

Developer Diary For MAD-3 (Space Runner 3D)

02-11-2020 – 20-11-2020

Read the Design Document of Space Runner 3D started research on assets and endless runner implementations. Researched and Discussed Multiplayer Functionality with the designer. Discussed the 3d Design aspects of the game with the designer. Changed the design of the space gameplay by discussing with the designer like instead of moving the ship into only three lanes the ship now could move anywhere in the skybox.

21-11-2020

Project setup and Started the development of the game with the development of the ship with the help of cubes. Experimented with different player ship movements by adding the movement script to the ship by doing internet research [\[1\]](#) and at this point, there is a white ship made of cubes which can move left, right, down, and up with the delegated keys.

27-11-2020

Researched [\[2\]](#) Creating Asteroids and Created basis asteroid models and applied script which creates hundreds of asteroids in a grid that are rotating randomly.

29/11/2020

Discussed with the Designer to add trail renderer and Researched [\[3\]](#) trail renderer and created trail at the back of both wings and experimented with its different settings that leaves the trail of two colours yellow and red as the player ship moves and researched [\[4\]](#) how to make the camera follow the player could be done by making the camera a child object of the player but decided to have sway effect [\[5\]](#)[\[6\]](#) and did through the script. Searched the asset store for free particle system effects for player explosion and imported “particle dissolve shader by moonflower carnivore” [\[7\]](#) as this pack contains some cool realistic explosion effects and then applied the explosion effect upon collision with asteroids.

30/12/2020 – 04/12/2020

Searched for coin asset to add the “science coins” as specified by the designer and imported the old coin asset [\[8\]](#) and then applied texture to the coin and saved in the prefabs and then created the script similar to the asteroids one to randomly spawn the “science coins”. Tired to detect the collision [\[9\]](#) working with the is trigger box checked in but did not get that working, then added the score and distance UI texts to the game dashboard and implemented the calculation of distance in a script that is working with the speed, have written the script for high score and score display but still need some work to be implemented.

07/12/2020

Searched for skybox [\[10\]](#) and applied the sky box on the level changes the asteroids from sphere one to 3d model one searched for materials and applied spaceship kind of material [\[12\]](#) on the player

spaceship. Fixed the score by adding an event manager to make a bridge for talking to the score script and the game object of score that add 10 science score to the score as player ship collides with a coin / science object as specified by the designer.

08/12/2020

Imported skybox pack from asset store [13] As designer mentioned in the design doc to change the background to show the level change so implemented the skybox changes with the score as the player achieves 150 score the sky box is changes form level 1 skybox to next level skybox and the speed of the player increased to indicate the level change and to increase the difficulty and when player achieves 250 score by collecting coins/science points then sky box is changed again and speed of the player increases to increase the difficulty as mention in the design doc. Designed and implemented the splash screen scene as mentioned by the designer and the background of the splashscreen scene is created with canva [14] and then fade script is applied to it. Created the MainMenu scene and set of buttons for MainMenu and implemented the functionality of play button that loads the level. Buttons Text are created using [15] TestMeshPro. Changed the score scripts and implemented scoring in other way so that it could be accessed easily in future.

10/12/2020

Thought about how to implement a slowdown pickup so first searched for the pickup assets from the asset store and found a potion pack [16] decided to use green potion for slowing down the player speed and then implemented the slowdown potion by randomly generating the prefab thorough slowpotionmanager script and slowpotionpickup script and then thought that there should be messages displayed to the user so researched [17][18] about it and added functions to display messages on the screen to let player know when slowdown pickup id activated and deactivated.

References

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4. <https://answers.unity.com/questions/571702/main-camera-follows-player.html#:~:text=All%20you%20need%20to%20do,%2C%20modified%20by%20the%20%2D1.5.>
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17. <https://answers.unity.com/questions/44137/if-gameobject-is-active.html>
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