

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.

References

1. <https://answers.unity.com/questions/384329/pitch-yaw-roll-user-input-on-an-object.html>
2. <https://answers.unity.com/questions/632931/random-generation-of-asteroids.html>
3. https://www.youtube.com/watch?v=sRkgvFe_vSI&ab_channel=VeryHotShark
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.>
5. <https://answers.unity.com/questions/976581/natural-camera-sway.html>
6. <https://stackoverflow.com/questions/49617198/unity-c-sharp-make-camera-sway-back-and-forth-while-keeping-direction>
7. <https://assetstore.unity.com/packages/vfx/particles/fire-explosions/particle-dissolve-shader-package-33631>