

GameDevDiary - Tim

Date	Entry
25.04.2019 SUMMARY	<ul style="list-style-type: none"> Game-Idea: <ul style="list-style-type: none"> 3D – Brawler Last-Man-Standing Player vs. Player (later Player vs. System vs. Player) Cartoon-Character <ul style="list-style-type: none"> Maybe multiple Characters to choose from Single Character with different weapons otherwise too many variables early on. (One Weapon for the start)
28.04.2019	<ul style="list-style-type: none"> Looking for Character-Models: <ul style="list-style-type: none"> Found Knight-Character: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586 Keep looking (Knight too realistic for Cartoon-Theme) Found Some Animations: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/animations/warrior-pack-bundle-1-free-36405 https://assetstore.unity.com/packages/3d/animations/fighter-pack-bundle-free-36286 Will Try to combine them with Character-Model tomorrow. Creating basic scripts: Character-movement, Health-system, Game-Master etc.
29.04.2019	<ul style="list-style-type: none"> Knight-Model behaves weird when animated with warrior-pack-animations <ul style="list-style-type: none"> Found the reason → Warrior pack animations only work with warrior-pack-models Maybe keep Warrior-pack and give player character-choice Found new Fight-Animation: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/animations/melee-axe-pack-35320 Also want to try Animations from MMORPG-Assets (private Asset-Library): <ul style="list-style-type: none"> https://assetstore.unity.com/packages/templates/systems/ummorpg-51212 No MMORPG-Animations → Way too blocky Jerry (former peer, working in gamestudio) mentioned OOTII-Assets <ul style="list-style-type: none"> OOTII-Assets do look good: https://assetstore.unity.com/publishers/4934 But too expensive for Prototype :/ Found nice-looking Unarmed-Animations: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/animations/fighting-motions-vol-1-76699 In Combination with Melee-Axe-Pack pretty solid animation-collection
30.04.2019	<ul style="list-style-type: none"> Found Cartoon-Like-Model with axe: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/characters/humanoids/barbarian-warrior-75519 Also found second version of knight: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-2-144018 Could be used to differentiate between players Found perfect Model, even with run, hit and idle animation: <ul style="list-style-type: none"> https://assetstore.unity.com/packages/3d/characters/toony-tiny-rts-demo-141705 Hopefully compatible with other animations Starting to map controller input: <ul style="list-style-type: none"> Attack, Taunt, PickUp & Block.

	<ul style="list-style-type: none"> <ul style="list-style-type: none"> ▪ (Does Taunt need a function besides animation?) <ul style="list-style-type: none"> ○ BUG: Character goes flying if hit by weapon. • Animations play twice sometimes, need to fix this.
31.04.2019	<ul style="list-style-type: none"> • Change button-mapping: <ul style="list-style-type: none"> ○ Kicking and attacking now one button, kick if no weapon equipped, attack if weapon equipped. ○ No drop weapon button → Same button as pick-up <ul style="list-style-type: none"> ▪ But now: no need one type of weapon and kick does no damage ▪ Maybe weapon-drop if attack is blocked? • Fixed Catapult-bug: no movement on y-axis allowed (not pretty but works) • Also Fixed animation-replay: Try and Error with the animation-state-transitions
02.05.2019 SUMMARY	<ul style="list-style-type: none"> • Included Character-models + animation <ul style="list-style-type: none"> ○ Focusing on Cartoon-Medieval-Theme ○ List of Assets used: <ul style="list-style-type: none"> ▪ https://assetstore.unity.com/packages/3d/animations/melee-axe-pack-35320 ▪ https://assetstore.unity.com/packages/3d/animations/fighting-motions-vol-1-76699 ▪ https://assetstore.unity.com/packages/3d/characters/toony-tiny-rts-demo-141705 • First simple character-control: <ul style="list-style-type: none"> ○ Attack-button: <ul style="list-style-type: none"> ▪ Kick if no weapon available: No Damage but knockdown ▪ Attack if weapon is equipped: Weapon Damage ○ Taunt-button: <ul style="list-style-type: none"> ▪ No game-effect ○ Weapon-Pickup-button: <ul style="list-style-type: none"> ▪ Character picks up weapon ○ Block-button: <ul style="list-style-type: none"> ▪ Blocks incoming attack if weapon is equipped: <ul style="list-style-type: none"> • Negates Damage completely ▪ No function if no weapon is equipped • Creation of necessary scripts: Character-Controller, Health-System, Game-Master etc. • Fixed issues with animations that came up during testing. Mostly changing transitions between animation states and conditioning. • Fixed catapult but -> Characters are thrown into the air when being hit. <ul style="list-style-type: none"> ○ Fix: disable character movement on y-axis.
04.05.2019	<ul style="list-style-type: none"> • Try to map method-calls and animations • This is hopeless: Working with timers for method-calls when animation is triggered • Also: Luisa and I agreed on a second resource in form of stamina to prevent button-spamming
05.05.2019	<ul style="list-style-type: none"> • Gave up time-based method-calls → Animation based events work much better • Combination of animation moving collider and animation-based events == good
06.05.2019	<ul style="list-style-type: none"> • Created a stamina-script: Same principle like the health-system, but regenerates • BUG: Character can attack even if stamina is depleted, will fix tomorrow
07.05.2019	<ul style="list-style-type: none"> • Fixed bug: Simple check if necessary stamina is available.
09.05.2019 SUMMARY	<ul style="list-style-type: none"> • Added animation-based events to allow for better attack-functions. • Added stamina-system to give players another resource to handle and make the game more dynamic.
10.05.2019	<ul style="list-style-type: none"> • Jonas was not too happy with the wall-bump animation: 3 steps-backward when running into wall.

	<ul style="list-style-type: none"> • We need more reactions of the environment for the players action: <ul style="list-style-type: none"> ○ Objects flying around ○ Objects making noise when being kicked around etc. • Also: Jonas wants faster responses to input: Significant change in the first 240ms
11.05.2019	<ul style="list-style-type: none"> • Created new animation for wall-bump: <ul style="list-style-type: none"> ○ Mixed knockdown animation and standup-animation ○ THIS TOOK AGES!
12.05.2019	<ul style="list-style-type: none"> • Changed animations to meet 240ms requirement: <ul style="list-style-type: none"> ○ Just fast forwarded the first couple of frames, but did not change the overall length. <ul style="list-style-type: none"> ▪ Not sure if correct, we will see.
16.05.2019 SUMMARY	<ul style="list-style-type: none"> • Overhauled Animation for bumping into wall: <ul style="list-style-type: none"> ○ Created new animation based on knockdown and standup-animation • Editing of all used animations to meet 240ms requirement given by Jonas • Acceleration based movement <ul style="list-style-type: none"> ○ Result was constant sliding of character. ○ Feature removed again.
17.05.2019	<ul style="list-style-type: none"> • +: Jonas seemed happy with the new animations • -: We did not change the character-movement, translation and rotation are still pretty twitchy • Task for next week: More decisions in the game & work on movement!!!
19.05.2019	<ul style="list-style-type: none"> • Added new weapons: <ul style="list-style-type: none"> ○ Branch: <ul style="list-style-type: none"> ▪ Low Damage, long reach, Average Stamina drain ▪ Taken from: https://assetstore.unity.com/packages/3d/characters/animals/mouse-knight-pbr-polyart-135227 ○ Dagger: <ul style="list-style-type: none"> ▪ Low Damage, short reach, low Stamina drain ▪ Taken from: https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586 ○ Maul: <ul style="list-style-type: none"> ▪ High Damager, Average reach, High Stamina drain ▪ Also taken from: https://assetstore.unity.com/packages/3d/characters/humanoids/strong-knight-83586 ○ For Comparison: Sword: <ul style="list-style-type: none"> ▪ Average Damage, Reach and Stamina drain ▪ Taken from: https://assetstore.unity.com/packages/3d/characters/toony-tiny-rtts-demo-141705
20.05.2019	<ul style="list-style-type: none"> • Working on new Translation-Function for Character: <ul style="list-style-type: none"> ○ Like Jonas explained: Acceleration-Velocity-based ○ Joystick-Input sets Direction ○ For each frame that joystick gets input, Velocity is increased by Acceleration-value ○ RESULT: Looks like ice-skating :/ I do the rotation first seems more important.
22.05.2019	<ul style="list-style-type: none"> • Smooth rotation so much easier and better looking than translation: <ul style="list-style-type: none"> ○ Just assigned Quaternion.Lerp as new rotation with current rotation, direction of movement and rotationspeed as input and DONE. • I keep the rotation but the translation will be dumped, back to simple translation with direction and speed * deltatime as parameter

23.05.2019 SUMMARY	<ul style="list-style-type: none"> • Added new weapon models: branch, dagger, maul • Added smooth rotation of character
24.04.2019	<ul style="list-style-type: none"> • Jonas seemed to be happy with the results, even if the translation stayed the same • Also: Luisa did not understand, that the branch was meant to be a weapon :/ • There will be no course for the next 2 weeks • Next task: <ul style="list-style-type: none"> ○ Erase information-starvation and glut ○ Also catch up with former tasks
27.04.2019	<ul style="list-style-type: none"> • Sat down again to work on better translation: <ul style="list-style-type: none"> ○ Beginning of movement and Movement itself look fine ○ BUT: End of movement looks odd: <ul style="list-style-type: none"> ▪ Either sliding without animation ▪ Or full running animation with too little translation ▪ Maybe use smooth running start but hard stop? ○ Maybe try again after Luisa cleaned up the animation-methods in the scripts. • Also thought about different fighting style system: <ul style="list-style-type: none"> ○ Pushes gamefeel more in direction of mastery of skill ○ Inspired by Human Fall Flat
28.04.2019	<ul style="list-style-type: none"> • Made a small prototype on the side: <ul style="list-style-type: none"> ○ New system is actually pretty fun, but too much work to put in. • Also Jonas seems to like our fight system and the new system would make the stamina-system and almost all animations redundant so → NO!
30.05.2019 SUMMARY	<ul style="list-style-type: none"> • Another try with better translation → Not happening right now. • Out of project-prototype for different fighting-system: FUN but → NO • This week was not very productive :/
31.05.2019	<ul style="list-style-type: none"> • No feedback from Jonas because no lecture. • Luisa and I agreed on an overhaul for the character-control • Also I will look for sounds to give acoustic feedback when player interacts with environment / other player • Also also I will make a small control-overview for the game, but only for the xbox-controller
03.06.2019	<ul style="list-style-type: none"> • Overhauled the character-control: <ul style="list-style-type: none"> ○ The weapon attack and the kick got separate buttons, so that player can kick their opponent when they have a weapon in hand ○ The taunt was removed, at least from the player-control <ul style="list-style-type: none"> ▪ Because it had no function and was annoying, because it blocked other input, while animation was playing ▪ Taunt animation will only be played, if player wins the game. ○ The Weapon-Pick-Up button got the function to drop weapons if one is equipped. <ul style="list-style-type: none"> ▪ So the player can choose to switch weapons mid game. ○ The block-button stayed the same
04.06.2019	<ul style="list-style-type: none"> • Collected some sounds for the scene objects: <ul style="list-style-type: none"> ▪ Wood objects: https://assetstore.unity.com/packages/audio/sound-fx/wood-splitting-pack-1-139997 ▪ And: https://assetstore.unity.com/packages/audio/sound-fx/wooden-fence-destruction-free-sample-pack-144362 ▪ And for metal and the weapons: https://assetstore.unity.com/packages/audio/sound-fx/middle-age-medieval-action-sound-fx-pack-54030 • Also created a new script to differentiate between objects being dragged or pushed over the floor and objects crashing into things after being thrown into the air.

05.06	<ul style="list-style-type: none"> Made a short overview for the Character-Controls, nothing to special, but it should be enough to erase the information starvation.
06.06.2019 Summary	<ul style="list-style-type: none"> Overhauled character-control: <ul style="list-style-type: none"> Attack-button: <ul style="list-style-type: none"> Attack if weapon is equipped: Dealing weapon damage, depending on weapon, on hit. No function if no weapon equipped. Taunt-button: REMOVED Kick-button: <ul style="list-style-type: none"> Knockdown enemy on hit. Weapon-Pickup-button: <ul style="list-style-type: none"> Picking up weapon if no weapon is equipped and unused weapon is in proximity Dropping currently equipped weapon. Block-button: <ul style="list-style-type: none"> Perform block if weapon is equipped: <ul style="list-style-type: none"> If enemies attack is successfully blocked, enemy is knocked prawn. Included sounds for objects scratching over the ground and being thrown around. Added Control-Overview for Xbox-controller to reduce information starvation. <ul style="list-style-type: none"> Luisa improved the overview, with the button icons instead of text.
07.06.2019	<ul style="list-style-type: none"> Jonas did like our changes (I believe). And he liked our ideas for further improvement. Luisa will focus on adding Dragon-heads and A trap-door function as environmental-dangers. I will focus on fixing remaining bugs and issues (including the translation problem) From next week on the evaluation part will take place: <ul style="list-style-type: none"> So: less entries from here on!
13.06.2019	<ul style="list-style-type: none"> We removed the wall bounce, because the player could otherwise get stuck in the corners. We also changed the block-function: <ul style="list-style-type: none"> Attacker is no longer knocked down, but loses his weapon Luisa also gave the characters different colours to make them distinguishable BUG: The catapult-bug is back. We need movement on the y-axis, otherwise the player cannot fall into the trap door. Also: Luisa increased the drag of the character to reduce the bug-effect making the character fall very slow into the trapdoor.
06.07.2019	<ul style="list-style-type: none"> Finally had enough time to work on the translation: <ul style="list-style-type: none"> Sliding at end of movement still annoying. Also: unknown bug let character slide backwards when they stand still. Also also: New try of character-slow-down let characters moonwalk (sometimes) Beginning of movement is now calculated with acceleration, movement end however will stay very abrupt. Fixed the catapult bug for good: I just reset the y-axis value of the player-characters if they are too high. Similar solution for the slow-fall problem: If the players y-position is under a certain value the input is ignored and the fall speed is increased. Not too happy with the fixes but the results are acceptable.

08.07.2019	<ul style="list-style-type: none"> • Some ideas for possible future development: <ul style="list-style-type: none"> ○ Different effects on enemy with different weapons: <ul style="list-style-type: none"> ▪ Maul: knock-down, knock-back, or immune to block? ▪ Dagger: Maybe weapon-throw instead of drop? ▪ Sword: Can stay the same as it is the standard weapon. ▪ Kick: push-back instead of knockdown <ul style="list-style-type: none"> • Interesting in combination with environment ○ More players or AI <ul style="list-style-type: none"> ▪ New game modes: <ul style="list-style-type: none"> • Team-Death-Match • Horde-Mode Coop • Tag-Mode ○ Different type of characters: <ul style="list-style-type: none"> ▪ Rogue: Fast, Low Health, longer knockdown, further knockback, maybe cannot use maul ▪ Knight: Standard speed and health, no special drawbacks or bonuses ▪ Tank: Slow, Ton of Health, maybe more damage with weapons ▪ Infinite possibilities. ○ Weapon could be destructible ○ Environment could change more often and more drastically