounded) _verticalVelocity.y += _gravityValue *
Time.deltaTime;
}

    public override void LogicUpdate()
{
    base.LogicUpdate();

    if (_verticalVelocity.y <= 0)
        StateMachine.ChangeState(Character.AirborneState);
}

    private void WallJump()
{
    var wallNormal = _rightWall ? _rightWallHit.normal :
_leftWallHit.normal;
    var playerForceToApply = PlayerTransform.up * _wallJumpUpForce +
wallNormal * _wallJumpSideForce;
    _verticalVelocity = playerForceToApply;

}

    public override void Exit()
{
    base.Exit();
    Character.canWallJump = false;
    Character.StartCoroutine(PlayerController.ActionCooldown(() =>
Character.canWallJump = true,
Character.WallJumpCooldown));
}

```

```

        Character.canJump = false;
        Character.StartCoroutine(PlayerController.ActionCooldown(() =>
Character.canJump = true,
            Character.JumpCooldown));
        Character.checkForWallsWhenAirborne = true;
        _leftWall = false;
        _rightWall = false;
    }
}
}

```

## Public Methods

### WallJumping()

Stores a reference to the player controller script and the state machine controller.

### Enter()

Sets variable values to match the values on the Player Controller script, whilst also checking which wall the character is jumping from. Then calls the wall jump function.

### HandleInput()

Reads for Player Movement input and updates the player's velocity accordingly.

### LogicUpdate()

Checks the vertical velocity, if it less than zero then change to the airborne state.

### PhysicsUpdate()

Updates if the player is grounded, and moves the player. If the player is not grounded then applies the value of gravity to the Y Axis of the vertical velocity.

### **WallJump()**

Calculates the normals of the wall based upon the normal of the raycast variable. Then calculates the players force dependent on the up force and side force values. Then updates the vertical velocity by setting it to the calculated force to apply.

### **Exit()**

Starts the jump and wall jump cooldowns, and resets the relevant values on the Player Controller.

# WallRunning.cs

## Description

This script controls the wall running state of the player.

## Script

```
using UnityEngine;
using Cinemachine;

namespace Player.FSM.States
{
    public class WallRunning : FsmState
    {
        private bool _isGrounded;
        private bool _isJumping;
        private Vector2 _mouseInput;
        private Vector2 _movementInput;
        private Vector3 _verticalVelocity;
        private float _mouseX;
        private float _mouseY;
        private float _xRotation;
        private Vector3 _targetRotation;
        private CinemachineCamera _thirdPersonCam;
        private CinemachineCamera _firstPersonCam;
        private LayerMask _whatIsWall;
        private float _wallRunForce;
        private float _wallRunMaxDuration;
        private float _wallRunExitTime;
        private float _wallRunSpeed;
        private RaycastHit _leftWallHit;
        private RaycastHit _rightWallHit;
        private bool _leftWall;
        private bool _rightWall;
        private bool _isExitingWall;
        private bool _exitWallTimerExceeded;
        private bool _exitWallTimerActive;
```

```

private float _maxWallDistance;

private Transform PlayerTransform => Character.PlayerTransform;

public WallRunning(PlayerController playerController,
FiniteStateMachine stateMachine) : base(stateMachine,
playerController)
{
    Character = playerController;
    StateMachine = stateMachine;
}

public override void Enter()
{
    base.Enter();

    _isGrounded = false;
    _wallRunForce = Character.WallRunForce;
    _maxWallDistance = Character.MaxWallDistance;
    _whatIsWall = Character.WhatIsWall;

    if (Character.leftWall)
    {
        _leftWallHit = Character.LeftWallHit;
        _leftWall = true;
    }
    else if (Character.rightWall)
    {
        _rightWallHit = Character.RightWallHit;
        _rightWall = true;
    }
}

public override void HandleInput()
{
    base.HandleInput();

    _isJumping = JumpAction.IsPressed();
}

```

```

        _movementInput = MoveAction.ReadValue<Vector2>();
    }

    public override void LogicUpdate()
    {
        base.LogicUpdate();

        if (!_leftWall && !_rightWall && !_isGrounded)
            StateMachine.ChangeState(Character.AirborneState);
        if (_isJumping && Character.canWallJump)
            StateMachine.ChangeState(Character.WallJumpingState);
    }

    public override void PhysicsUpdate()
    {
        base.PhysicsUpdate();
        _isGrounded = Character.isGrounded;
        var right = PlayerTransform.right;
        var position = PlayerTransform.position;
        _rightWall = Physics.Raycast(position, right, out _rightWallHit,
_maxWallDistance, _whatIsWall);
        _leftWall = Physics.Raycast(position, -right, out _leftWallHit,
_maxWallDistance, _whatIsWall);

        if (_rightWall)
            _leftWall = false;
        else if (_leftWall)
            _rightWall = false;

        if (_rightWall && _leftWall)
            Debug.LogError("Both walls have been detected. This is
logically not meant to happen.");
    }

    if (!_leftWall && !_rightWall) return;

    var wallNormal = _rightWall ? _rightWallHit.normal :
_leftWallHit.normal;
    var wallForward = Vector3.Cross(wallNormal, PlayerTransform.up);

```

```

        if ((PlayerTransform.forward - wallForward).magnitude >
    (PlayerTransform.forward - -wallForward).magnitude)
            wallForward = -wallForward;
        Character.characterController.Move(wallForward * (_wallRunForce
* Time.deltaTime));
    }

    switch (_leftWall)
    {
        case true or true when _movementInput is not { x: 0, y: 0 }
&& !_isGrounded:
    {
        if (_leftWall)
        {
            if (Character.IsTutorial &&
!TutorialController.WallRunChecks["FirstWall"])
                TutorialController.WallRunChecks["FirstWall"] =
true;
            Character.leftWall = true;
            Character.LeftWallHit = _leftWallHit;
        }
        else if (_rightWall)
        {
            if (Character.IsTutorial &&
TutorialController.WallRunChecks["FirstWall"] &&
!TutorialController.WallRunChecks["SecondWall"])
                TutorialController.WallRunChecks["SecondWall"] =
true;
            Character.rightWall = true;
            Character.RightWallHit = _rightWallHit;
        }
    }

    break;
}
case false when _rightWall && _movementInput is not { x: 0,
y: 0 }:
    if (Character.IsTutorial &&
TutorialController.WallRunChecks["FirstWall"] &&
!TutorialController.WallRunChecks["SecondWall"])
        TutorialController.WallRunChecks["SecondWall"] =

```

```

        true;
        Character.characterController.Move(-wallNormal * (100 *
Time.deltaTime));
        break;
    }
}

public override void Exit()
{
    base.Exit();
    if (!_isJumping) return;
    if (_leftWall && !_rightWall)
    {
        Character.jumpingFromLeftWall = true;
        Character.jumpingFromRightWall = false;
        Character.rightWall = false;
        Character.leftWall = false;
        Character.JumpingLeftWallHit = _leftWallHit;
    }
    else if (_rightWall && !_leftWall)
    {
        Character.jumpingFromRightWall = true;
        Character.jumpingFromLeftWall = false;
        Character.leftWall = false;
        Character.rightWall = false;
        Character.JumpingRightWallHit = _rightWallHit;
    }
}
}
}

```

## Public Methods

### WallRunning()

Stores a reference to the player controller script and the state machine controller.

### **Enter()**

Sets variable values to match the values on the Player Controller script, while also zeroing variables that may have been true before entering this state. Also checks which side of the player that the wall they are running on is.

### **HandleInput()**

Reads for Player Movement input and updates the player's velocity accordingly.

### **LogicUpdate()**

If no walls on either side of the player are detected then change to the airborne state. If the player is jumping and can wall jump then change to the wall jumping state.

### **PhysicsUpdate()**

Updates if the player is grounded, and calculates the correct forces to apply on the play depending on the walls detected and their magnitudes. Then moves the play based upon the force and forward values of the walls. If the player is in the tutorial level then it updates the wall run checks to indicate that the player has passed certain walls.

### **Exit()**

Indicates that the player is no longer wall running, if the player is jumping whilst wall running then it sets the values appropriate to what side of the player the wall they are jumping from is.

# FsmState.cs

## Description

The base class for all the states used within the Player's Finite State Machine.

## Script

```
using UnityEngine;
using UnityEngine.InputSystem;
using Cameras;
using Tutorial;
using Unity.Cinemachine;

namespace Player.FSM
{
    public abstract class FsmState
    {
        protected PlayerController Character;
        protected readonly TutorialController TutorialController;
        protected FiniteStateMachine StateMachine;

        protected readonly InputAction MoveAction;
        protected readonly InputAction JumpAction;
        protected readonly InputAction SlideAction;
        protected readonly float PlayerSpeed;
        protected readonly float GravityValue;
        private Vector2 _mouseInput;
        private float _mouseX;
        private float _mouseY;
        // ReSharper disable once NotAccessedField.Local
        private CinemachineCamera _thirdPersonCam;
        // ReSharper disable once NotAccessedField.Local
        private CinemachineCamera _firstPersonCam;
        private float _xRotation;
        private Vector3 _targetRotation;

        protected FsmState(FiniteStateMachine stateMachine, PlayerController
```

```

playerController)
{
    StateMachine = stateMachine;
    Character = playerController;

    MoveAction = playerController.playerInput.actions["Movement"];
    JumpAction = playerController.playerInput.actions["Jump"];
    SlideAction = playerController.playerInput.actions["Slide"];
    PlayerSpeed = Character.PlayerSpeed;
    GravityValue = Character.PlayerGravity;

    if (Character.IsTutorial) TutorialController =
Character.tutorialController;
}

public virtual void Enter()
{
}

public virtual void HandleInput()
{
}

public virtual void LogicUpdate()
{
}

public virtual void PhysicsUpdate()
{
    CameraChanger.GetActiveCams(out _thirdPersonCam, out
_firstPersonCam);
    switch (MainCamera.ActiveCameraMode)
    {
        case CameraChanger.CameraModes.FirstPerson:
            var playerLocalRotation =
Character.PlayerTransform.localRotation;
}

```

```
        playerLocalRotation.y =
Character.activeCinemachineBrain.transform.rotation.y;
        Character.PlayerTransform.localRotation =
playerLocalRotation;
    break;
}
}

public virtual void Tick(float deltaTime)
{
}

public virtual void Exit()
{
}

}
}
```

## Protected Methods

### FsmState()

Sets the values required for each state to be used.

## Public Methods

### Enter()

Base function for the logic that happens when a state is entered.

### HandleInput()

Base function for handling the player's input.

### **LogicUpdate()**

Base function for handling the player logic.

### **PhysicsUpdate()**

Base function for handling the player physics.

# FiniteStateMachine.cs

## Description

This script defines the Player's Finite State Machine system, and handles the initialisation & changing of the active state.

## Script

```
namespace Player.FSM
{
    public abstract class FiniteStateMachine
    {
        private FsmState _initialState;

        public FsmState CurrentState { get; set; }
        public FsmState PreviousState { get; set; }

        public void Initialize(FsmState startingState)
        {
            CurrentState = startingState;
            CurrentState.Enter();

        }

        public void ChangeState(FsmState newState)
        {
            PreviousState = CurrentState;
            CurrentState?.Exit();
            CurrentState = newState;
            CurrentState?.Enter();
        }
    }
}
```

```
    }  
}
```

## Public Methods

### **Initialize()**

Sets the current state of the Finite State Machine to the state passed through as an input, and then enters that state.

### **ChangeState()**

Changes the current state of the Finite State Machine. Stores a reference to the previous state, exits it, updates the current state and then enters the new state.

## Variables

### **CurrentState**

The current state of the Finite State Machine.

### **PreviousState**

The previous state of the Finite State Machine.

# PlayerController.cs

## Description

This script is used for controlling the player and handling all the player-relevant logic.

## Script

```
using System;
using System.Collections;
using Cameras;
using Unity.Cinemachine;
using input;
using Player.FSM.States;
using Tutorial;
using UI;
using UnityEngine;
using UnityEngine.InputSystem;
using Weapons;

namespace Player
{
    public static class TransformExtensions
    {
        public static GameObject FindGameObjectWithTagInChildWithTag(this Transform parent, string tag)
        {
            GameObject foundChild = null;
            for (var i = 0; i < parent.childCount; i++)
            {
                var child = parent.GetChild(i);
                if (child.CompareTag(tag))
                    foundChild = child.gameObject;
            }

            if (foundChild)
            {
                return foundChild;
            }
        }
    }
}
```

```

        }

        throw new Exception("No child object with tag!");
    }
}

public class PlayerController : MonoBehaviour
{
    #region Required Components

    [HideInInspector] public GameObject eventSystem;
    [HideInInspector] public inputSystem inputSystem;
    [HideInInspector] public PlayerInput playerInput;
    [HideInInspector] public MainCamera mainCamera;
    [HideInInspector] public CharacterController characterController;
    [HideInInspector] public GameObject playerMesh;
    [HideInInspector] public PlayerShooting playerShooting;
    [HideInInspector] public PlayerHealth playerHealth;
    [HideInInspector] public CanvasScript canvasScript;
    [HideInInspector] public AudioSource audioSource;

    #endregion

    #region Player States

    private PlayerStateMachine _playerStateMachine;
    [HideInInspector] public Idle IdleState;
    [HideInInspector] public Walking WalkingState;
    [HideInInspector] public Jumping JumpingState;
    [HideInInspector] public Airborne AirborneState;
    [HideInInspector] public WallJumping WallJumpingState;
    [HideInInspector] public WallRunning WallRunState;
    [HideInInspector] public Sliding SlidingState;

    #endregion

    #region Configurable Settings

    [Header("Player Movement")]

```

```
[SerializeField] private float playerSpeed;
[SerializeField] private float sprintingSpeed;
[SerializeField] private Quaternion maxWallRotation;

[Header("Player Look")]
[SerializeField] private float mouseSensitivity;
[SerializeField] private float xClamp;
[SerializeField] private float rotationSpeed;

[Header("Player Jump")]
[SerializeField] private float playerJumpHeight;
[SerializeField] private float playerGravity;
[SerializeField] private float playerJumpCooldown;

[Header("Layer Mask Settings")]
[SerializeField] private LayerMask groundMask;
[SerializeField] private LayerMask whatIsWall;
[SerializeField] private LayerMask raycastLayers;

[Header("Wall Run Settings")]
[SerializeField] private float wallRunSpeed;
[SerializeField] private float wallRunForce;
[SerializeField] private float wallRunMaxDuration;
[SerializeField] private float wallRunExitTime;
[SerializeField] private float wallRunCooldown;

[Header("Wall Run Detection Settings")]
[SerializeField] private float maxWallDistance;

[Header("Wall Jump Settings")]
[SerializeField] private float wallJumpUpForce;
[SerializeField] private float wallJumpSideForce;
[SerializeField] private float wallMemoryTime;
[SerializeField] private float wallJumpCooldown;

[Header("Sliding Settings")]
[SerializeField] private float maxSlideTime;
[SerializeField] private float slideForce;
```

```

[SerializeField] private float slideYScale;
[SerializeField] private float slideCooldown;

[Header("Interact Settings")]
[SerializeField] private float maxInteractDistance;

[Header("Weapons")]
[SerializeField] private Pistol pistol;
[SerializeField] private Shotgun shotgun;

[Header("Tutorial Settings")]
[SerializeField] private bool isTutorial;
[SerializeField] private GameObject lineRender;

#endregion

#region Public References to private vars

public Transform PlayerTransform => characterController.transform;
public float JumpHeight => playerJumpHeight;
public float PlayerSpeed => playerSpeed;
public float SlideCooldown => slideCooldown;
public float PlayerGravity => playerGravity;
public float WallRunForce => wallRunForce;
public LayerMask WhatIsWall => whatIsWall;
public float MaxSlideTime => maxSlideTime;
public float SlideForce => slideForce;
public float SlideYScale => slideYScale;
public float JumpCooldown => playerJumpCooldown;
public float WallRunCooldown => wallRunCooldown;
public float WallJumpCooldown => wallJumpCooldown;
public float WallJumpUpForce => wallJumpUpForce;
public float WallJumpSideForce => wallJumpSideForce;
public float MaxWallDistance => maxWallDistance;
public bool IsTutorial => isTutorial;
public PlayerStateMachine PlayerFsm => _playerStateMachine;

#endregion

```

```

#region Public Vars

    public bool isGrounded;
    public bool canSlide;
    public bool canJump;
    public bool checkForWallsWhenAirborne;
    public bool canWallJump;
    public bool jumpingFromLeftWall;
    public bool jumpingFromRightWall;
    public bool leftWall;
    public bool rightWall;

    public RaycastHit JumpingLeftWallHit;
    public RaycastHit JumpingRightWallHit;
    public RaycastHit LeftWallHit;
    public RaycastHit RightWallHit;

    public CinemachineBrain activeCinemachineBrain;
    public TutorialController tutorialController;

#endregion

public void Awake()
{
    audioSource = GetComponent< AudioSource >();
    characterController =
    GetComponentInChildren< CharacterController >();
    eventSystem = GameObject.FindGameObjectWithTag( "EventSystem" );
    mainCamera = eventSystem.GetComponent< MainCamera >();
    inputSystem = eventSystem.GetComponent< inputSystem >();
    playerMesh =
    transform.FindGameObjectWithTag( "PlayerMesh" );
    playerInput = GetComponent< PlayerInput >();
    playerHealth = GetComponent< PlayerHealth >();
    canvasScript =
    GameObject.FindGameObjectWithTag( "Canvas" ).GetComponent< CanvasScript >();
    _playerStateMachine = new PlayerStateMachine();
    activeCinemachineBrain =

```

```

GetComponentInChildren<CinemachineBrain>();
    playerShooting = GetComponent<PlayerShooting>();
    if (isTutorial) tutorialController =
eventSystem.GetComponent<TutorialController>();
    IdleState = new Idle("Idle", this, _playerStateMachine);
    WalkingState = new Walking("Walking", this,
_playerStateMachine);
    JumpingState = new Jumping("Jumping", this,
_playerStateMachine);
    WallRunState = new WallRunning(this, _playerStateMachine);
    AirborneState = new Airborne("Airborne", this,
_playerStateMachine);
    SlidingState = new Sliding("Sliding", this,
_playerStateMachine);
    WallJumpingState = new WallJumping(this, _playerStateMachine);
    playerInput.actions["Shoot"].performed += _ =>
playerShooting.Fire();
    playerInput.actions["Interact"].performed += _ => Interact();
    playerInput.actions["Reload"].performed += _ =>
playerShooting.Reload();
    canSlide = true;
    canJump = true;
    canWallJump = true;
    _playerStateMachine.Initialize(IdleState);
    Cursor.lockState = CursorLockMode.Locked;
    SetMouseSensitivity();
}

private void Update()
{
    _playerStateMachine.CurrentState.HandleInput();
    _playerStateMachine.CurrentState.LogicUpdate();
}

private void SetMouseSensitivity()
{
    mainCamera.SetSensitivity(mouseSensitivity);
}

```

```

private void FixedUpdate()
{
    isGrounded = characterController.isGrounded;
    _playerStateMachine.CurrentState.PhysicsUpdate();
}

public static IEnumerator ActionCooldown(Action cooldownComplete,
float timeToTake)
{
    yield return new WaitForSeconds(timeToTake);
    cooldownComplete?.Invoke();
}

private void Interact()
{
    activeCinemachineBrain.gameObject.TryGetComponent<Camera>(out
var activeCam);
    var rayOrigin = new Ray(activeCam.transform.position,
activeCam.transform.forward);
    if (!Physics.Raycast(rayOrigin, out var hit,
maxInteractDistance)) return;
    switch (hit.transform.tag)
    {
        case "Pistol":
            var collidedPistol = hit.transform.gameObject;
            playerShooting.EquipWeapon(pistol);
            pistol.gameObject.SetActive(true);
            if (collidedPistol.TryGetComponent<Outline>(out _))
                Destroy(collidedPistol.GetComponent<Outline>());
            Destroy(collidedPistol);
            if (isTutorial) tutorialController.PistolCollected();
            break;
        case "Shotgun":
            var collidedShotgun = hit.transform.gameObject;
            playerShooting.EquipWeapon(shotgun);
            shotgun.gameObject.SetActive(true);
            Destroy(collidedShotgun);
            break;
    }
}

```

```
        case "Computer":  
            tutorialController.ComputerInteracted();  
            break;  
        }  
    }  
}  
}
```

## Public Methods

### ActionCooldown()

Waits for a specified amount of time, then invokes the cooldown action passed into the function.

## Private Methods

### Awake()

Gets all the required components for the script to function. Also creates the states for the Player State Machine, and creates the bindings linked in with the Input System.

### Update()

Calls the current state within the Player State Machine to handle Player Input and Logic Updates.

### SetMouseSensitivity()

Calls the Main Camera within the scene and sets the mouse sensitivity.

### FixedUpdate()

Checks if the player is grounded, and calls the current state within the Player State Machine to handle Physics Updates.

### **Interact()**

Handles the player interacting with objects within the scene. Raycasts, then checks the tag of the hit object, and does the relevant logic.

### **FindGameObjectInChildWithTag()**

Static function that finds a child object of a specified Game Object with a matching tag.

## **Variables**

### **Components**

#### **eventSystem**

The event system Game Object that handles logic within the scene.

#### **inputSystem**

The component that handles Player Input.

#### **playerInput**

The input map for the Player Controls.

#### **mainCamera**

The Main Camera script that controls the Games camera components.

#### **characterController**

The character controller component attached to the player Game Object.

### **playerMesh**

The Player's Mesh / visual model.

### **playerShooting**

The script that controls the players weapon system.

### **playerHealth**

The script that manages the players health system.

### **canvasScript**

The script with is used to handle UI elements within the scene.

### **audioSource**

The Audio Source component attached to the player.

## **Player States**

### **\_playerStateMachine**

The script that controls the current player state.

### **IdleState**

The Idle state script for the player.

### **WalkingState**

The Walking state script for the player.

### **SprintingState**

The Sprinting state script for the player.

### **JumpingState**

The Jumping state script for the player.

### **AirborneState**

The Airborne state script for the player.

### **WallJumpingState**

The Wall Jumping state script for the player.

### **WallRunState**

The Wall Running state script for the player.

### **SlidingState**

The Sliding state script for the player.

## **Player Settings**

### **Player Movement**

#### **playerSpeed**

The value of the player's movement speed.

## **sprintingSpeed**

The value of the player's sprinting speed.

## **Player Look**

### **mouseSensitivity**

The mouse sensitivity of the cameras in-game.

### **xClamp**

The limits of the X axis for the camera.

## **Player Jump**

### **playerJumpHeight**

How high the player can jump.

### **playerGravity**

The strength of gravity for the player.

### **playerJumpCooldown**

The time determining the length when the player can jump again.

## **Layer Masks**

### **whatIsWall**

A LayerMask to determine what walls can be wall ran on.

## **raycastLayers**

The Layers in-game that can receive raycasts.

## **Wall Running**

### **wallRunSpeed**

The speed that the player can run walls at.

### **wallRunForce**

The force applied onto the side of the player during wall running.

### **wallRunMaxDuration**

The length of how long the player can wall run for.

### **wallRunCooldown**

The time determining when the player can wall run again.

### **maxWallDistance**

The max distance between the player and the walls that can be detected during ray casting.

## **Wall Jumping**

### **wallJumpUpForce**

The amount of force applied to the player's Y Axis when wall jumping.

### **wallJumpSideForce**

The amount of force applied to the player's X Axis when wall jumping.

### **wallJumpCooldown**

The time determining when the player can wall jump again.

## **Sliding**

### **maxSlideTime**

The max time the player is able to slide for.

### **slideForce**

The force applied onto the player when sliding.

### **slideYScale**

The scale applied to the Y Axis of the player when sliding.

### **slideCooldown**

The time determining when the player can slide again.

## **Interaction**

### **maxInteractDistance**

The max distance for raycasts.

## **Weapons**

### **pistol**

The pistol object childed to the player.

### **shotgun**

The shotgun object childed to the player.

## **Tutorial**

### **isTutorial**

Determines if the player is in the tutorial stage or not.

## **Encapsulated Public Variables**

### **Player**

#### **PlayerTransform**

Reference to the Character Controllers transform component.

#### **PlayerGravity**

Reference to the player's gravity.

#### **PlayerSpeed**

Reference to the player's speed.

## **Wall Run Settings**

#### **WallRunForce**

Reference to the player's wall run force.

#### **WallRunSpeed**

Reference to the player's wall run speed.

### **WhatIsWall**

Reference to the layer mask determining what can be wall ran on.

## **Slide Settings**

### **SlideCooldown**

Reference to the player's slide cooldown.

### **MaxSlideTime**

Reference to the player's max slide time.

### **SlideForce**

Reference to the player's slide force.

### **SlideYScale**

Reference to the player's Y Scale when sliding.

## **Jump Settings**

### **JumpHeight**

Reference to the player's jump height.

### **JumpCooldown**

Reference to the player's jump cooldown length.

### **WallRunCooldown**

Reference to the player's wall run cooldown length.

### **WallJumpCooldown**

Reference to the player's wall jump cooldown length.

### **WallJumpUpForce**

Reference to the player's wall jump Y Axis force.

### **WallJumpSideForce**

Reference to the player's wall jump X Axis force.

## **Interaction Settings**

### **MaxWallDistance**

Reference to the max wall distance from the player.

## **Tutorial Settings**

### **IsTutorial**

Reference to the check determining if the player is in a tutorial.

## **Player State Machine**

### **PlayerFsm**

Reference to the player's state machine.

## Public Variables

### **isGrounded**

Reference to if the player is grounded.

### **canSlide**

Reference to if the player can slide.

### **canJump**

Reference to if the player can jump.

### **checkForWallsWhenAirborne**

Reference to if the script should detect walls when the player is airborne.

### **canWallRun**

Reference to if the player can wall run.

### **canWallJump**

Reference to if the player can wall jump.

### **jumpingFromLeftWall**

Reference to if the player is jumping from a wall on the left.

### **jumpingFromRightWall**

Reference to if the player is jumping from a wall on the right.

**leftWall**

Reference to if a wall is detected on the left of the player.

**rightWall**

Reference to if a wall is detected on the right of the player.

**JumpingLeftWallHit**

The RaycastHit value of the wall detected to the left of the player while wall jumping.

**JumpingRightWallHit**

The RaycastHit value of the wall detected to the right of the player while wall jumping.

**LeftWallHit**

The RaycastHit value of the wall detected to the left of the player.

**RightWallHit**

The RaycastHit value of the wall detected to the right of the player.

**activeCinemachineBrain**

The active Cinemachine Brain component in the scene.

**tutorialController**

The tutorial controller within the tutorial scene.

# PlayerHealth.cs

## Description

This script is used to manage the Player's health in-game. It calls the required functions for the Player Death to happen.

## Script

```
using UnityEngine;
using UnityEngine.SceneManagement;

namespace Player
{
    public class PlayerHealth : MonoBehaviour
    {
        [SerializeField] private float maxHealth = 10;
        public float CurrentHealth { get; private set; }

        public float MaxHealth => maxHealth;

        public void Damage(float amount)
        {
            CurrentHealth -= amount;
            if (CurrentHealth <= 0) Die();
        }

        private void Start()
        {
            CurrentHealth = maxHealth;
        }

        private static void Die()
        {
            LoadNextScene();
        }
    }
}
```

```
private static void LoadNextScene()
{
    Cursor.lockState = CursorLockMode.None;
    SceneManager.LoadScene(2);
}
}
```

## Public Methods

### Damage()

Lowers the Player's health by the value of the float as an input.

## Private Methods

### Start()

Called on game start, sets the Players Current Health to the value of the Max Health.

### Die()

Calls the function to load the Death Scene

### LoadNextScene()

Enables the cursor and loads the death scene.

### LoadLevel() - Not Implemented

Originally was going to be used to fade the scene to black before loading the Death Scene.

# Variables

## **maxHealth**

The value that the player's max health will be upon game start.

## **CurrentHealth**

Encapsulated value that stores the player's current health.

## **MaxHealth**

Encapsulated and public variable for the maxHealth variable.

# PlayerAnimation.cs

## Description

This script controls the animations for the player character model.

## Script

```
using UnityEngine;

namespace Player
{
    public class PlayerAnimation : MonoBehaviour
    {
        private PlayerController _playerController;
        private Animator _playerAnimator;
        private float _velocity;
        private Vector3 _previousPos;
        private GameObject _playerMesh;
        private static readonly int Velocity =
            Animator.StringToHash("Velocity");
        private static readonly int HasWeapon =
            Animator.StringToHash("hasWeapon");

        private void Start()
        {
            _playerController = GetComponent<PlayerController>();
            _playerMesh = _playerController.playerMesh;
            _playerAnimator = _playerMesh.GetComponent<Animator>();
        }

        private void LateUpdate()
        {
            _velocity = (_playerMesh.transform.position -
            _previousPos).magnitude / Time.deltaTime;
            _previousPos = _playerMesh.transform.position;
            _playerAnimator.SetBool(HasWeapon,
```

```
_playerController.playerShooting.CurrentWeapon);  
        _playerAnimator.SetFloat(Velocity, _velocity);  
    }  
}  
}
```

## Private Methods

### Start()

Gets the relevant components required for the script to function

### LateUpdate()

Calculates the players velocity and updates the Animator components variables accordingly

## Variables

### \_playerController

A variable reference to the Player Controller script.

### \_playerAnimator

A variable reference to the Player Animator component.

### \_velocity

A variable reference to the speed of the Player.

### \_previousPos

A variable storing the previous position of the Player at the previous frame.

### **\_playerMesh**

A variable reference to the Player Mesh GameObject.

### **Velocity**

a hashed reference to the Velocity variable within the Player Animator component.

### **HasWeapon**

a hashed reference to the hasWeapon variable within the Player Animator component.

# PlayerProjectilePool.cs

## Description

This script stores a list of GameObjects that become enabled and disabled when the player shoots a weapon set to projectile mode.

## Script

```
using System;
using System.Collections.Generic;
using UnityEngine;

namespace Player
{
    public class PlayerProjectilePool : MonoBehaviour
    {
        public List<GameObject> pooledProjectiles;

        [SerializeField] private GameObject objectToPool;
        [SerializeField] private int amountToPool;

        private GameObject _projParent;

        private void Start()
        {
            _projParent =
GameObject.FindGameObjectWithTag("ProjectilePool");
            pooledProjectiles = new List<GameObject>();
            for (int i = 0; i < amountToPool; i++)
            {
                var tmp = Instantiate(objectToPool, _projParent.transform);
                tmp.SetActive(false);
                pooledProjectiles.Add(tmp);
            }
        }
    }
}
```

```
public GameObject GetPooledProjectile()
{
    for (int i = 0; i < amountToPool; i++)
    {
        if (!pooledProjectiles[i].activeInHierarchy)
            return pooledProjectiles[i];
    }

    return null;
}
}
```

## Public Methods

### **GetPooledProjectile()**

Returns the next non-active projectile in the scene hierarchy.

## Variables

### **pooledProjectiles**

List of Game Objects - stores the projectiles to be used by the player

### **objectToPool**

The Game Object being pooled i.e. The Projectile Prefab

### **amountToPool**

An integer defining the size of the Game Object list - how many projectiles to pool

### **projParent**

The parent game object that will contain all the projectiles to be pooled.

# PlayerShooting.cs

## Description

## Script

```
using TMPro;
using UnityEngine;
using UnityEngine.UI;
using Weapons;

namespace Player
{
    public class PlayerShooting : MonoBehaviour
    {
        [Header("Fists Class for game start or when no weapon")]
        [SerializeField] private BaseWeapon fists;
        [SerializeField] private TextMeshProUGUI ammoReporter;
        [SerializeField] private GameObject ammoPanel;
        [SerializeField] private Image reloadBar;
        private BaseWeapon _previousWeapon;
        public BaseWeapon CurrentWeapon { get; private set; }
        public bool HasWeapon()
        {
            return CurrentWeapon;
        }

        public void EquipWeapon(BaseWeapon newWeapon)
        {
            CurrentWeapon = newWeapon;
            CurrentWeapon.CurrentPrimaryAmmo = CurrentWeapon.maxPrimaryAmmo;
            CurrentWeapon.CurrentSecondaryAmmo =
CurrentWeapon.maxSecondaryAmmo;
        }

        public void Reload()
```

```
{  
    if (!CurrentWeapon) return;  
    CurrentWeapon.Reload();  
}  
  
public void Fire()  
{  
    if (!CurrentWeapon || CurrentWeapon.CurrentPrimaryAmmo <= 0)  
return;  
    CurrentWeapon.Fire();  
}  
}  
}
```

# Input Scripts

Start typing here...

# InputSystem.cs

## Description

## Script

```
using UnityEngine;

namespace input
{
    public class inputSystem : MonoBehaviour
    {
        public inputSystem Instance { get; private set; }

        public float HorizontalInput => _movementInput.x;
        public float VerticalInput => _movementInput.y;

        public float MouseX => _mouseInput.x;
        public float MouseY => _mouseInput.y;

        private Vector2 _movementInput;
        private Vector2 _mouseInput;

        private void Awake()
        {
            if (Instance != null && Instance != this)
                Destroy(gameObject);
            else
            {
                Instance = this;
            }
        }

        private void OnEnable()
        {
```

```
        Cursor.lockState = CursorLockMode.Locked;  
    }  
  
}  
}
```

# Tutorial Scripts

Start typing here...

# HighlightWeapon.cs

## Description

## Script

```
using System.Collections;
using UnityEngine;

namespace Tutorial
{
    public class HighlightWeapon : MonoBehaviour
    {
        [SerializeField] private float targetOutlineWidth;
        [SerializeField] private Color outlineColor;
        [SerializeField] private float timeToTake;
        [SerializeField] private float pulseTime;

        private Outline _weaponOutline;

        private void Start()
        {
            _weaponOutline = GetComponent<Outline>();
            _weaponOutline.OutlineWidth = 0;
            _weaponOutline.enabled = false;
            _weaponOutline.OutlineColor = outlineColor;
        }

        public void OutlineWeapon()
        {
            _weaponOutline.enabled = true;
            LeanTween.value(_weaponOutline.gameObject,
                _weaponOutline.OfType, targetOutlineWidth, 2f)
                .setOnUpdate(
                    f =>
```

```

        {
            _weaponOutline.OutlineWidth = f;
        })
.setLoopPingPong();
}

private IEnumerator LerpHighlight()
{
    var elapsedTime = 0f;
    while (_weaponOutline.OutlineWidth < targetOutlineWidth)
    {
        _weaponOutline.OutlineWidth = Mathf.Lerp(2f,
targetOutlineWidth, elapsedTime / timeToTake);
        elapsedTime += Time.deltaTime;
        yield return null;
    }

    StartCoroutine(PulseOutline());
    yield return null;
}

private IEnumerator PulseOutline()
{
    var timeTaken = 0f;
    while (_weaponOutline.OutlineWidth > 0f)
    {
        _weaponOutline.OutlineWidth =
Mathf.Lerp(_weaponOutline.OutlineWidth, 0f, timeTaken / pulseTime);
        timeTaken += Time.deltaTime;
        yield return null;
    }
    StartCoroutine(LerpHighlight());
    yield return null;

}
}
}

```

# HighlightComputer.cs

## Description

## Script

```
using UnityEngine;

namespace Tutorial
{
    public class HighlightComputer : MonoBehaviour
    {
        [SerializeField] private float targetOutlineWidth;
        [SerializeField] private Color outLineColor;
        [SerializeField] private float timeToTake;

        private Outline _computerOutline;

        private void Start()
        {
            _computerOutline = GetComponent<Outline>();
            _computerOutline.OutlineWidth = 0;
            _computerOutline.enabled = false;
            _computerOutline.OutlineColor = outLineColor;
        }

        public void OutlineComputer()
        {
            _computerOutline.enabled = true;
            LeanTween.value(_computerOutline.gameObject,
                _computerOutline.OutlineWidth, targetOutlineWidth, timeToTake)
                .setOnUpdate(
                    f =>
                {
                    _computerOutline.OutlineWidth = f;
                }
            );
        }
    }
}
```

```
        })
    .setLoopPingPong();
}

public void StopOutline()
{
    LeanTween.cancel(_computerOutline.gameObject);
    _computerOutline.enabled = false;
}

}
```

# LargelIslandSensor.cs

## Description

## Script

```
using UnityEngine;

namespace Tutorial
{
    public class LargeIslandSensor : MonoBehaviour
    {
        [SerializeField] private TutorialController tutorialController;

        private void OnTriggerEnter(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            tutorialController.OtherIslandReached();
            Destroy(gameObject);
        }

        private void OnTriggerStay(Collider other)
        {
            if (!other.transform.parent.gameObject.CompareTag("Player"))
                return;
            tutorialController.OtherIslandReached();
            Destroy(gameObject);
        }
    }
}
```

# TutorialController.cs

## Description

## Script

```
using System.Collections;
using System.Collections.Generic;
using System.Linq;
using Environment;
using Player;
using TMPro;
using UnityEngine;
using UnityEngine.Serialization;
using UnityEngine.UI;

namespace Tutorial
{
    /** sources used:
     * https://stackoverflow.com/questions/70073128/how-to-check-if-all-
     values-of-a-c-sharp-dictionary-are-true
     * https://imran-momin.medium.com/dictionaries-unity-c-69b48448445f
     * https://learn.microsoft.com/en-
     us/dotnet/api/system.collections.generic.keyvaluepair-2?view=netframework-
     4.8
    */
    public static class ImageTweening
    {
        public static void ClearAlpha(ref Image img, bool loop)
        {
            var tempImg = img;
            if (loop)
            {
                LeanTween.value(img.gameObject, img.color.a, 0f,
3f).setOnUpdate(val =>
{
            Color c = tempImg.color;
```

```

        c.a = val;
        tempImg.color = c;
    }).setLoopPingPong();
}
else
{
    LeanTween.value(img.gameObject, img.color.a, 0f,
3f).setOnUpdate(val =>
{
    Color c = tempImg.color;
    c.a = val;
    tempImg.color = c;
});
}

img = tempImg;
}

public static void ClearTextAlpha(ref TextMeshProUGUI text, bool
loop)
{
    var tempTxt = text;

    if (loop)
    {
        LeanTween.value(text.gameObject, 1, 0f,
1.5f).setOnUpdate(val =>
{
    Color c = tempTxt.color;
    c.a = val;
    tempTxt.color = c;
}).setLoopPingPong();
    }
    else
    {
        LeanTween.value(text.gameObject, 1, 0f,
1.5f).setOnUpdate(val =>
{
    Color c = tempTxt.color;
}

```

```

        c.a = val;
        tempTxt.color = c;
    });

}

text = tempTxt;
}

public static void FillAlpha(ref Image img, bool loop)
{
    var tempImg = img;
    if (loop)
    {
        LeanTween.value(img.gameObject, img.color.a, 1f,
3f).setOnUpdate(val =>
{
    Color c = tempImg.color;
    c.a = val;
    tempImg.color = c;
}).setLoopPingPong();
    }
    else
    {
        LeanTween.value(img.gameObject, img.color.a, 1f,
3f).setOnUpdate(val =>
{
    Color c = tempImg.color;
    c.a = val;
    tempImg.color = c;
});
    }

    img = tempImg;
}

public static void AlphaPrompt(ref TextMeshProUGUI text, ref Image
imgMain, ref Image imgAlt, bool loop)
{

```

```

        ClearTextAlpha(ref text, loop);
        ClearAlpha(ref imgMain, loop);
        FillAlpha(ref imgAlt, loop);
    }

    public static void ChangePrompt(ref TextMeshProUGUI text, ref
GameObject oldPrompt, ref GameObject newPrompt,
    ref Image newImg, ref Image newImgAlt, ref Image oldImg, ref
Image oldImgAlt,
    ref Dictionary<int, string> textList, int textIndex)
{
    var tempTxt = text;
    ClearAlpha(ref oldImg, false);
    ClearAlpha(ref oldImgAlt, false);
    ClearTextAlpha(ref text, false);
    LeanTween.cancel(text.gameObject);
    LeanTween.cancel(oldImg.gameObject);
    LeanTween.cancel(oldImgAlt.gameObject);
    LeanTween.value(text.gameObject, 1, 1f, 1.5f).setOnUpdate(f =>
{
    Color c = tempTxt.color;
    c.a = f;
    tempTxt.color = c;
});

    text.text = textList[textIndex];
    oldPrompt.SetActive(false);
    newPrompt.SetActive(true);

    ClearTextAlpha(ref text, true);
    ClearAlpha(ref newImg, true);
    FillAlpha(ref newImgAlt, true);
}

public static void ChangeTextPromptOnly(ref TextMeshProUGUI text,
ref Dictionary<int, string> textList,
    int textIndex)
{

```

```

        var tempTxt = text;
        ClearTextAlpha(ref text, false);
        LeanTween.value(text.gameObject, 1f, 1f, 1.5f).setOnUpdate(f =>
    {
        Color c = tempTxt.color;
        c.a = f;
        tempTxt.color = c;
    });
    text.text = textList[textIndex];
    ClearTextAlpha(ref text, true);
}
}

public class TutorialController : MonoBehaviour
{
    [SerializeField] private Canvas canvas;
    [SerializeField] private PlayerController playerController;
    [SerializeField] private FloatingWallController
floatingWallController;
    [SerializeField] private GameObject tutorialPistol;
    [SerializeField] private TutorialEnemyController
tutorialEnemyController;
    [SerializeField] private GameObject endComputer;

    [FormerlySerializedAs("Prompt_W")] [Header("Input Prompts")]
    [SerializeField] private GameObject promptW;
    [SerializeField] private GameObject prompts;
    [SerializeField] private GameObject promptA;
    [SerializeField] private GameObject promptD;
    [SerializeField] private GameObject promptJump;
    [SerializeField] private GameObject promptComplete;
    [SerializeField] private Image keyPressW;
    [SerializeField] private Image keyPressWalt;
    [SerializeField] private Image keyPressS;
    [SerializeField] private Image keyPressSalt;
    [SerializeField] private Image keyPressA;
    [SerializeField] private Image keyPressAalt;
    [SerializeField] private Image keyPressD;
}

```

```

[SerializeField] private Image keyPressDalt;
[SerializeField] private Image keyPressSpace;
[SerializeField] private Image keyPressSpacealt;
[SerializeField] private Image keyPressComplete;
[SerializeField] private Image keyPressCompletealt;

[Header("Tutorial Text Prompts")]
[SerializeField] private TextMeshProUGUI tutorialTextHint;

[Header("Islands")]
[SerializeField] private GameObject enemyIsland;

[Header("Portal")]
[SerializeField] private GameObject portal;
[SerializeField] private SpriteRenderer portalSpriteRenderer;

private HighlightWeapon _pistolOutline;
private HighlightComputer _computerOutline;
private bool _areWallsAppearing;
private bool _isWeaponGlowing;
private bool _hasEnemyIslandAppeared;
public bool hasFiredPistolYet;

public enum NextKeyPress
{
    Forward,
    Backwards,
    Left,
    Right,
    Jump,
    Complete
}

public NextKeyPress nextKeyToPress;
public Dictionary<string, bool> TutorialChecks;
public Dictionary<string, bool> EnemyChecks;
public Dictionary<string, bool> WallRunChecks;

```

```

private Dictionary<int, string> _introductionTexts;
private Dictionary<int, string> _inputPromptTexts;
private Dictionary<int, string> _wallRunPromptTexts;
private Dictionary<int, string> _weaponPromptTexts;
private Dictionary<int, string> _enemyIslandTexts;
private Dictionary<int, string> _challengeCompleteTexts;

private void Start()
{
    promptW.SetActive(false);
    promptS.SetActive(false);
    promptA.SetActive(false);
    promptD.SetActive(false);
    promptJump.SetActive(false);
    promptComplete.SetActive(false);
    enemyIsland.SetActive(false);
    portal.SetActive(false);

    TutorialChecks = new Dictionary<string, bool>
    {
        { "IntroductionComplete", false },
        { "Forward", false },
        { "Backwards", false },
        { "Left", false },
        { "Right", false },
        { "Jump", false }
    };

    WallRunChecks = new Dictionary<string, bool>
    {
        { "FirstWall", false },
        { "SecondWall", false },
        { "IslandReached", false }
    };

    EnemyChecks = new Dictionary<string, bool>
    {
        { "Equipped", false },

```

```

        { "Fired", false },
        { "Missed", false },
        { "Killed", false }
    };

    _introductionTexts = new Dictionary<int, string>
    {
        { 0, "Welcome to this tutorial!" },
        { 1, "I'll be your teacher today." },
        { 2, "First, lets familiarize ourselves with this Games
Controls." }
    };
}

_inputPromptTexts = new Dictionary<int, string>
{
    { 0, "Press W to move Forward" },
    { 1, "Press S to move Backwards" },
    { 2, "Press A to move Left" },
    { 3, "Press D to move Right" },
    { 4, "Press Space to Jump" },
    { 5, "Movement Tutorial Complete!" },
};

_wallRunPromptTexts = new Dictionary<int, string>
{
    { 0, "Huh, moving, floating walls. Didn't expect that." },
    { 1, "Try wall running to the next island." },
    { 2, "Jump between the walls by pressing Space." },
    { 3, "You did it! Nice work." },
    { 4, "Time to explore this island." }
};

_weaponPromptTexts = new Dictionary<int, string>
{
    { 0, "Oh, a free gun!" },
    { 1, "Press F to pickup the gun." },
    { 2, "Look nearby the campfire, there's a person." },
    { 3, "Shoot the person by pressing Mouse1." },
};

```

```

        { 4, "SHOOT. THEM." },
        { 5, "It'd help if you actually aimed at the person." },
        { 6, "Good Job." },
        { 7, "So uhhh, what now..." },
        { 8, "Come here often?" }
    };

    _enemyIslandTexts = new Dictionary<int, string>
    {
        { 0, "Ah. Shit." },
        { 1, "These guys don't seem too happy." },
        { 2, "Time to kill them I guess." }
    };

    _challengeCompleteTexts = new Dictionary<int, string>
    {
        { 0, "That's those guys taken care of. " },
        { 1, "Huh, what's that device over there?" },
        { 2, "I should press this button." },
        { 3, "Hmm. It's doing nothing." },
        { 4, "Nevermind, spoke too soon." },
        { 5, "A giant portal! Lets go through it. Nothing bad ever
happens with portals." }
    };
}

tutorialTextHint.text = _introductionTexts[0];
_pistolOutline = tutorialPistol.GetComponent<HighlightWeapon>();
_computerOutline = endComputer.GetComponent<HighlightComputer>()
();
tutorialEnemyController = GetComponent<TutorialEnemyController>()
();
ImageTweening.ClearTextAlpha(ref tutorialTextHint, true);
ImageTweening.ClearAlpha(ref keyPressW, true);
ImageTweening.FillAlpha(ref keyPressWalt, true);
nextKeyToPress = NextKeyPress.Forward;
StartCoroutine(IntroductionText());
}

```

```

public bool IntroComplete()
{
    return TutorialChecks["IntroductionComplete"];
}

public void OtherIslandReached()
{
    WallRunChecks["IslandReached"] = true;
    if (!_isWeaponGlowing)
        StartCoroutine(StartWeaponTutorial());
}

public void PistolCollected()
{
    EnemyChecks["Equipped"] = true;
    StartCoroutine(PistolRelatedDialogue());
}

public void ActuallyAim()
{
    if (tutorialTextHint.text != _weaponPromptTexts[4]) return;
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 5);
}

public void TutorialEnemyKilled()
{
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 6);
    StartCoroutine(SpawnEnemyIsland());
}

public void EnemyChallengeComplete()
{
    StartCoroutine(EnemiesAreKilled());
}

private IEnumerator EnemiesAreKilled()

```

```
        tutorialTextHint.gameObject.SetActive(true);
        ImageTweening.ClearTextAlpha(ref tutorialTextHint, true);
        yield return new WaitForSeconds(0.8f);
        ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_challengeCompleteTexts, 0);
        yield return new WaitForSeconds(2.5f);
        ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_challengeCompleteTexts, 1);
        _computerOutline.OutlineComputer();
    }

private IEnumerator SpawnPortal()
{
    yield return new WaitForSeconds(1.2f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_challengeCompleteTexts, 4);
    portal.SetActive(true);
    LeanTween.value(portal, 0f, 1f, 3.5f).setOnUpdate(f =>
    {
        Color c = portalSpriteRenderer.color;
        c.a = f;
        portalSpriteRenderer.color = c;
    }).setOnComplete(() =>
    {
        endComputer.LeanMoveLocalY(3.25f, 0.4f).setOnComplete(() =>
        {
            endComputer.LeanRotateX(-25f, 0.5f).setOnComplete(() =>
            {
                endComputer.LeanMoveLocalY(3.825f,
0.4f).setOnComplete(() =>
                {
                    endComputer.LeanRotateX(-45f,
0.25f).setOnComplete(() =>
                    {
                        endComputer.LeanMoveLocalX(-8.5f,
0.25f).setOnComplete(() =>
                        {
                            endComputer.SetActive(false);
                        });
                    });
                });
            });
        });
    });
}
```

```

        ImageTweening.ChangeTextPromptOnly(ref
tutorialTextHint,
                                         ref _challengeCompleteTexts, 5);
                                });
                           });
                      });
                 });
                });
               });
              });
             });
            });
           });
          });
         });
        });
       });
      });
     });
    });
   });
  });
 }

private IEnumerator SpawnEnemyIsland()
{
    yield return new WaitForSeconds(3f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 7);
    yield return new WaitForSeconds(2f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 8);
    enemyIsland.SetActive(true);
    yield return new WaitForSeconds(1f);
    LeanTween.moveY(enemyIsland, -2.5f, 5f).setOnComplete(() =>
{
    LeanTween.moveX(enemyIsland, -2f, 3f);
    _hasEnemyIslandAppeared = true;
});
    yield return new WaitUntil(() => _hasEnemyIslandAppeared);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_enemyIslandTexts, 0);
    yield return new WaitForSeconds(2f);
    LeanTween.moveX(enemyIsland, -2f, 3f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_enemyIslandTexts, 1);
    yield return new WaitForSeconds(3f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_enemyIslandTexts, 2);
    yield return new WaitForSeconds(1.2f);
    tutorialEnemyController.StartKillChallenge();
    LeanTween.cancel(tutorialTextHint.gameObject);
}

```

```

        LeanTween.value(tutorialTextHint.gameObject, 1f, 0f,
1.5f).setOnUpdate(f =>
{
    Color c = tutorialTextHint.color;
    c.a = f;
    tutorialTextHint.color = c;
}).setOnComplete(() =>
tutorialTextHint.gameObject.SetActive(false));
}

public void ComputerInteracted()
{
    _computerOutline.StopOutline();
    StartCoroutine(FinalPrompts());
}

private IEnumerator FinalPrompts()
{
    yield return new WaitForSeconds(1f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_challengeCompleteTexts, 3);
    yield return new WaitForSeconds(2f);
    StartCoroutine(SpawnPortal());
}

private IEnumerator CompleteFirstPrompt()
{
    yield return new WaitForSeconds(2f);
    LeanTween.value(tutorialTextHint.gameObject, 1f, 0f,
1.5f).setOnUpdate(f =>
{
    Color c = tutorialTextHint.color;
    c.a = f;
    tutorialTextHint.color = c;
}).setOnComplete(() =>
{
    LeanTween.cancel(keyPressComplete.gameObject);
    LeanTween.cancel(keyPressCompletealt.gameObject);
});
}

```

```

        promptComplete.SetActive(false);
        StartCoroutine(StartWallRunPrompt());
    }
);

}

private IEnumerator StartWallRunPrompt()
{
    yield return new WaitForSeconds(2f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_wallRunPromptTexts, 0);
    yield return new WaitForSeconds(2.8f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_wallRunPromptTexts, 1);
    yield return new WaitUntil(() => WallRunChecks["FirstWall"]);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_wallRunPromptTexts, 2);
    yield return new WaitUntil(() => WallRunChecks["SecondWall"]);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_wallRunPromptTexts, 3);
    yield return new WaitUntil(() =>
WallRunChecks["IslandReached"]);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_wallRunPromptTexts, 4);
}

private void FixedUpdate()
{
    var all.IsTrue = TutorialChecks.Values.All(value => value);
    if (all.IsTrue && !_areWallsAppearing)
        StartCoroutine(MakeWallsAppear());
}

private IEnumerator IntroductionText()
{
    yield return new WaitForSeconds(2.5f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_introductionTexts, 1);
    yield return new WaitForSeconds(2f);
}

```

```

        ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_introductionTexts, 2);
        yield return new WaitForSeconds(1.6f);
        StartCoroutine(InputPrompts());
    }

private IEnumerator InputPrompts()
{
    ImageTweening.ClearTextAlpha(ref tutorialTextHint, false);
    yield return new WaitForSeconds(2f);
    tutorialTextHint.text = _inputPromptTexts[0];
    promptW.SetActive(true);
    ImageTweening.AlphaPrompt(ref tutorialTextHint, ref keyPressW,
ref keyPressWalt, true);
    TutorialChecks["IntroductionComplete"] = true;
    yield return new WaitUntil(() => TutorialChecks["Forward"]);
    ImageTweening.ChangePrompt(ref tutorialTextHint, ref promptW,
ref prompts, ref keyPressS,
        ref keyPressSalt, ref keyPressW, ref keyPressWalt, ref
_inputPromptTexts, 1);
    nextKeyToPress = NextKeyPress.Backwards;
    yield return new WaitUntil(() => TutorialChecks["Backwards"]);
    ImageTweening.ChangePrompt(ref tutorialTextHint, ref prompts,
ref promptA, ref keyPressA,
        ref keyPressAalt, ref keyPressS, ref keyPressSalt, ref
_inputPromptTexts, 2);
    nextKeyToPress = NextKeyPress.Left;
    yield return new WaitUntil(() => TutorialChecks["Left"]);
    ImageTweening.ChangePrompt(ref tutorialTextHint, ref promptA,
ref promptD, ref keyPressD,
        ref keyPressDalt, ref keyPressA, ref keyPressAalt, ref
_inputPromptTexts, 3);
    nextKeyToPress = NextKeyPress.Right;
    yield return new WaitUntil(() => TutorialChecks["Right"]);
    ImageTweening.ChangePrompt(ref tutorialTextHint, ref promptD,
ref promptJump, ref keyPressSpace,
        ref keyPressSpacealt, ref keyPressD, ref keyPressDalt, ref
_inputPromptTexts, 4);
    nextKeyToPress = NextKeyPress.Jump;
}

```

```

        yield return new WaitUntil(() => TutorialChecks["Jump"]);
        nextKeyToPress = NextKeyPress.Complete;
        ImageTweening.AlphaPrompt(ref tutorialTextHint, ref
keyPressSpace, ref keyPressSpacealt, false);
        tutorialTextHint.text = _inputPromptTexts[5];
        promptJump.SetActive(false);
        promptComplete.SetActive(true);
        ImageTweening.ClearTextAlpha(ref tutorialTextHint, true);
        ImageTweening.ClearAlpha(ref keyPressComplete, true);
        StartCoroutine(CompleteFirstPrompt());
    }

private IEnumerator MakeWallsAppear()
{
    _areWallsAppearing = true;
    yield return new WaitForSeconds(2f);
    floatingWallController.TriggerWallMovement();
}

private IEnumerator StartWeaponTutorial()
{
    yield return new WaitForSeconds(1.2f);
    _isWeaponGlowing = true;
    StartCoroutine>ShowWeaponText());
    yield return new WaitForSeconds(1.2f);
    if (_pistolOutline)
        _pistolOutline.OutlineWeapon();
}

private IEnumerator ShowWeaponText()
{
    yield return new WaitForSeconds(1.6f);
    tutorialTextHint.gameObject.SetActive(true);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 0);
    if (EnemyChecks["Fired"]) yield break;
    yield return new WaitForSeconds(2f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 1);
}

```

```
}

private IEnumerator PistolRelatedDialogue()
{
    yield return new WaitForSeconds(1.2f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 2);
    yield return new WaitForSeconds(1.8f);
    ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint, ref
_weaponPromptTexts, 3);
    var timerStart = Time.time;
    yield return new WaitUntil(() => Time.time - timerStart > 5f ||
EnemyChecks["Fired"]);
    switch (EnemyChecks["Fired"])
    {
        case false when !EnemyChecks["Killed"]:
            ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint,
ref _weaponPromptTexts, 4);
            break;
        case true when !EnemyChecks["Killed"]:
            ImageTweening.ChangeTextPromptOnly(ref tutorialTextHint,
ref _weaponPromptTexts, 5);
            break;
    }
}
}
```

# TutorialEnemy.cs

## Description

## Script

```
using UnityEngine;

namespace Tutorial
{
    public class TutorialEnemy : MonoBehaviour
    {
        [SerializeField] private TutorialController tutorialController;
        [SerializeField] private TutorialEnemyController
tutorialEnemyController;
        [SerializeField] private bool isHostile;

        private Animator _enemyAnimator;
        private Collider _enemyCollider;
        private static readonly int IsDead =
Animator.StringToHash("isDead");

        private void Start()
        {
            _enemyAnimator = GetComponent<Animator>();
            _enemyCollider = GetComponentInChildren<Collider>();
        }

        public void Die()
        {
            if (isHostile) return;
            _enemyAnimator.SetBool(IsDead, true);
            tutorialController.EnemyChecks["Killed"] = true;
            tutorialController.TutorialEnemyKilled();
            Destroy(_enemyCollider);
        }
    }
}
```

```
    }  
}
```

# TutorialEnemyController.cs

## Description

## Script

```
using System.Collections.Generic;
using AI;
using UI;
using UnityEngine;

namespace Tutorial
{
    public class TutorialEnemyController : MonoBehaviour
    {
        [SerializeField] private List<EnemyController> tutorialEnemies;
        [SerializeField] private CanvasScript canvasScript;

        public int EnemiesRemaining { get; set; }

        private void Start()
        {
            EnemiesRemaining = tutorialEnemies.Count;
        }

        public void EnemyKilled(EnemyController enemyKilled)
        {
            EnemiesRemaining--;
            tutorialEnemies.Remove(enemyKilled);
        }

        public void StartKillChallenge()
        {
            canvasScript.ShowKillChallengeUI(EnemiesRemaining);
            foreach (var enemy in tutorialEnemies)
                enemy.EnableEnemy();
        }
    }
}
```

```
    }  
}  
}
```