Look at tutorials,

Ask for help,

1 hour.

**Session 1: 11th October 2016**

Goal: create a hazard that kills the player.

Estimated time spent: 1 hrs 14 mins

It took me quite some time to figure out how to initiate a reset, however I eventually discovered that you need to reference that you are indeed, using the SceneMangement tool. Next I tried to introduce a screen fader to the screen; after a long and tedious struggle against the animator I realised that each object has their own animator, and the way you should reference them is by making the animation reference “Public” so that I can apply animation where I see fit.

**GitHub Upload 2/3:**

**Goal: Create a working warning to advise the player to find cover.**

Estimated Time 1 hr, 30 mins;

Using the same method I used previously, I created a cube and expanded its collider; I used the Ontriggerstay command in order to reduce a timer, if the player stays in the trigger for too long, the player is sent to the “morgue” and the level resets. When the player is outside the trigger the timer resets. I created a new “Animation” using text on the screen to provide the player with a warning to run away, this would be backed up with a sound in the audio component that could be programmed to run a single time. There are still a few bugs here and there: I.e. the sound continues playing until the end of the clip, even if the player escapes, but hey, it works.

In the GitHub file, there is a simplified version of this that has the animation end as soon you leave the trigger, this was accomplished using basic mathematics.

**GitHub Upload 3:**

Goal: Create a tool system:

Update: I manged to get some help regarding the first spell, first I learned how to link scripts together, I had a few bugs to iron out; I.e. fixing the “instantiate” command in order to access the correct present etc. I used a Transform [] to define these prefabs and then scrolled between them using the number keys. I used a public text and a ToString (); to define the weapon and amount of ammunition they had.

I used the tag and OnTriggerEnter functions to define what can be picked up by the player.

**Github upload 4:**

Goal Create a chasing zombie:

Estimated time: two hours:

I looked up a tutorial to help me create this one, I created a cube as my zombie and placed it in the level, I grabbed my environment and generated navmesh. I then created a non-navigable set of walls and generating the nav again with the walls set to “non-navigable”

In the script I defined the player as a transform rather than a game object in order to make the zombie identify it as a destination.

I can see the need to create different AI patterns for different enemies but seeing as I’m making zombies, I think this AI will suffice.

Unfortunately I have a problem making the zombies react to bullets. The good news is, next week I’m going to create a damage and infinite respawn system for the zombies, Once Iv’e sorted out the projectiles, I’ll add more weapon types.

**GitUpload 4:**

Create a weapon randomiser.

Estimated time: 4 Hours:

Along with the additional weapons, such as a shotgun and a grenade launcher. I created a new environment for the game as well as improving my previous components. I also built a weapon and ammunition randomiser.

The game needs a lot more tweaking, but for now it works.

17/03/2017

**Meleeattack Improved.**

Basically I added a value that can be customised from within the script that can be modified to define any new weapons that the player might create. I also created some sample weapons that use this system.

The Enemy preset has various values for damage. Each of the weapons are defined by tags, then coder can use these scripts to create more weapons.

The weapons start out disabled but are enabled when the mouse is pressed, the weapon appears and does damage before promptly disappearing. The weapon is defined by what button has been pressed prior to attacking.

This mechanic was for my peer and thus does not appear in the game, I feel that having a melee attack would detract from the feel of the game.

29/03/2017  
  
I created a script that could be used to change the story based on the player’s actions for my peer, I did this using the UI, elements and events system to create an interactive menu that would change the story based on the options chosen by the player.

This would not fit into the game because this game has no story outside of, “you’re in the desert, and zombies want to eat you DON’T DIE”

21/03/2017

Personal variant of the KillCounter script.

I created a script that would be accessed by other scripts to increase a hidden value, once the player dies this value would be shown to the

Player be being displayed on a canvas that appears once the game over prerequisites are met.

This script can be applied anywhere, but in its current incarnation it is controlled by buttons.

When I put this in the game I split it across the two health scripts so that the players score would be show upon death.

25/03/17.

Today, I created a script that allows the player to place barricades or objects based on the amount of things they have picked up, I did this by making an object disabled, and having an input button that enables the object whenever the player has the correct amount of stuff.

Despite this, I did not put this into the final version of the game because of coding difficulties, and creating an entirely new game in just a handful of days is quite the endeavour.