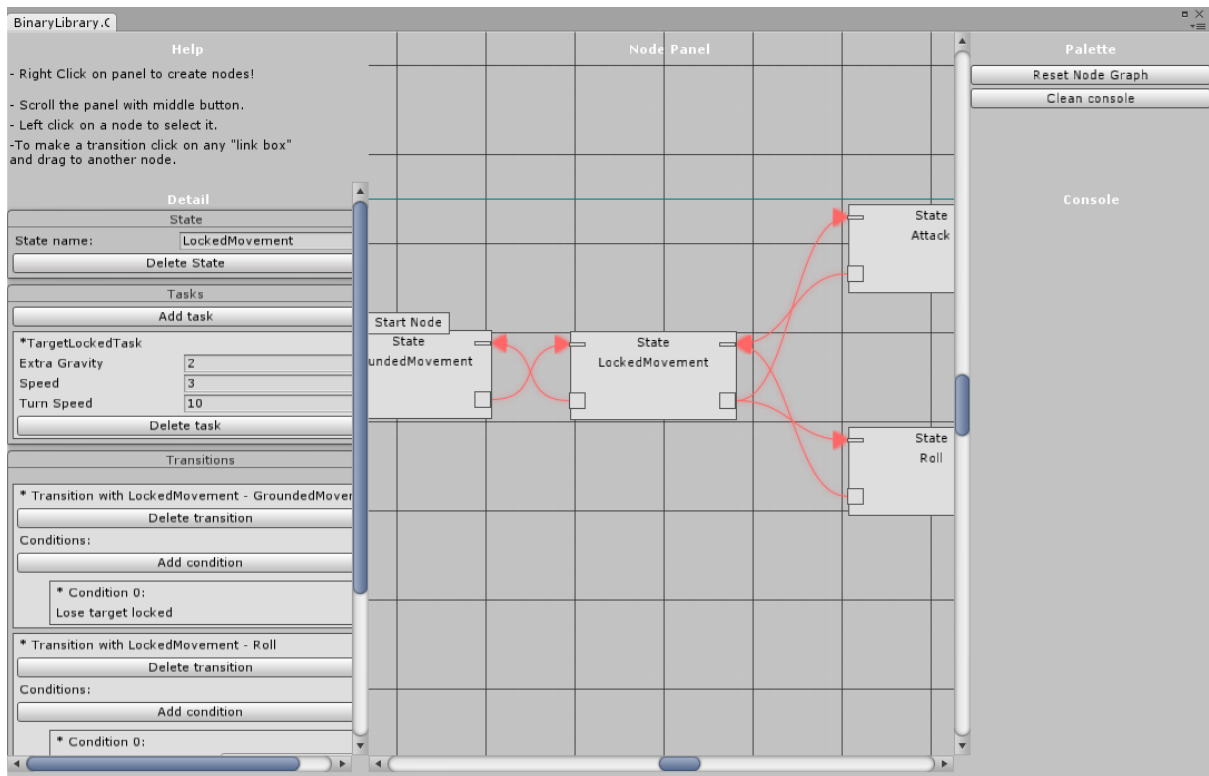


Finite State Machine Graph

Finite State Machine Graph



This project is intended to show my skills on Unity and the way I work after years of experience developing for consoles, pc (steam) and mobiles.

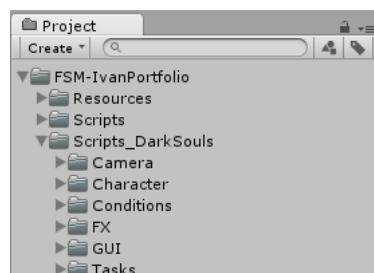
This project is composed by a Finite State Machine Graph and an example of use.

This example is a simple version of the combat system from Dark Souls.

In a real game, the gameplay would be more refined.

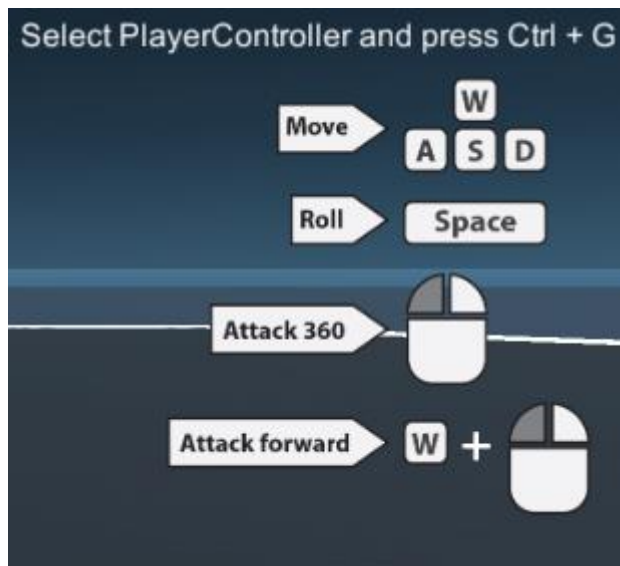
Note. To see gameplay examples of games in which I took part of the development you can check games such as [Dungeon Legends](#), [Alien Spidy \(TotalBiscuit Review\)](#), [Tadeo Jones](#),...

The code is inside the folder FSM-IvanPortfolio.

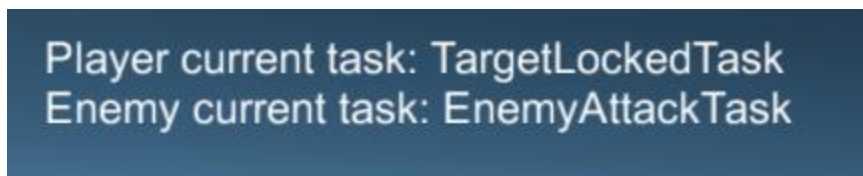


Finite State Machine Graph

You can find instructions for the gameplay at the left part of the screen.



The current task of the enemy and the player at the right side of the screen.



And instructions of the graph in the help panel.

