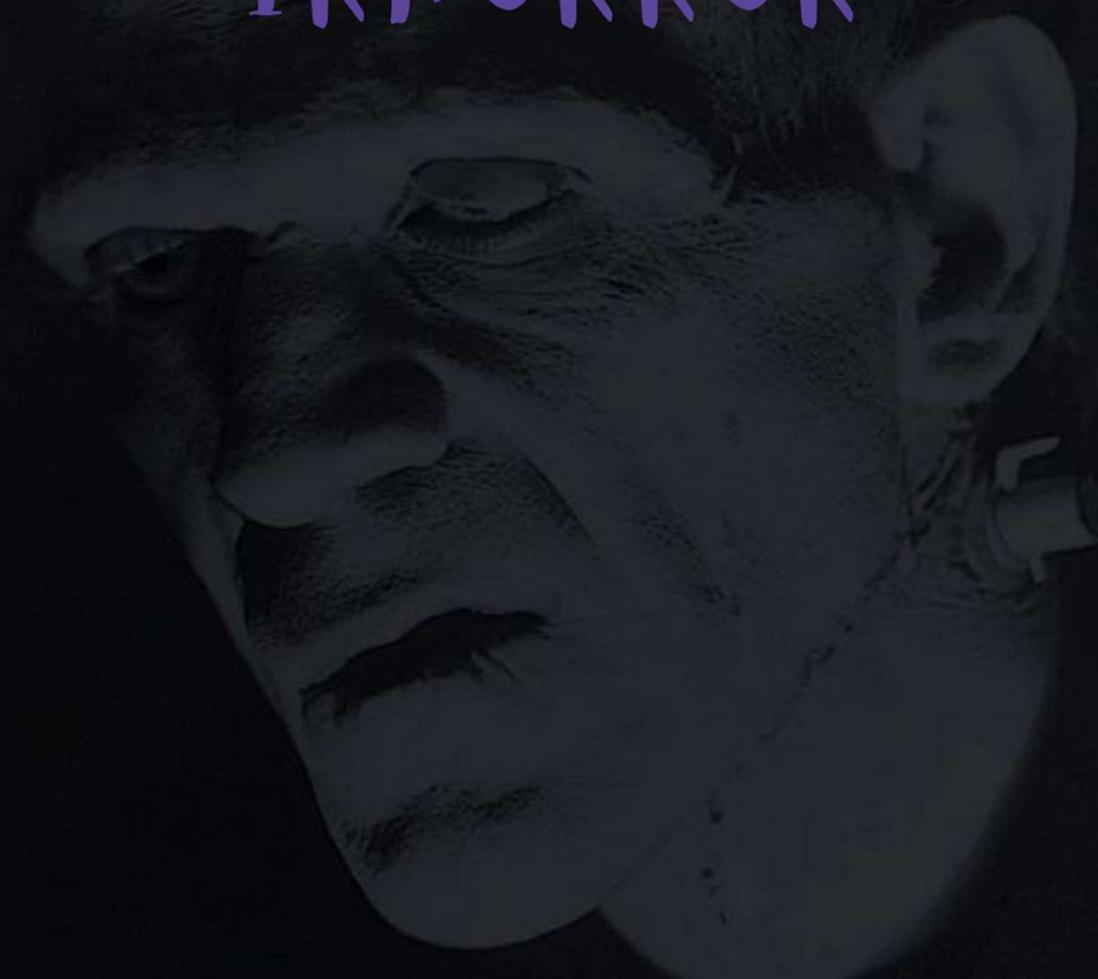


ALONE IN TRANSYLVANIA

IN HORROR





Topics

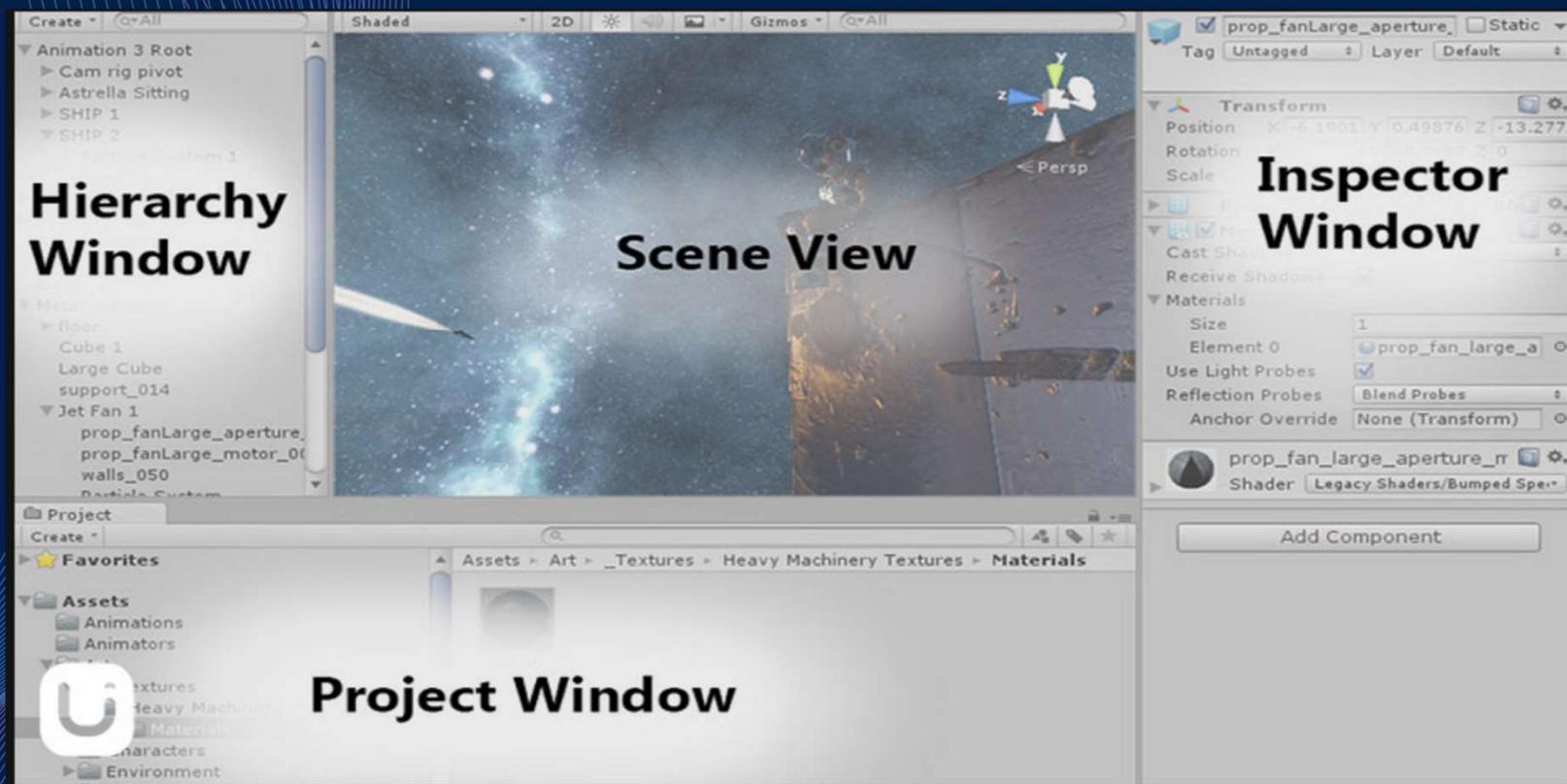
- Unity
- Blender
- Game Story
- Game Treasure Box
- Game Map
- Build A Project With Unity
- Project Implementation



- cross-platform
- C#, C++
- Android, iOS, Microsoft Windows, macOS, Linux, ...
- 750,000 games: HollowKnight, Inside, Firewatch, Subnautica,
Arizona Sunshine, Escape from Tarkov, Cities Skylines,
Outer Wilds, Cuphead, Hearthstone



OVERVIEW OF UNITY

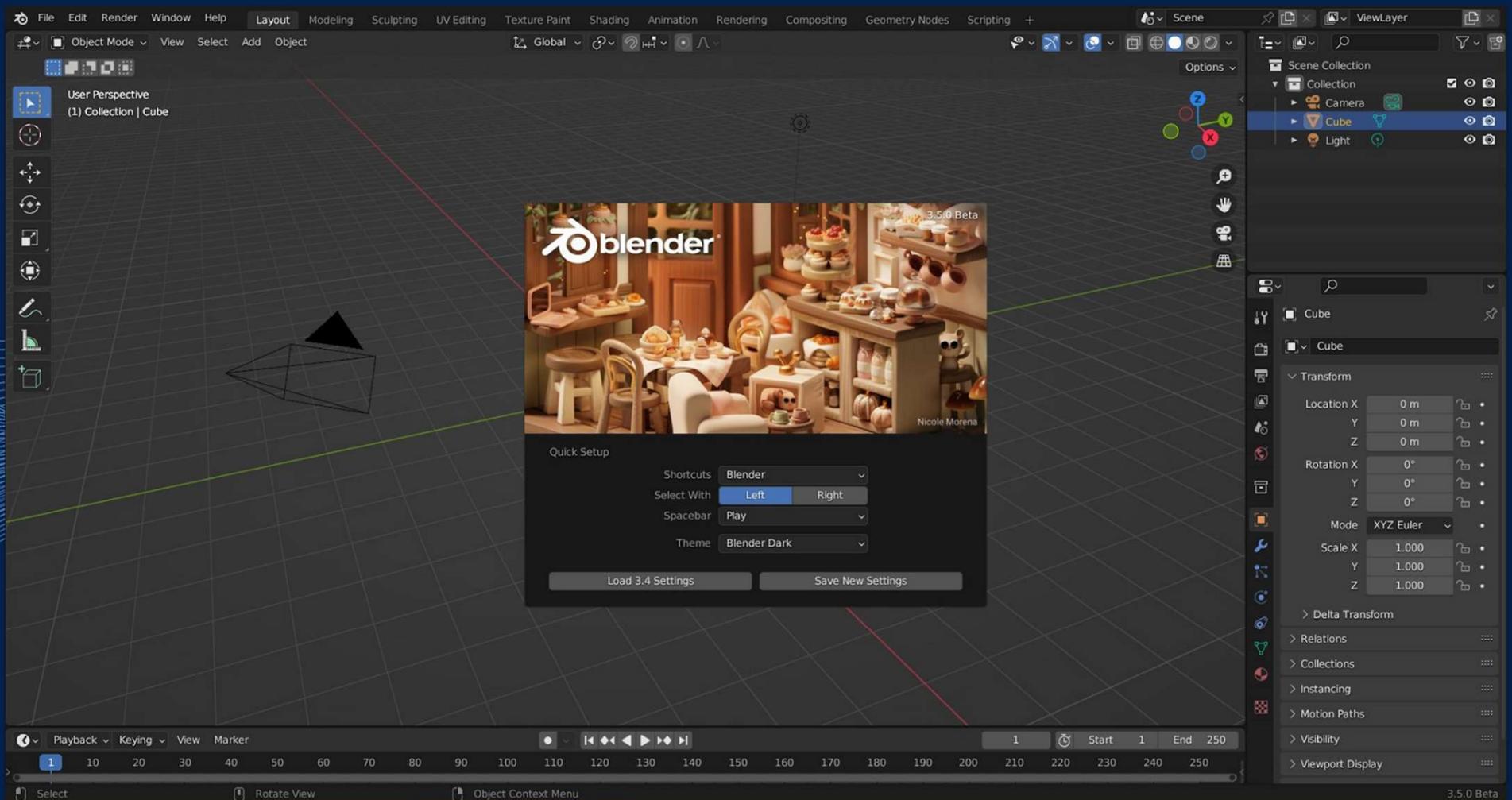




- graphics software tool
- Texturing
- Rendering
- Modeling
- Graphics editing
- Career activities in Blender software



BLENDER





ALONE IN TRANSYLVANIA

Action adventure game

horror genre

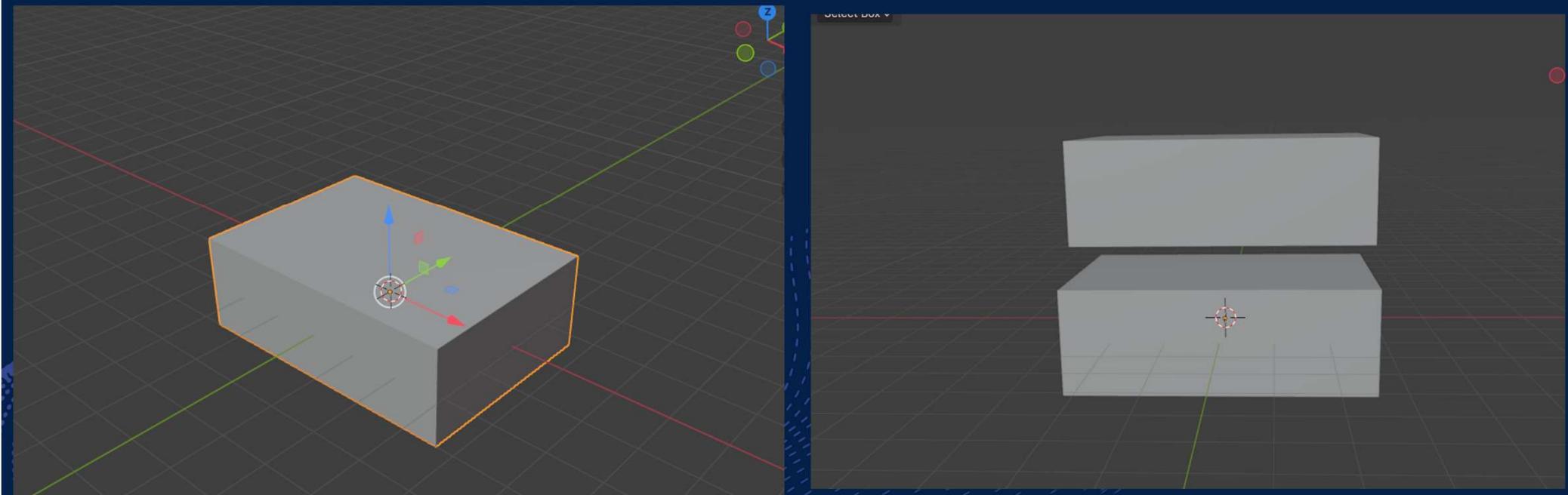
first person

Freddy -> Hero

Frankenstein -> Enemy

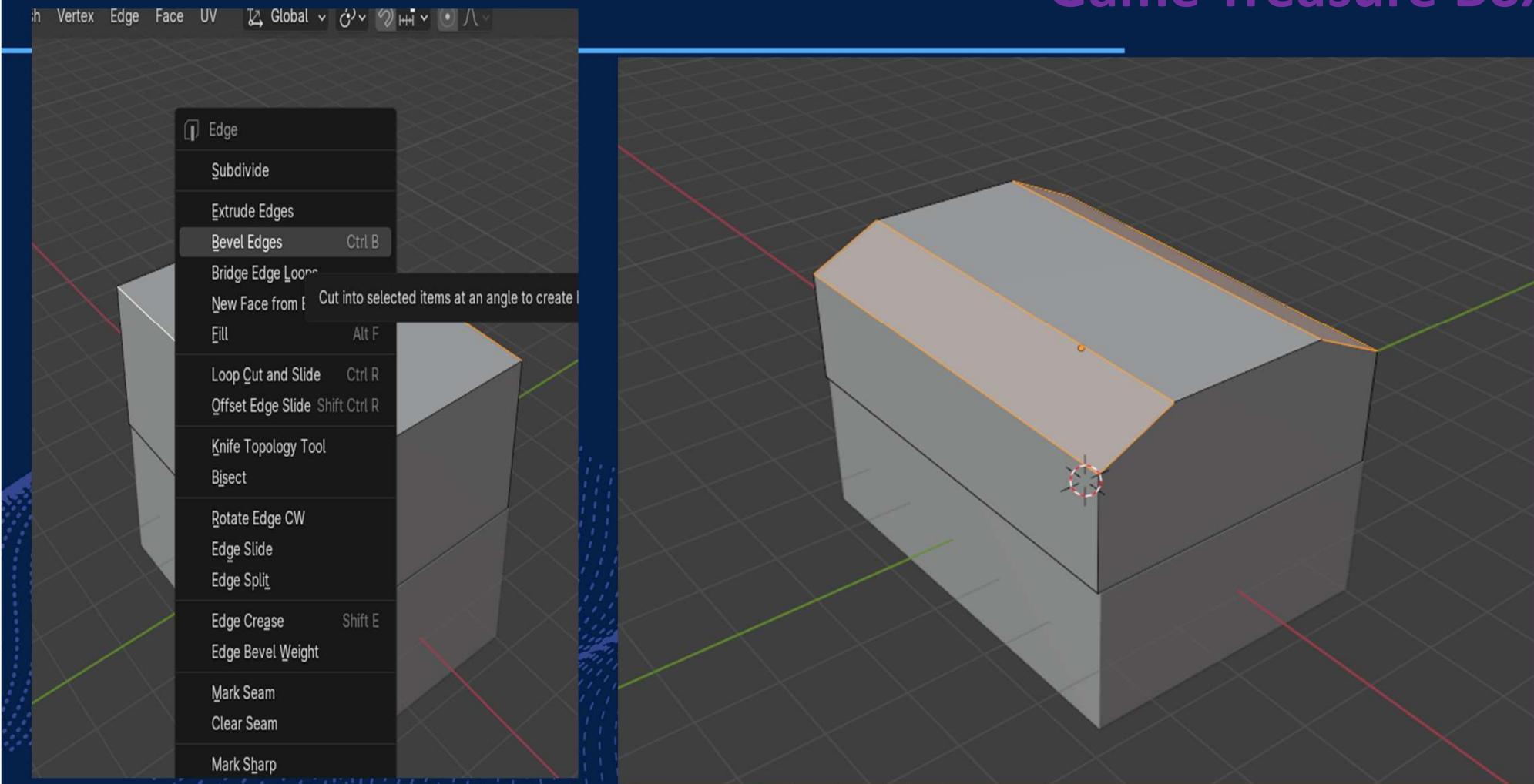


Game Treasure Box



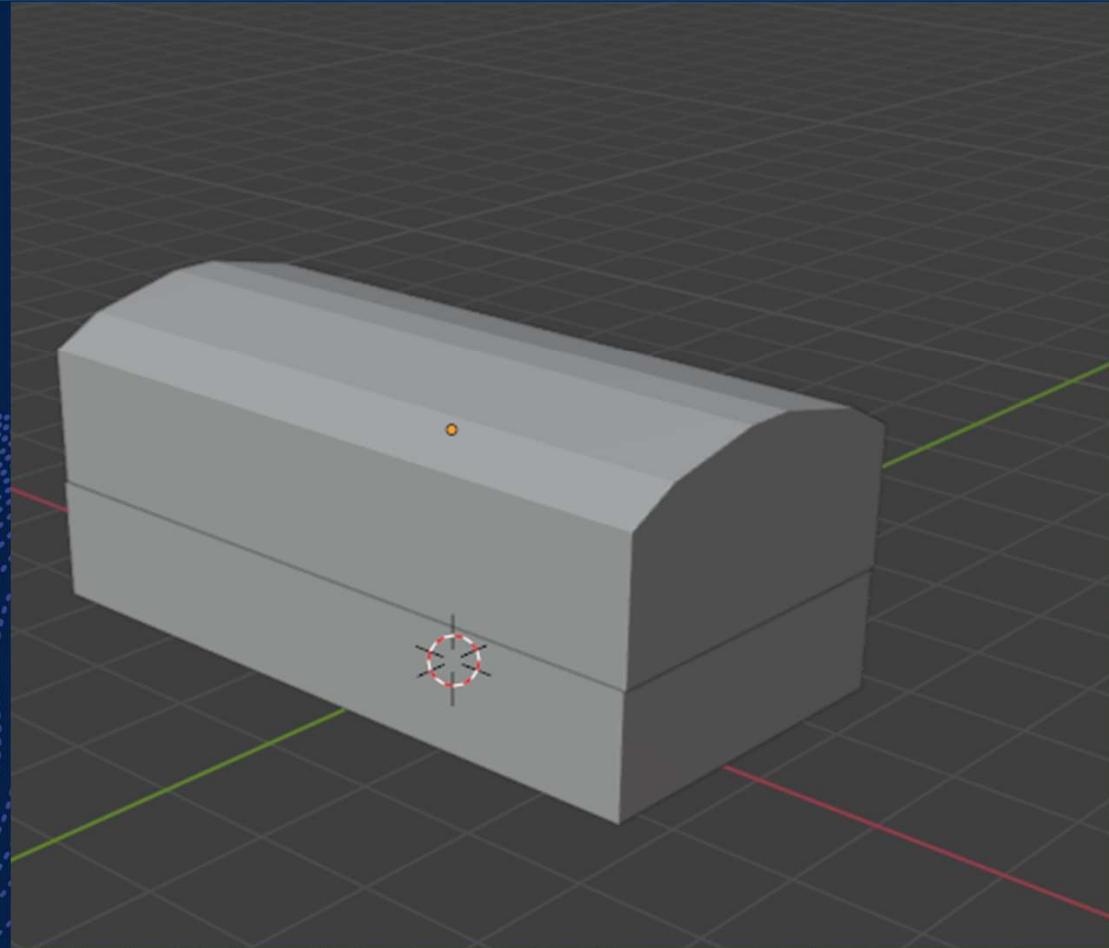


Game Treasure Box



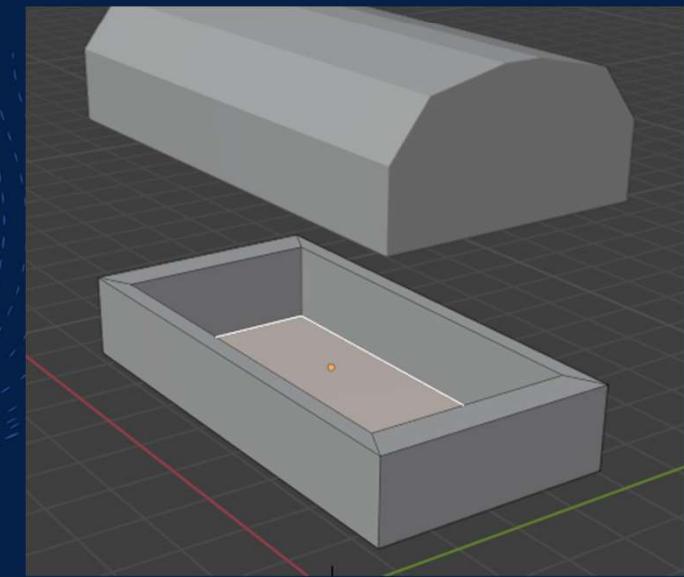
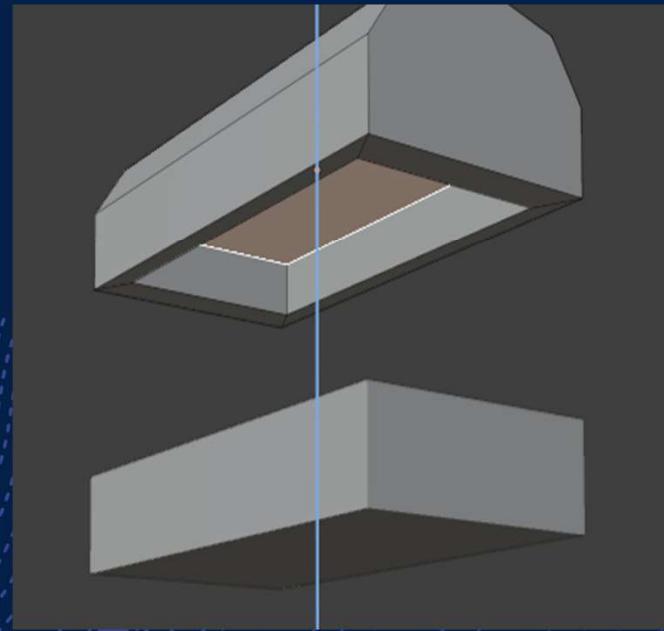
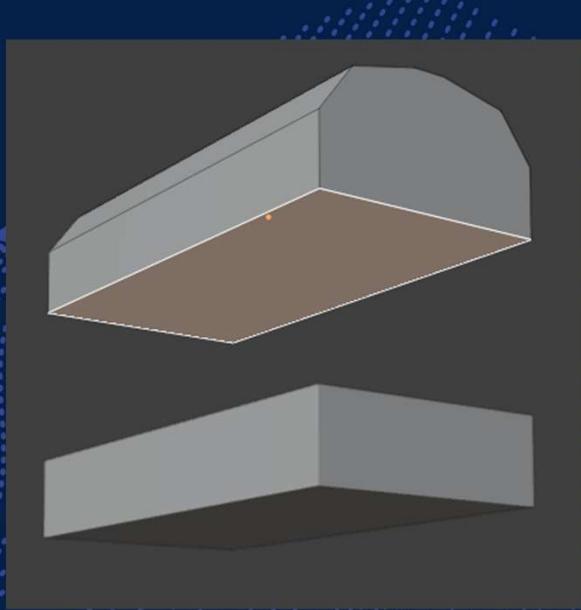


Game Treasure Box



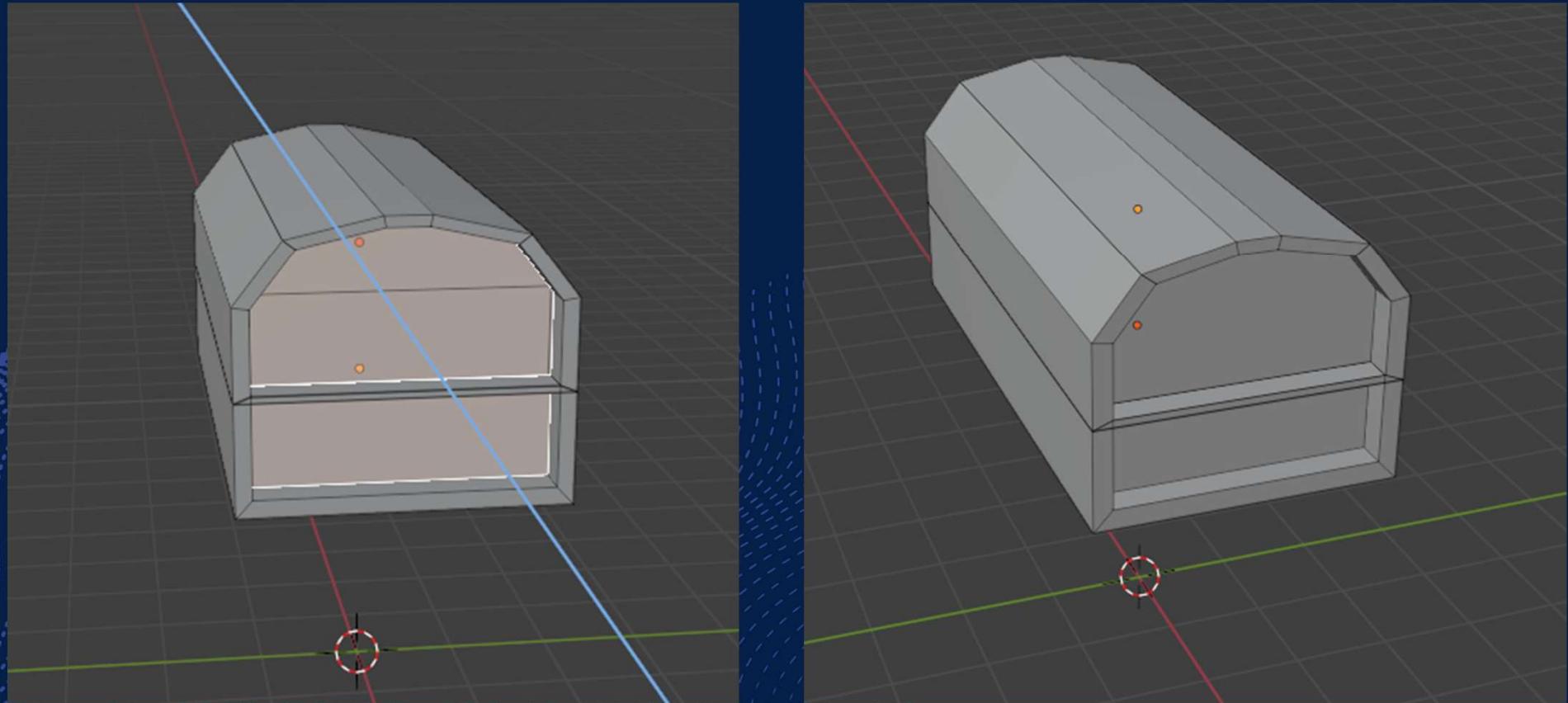


Game Treasure Box



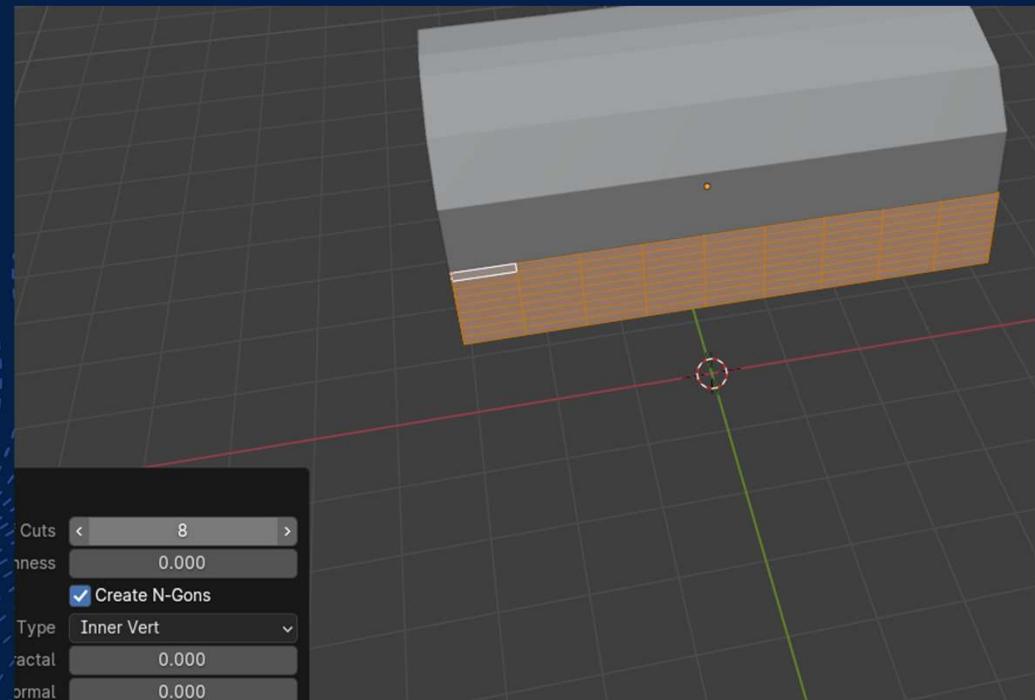
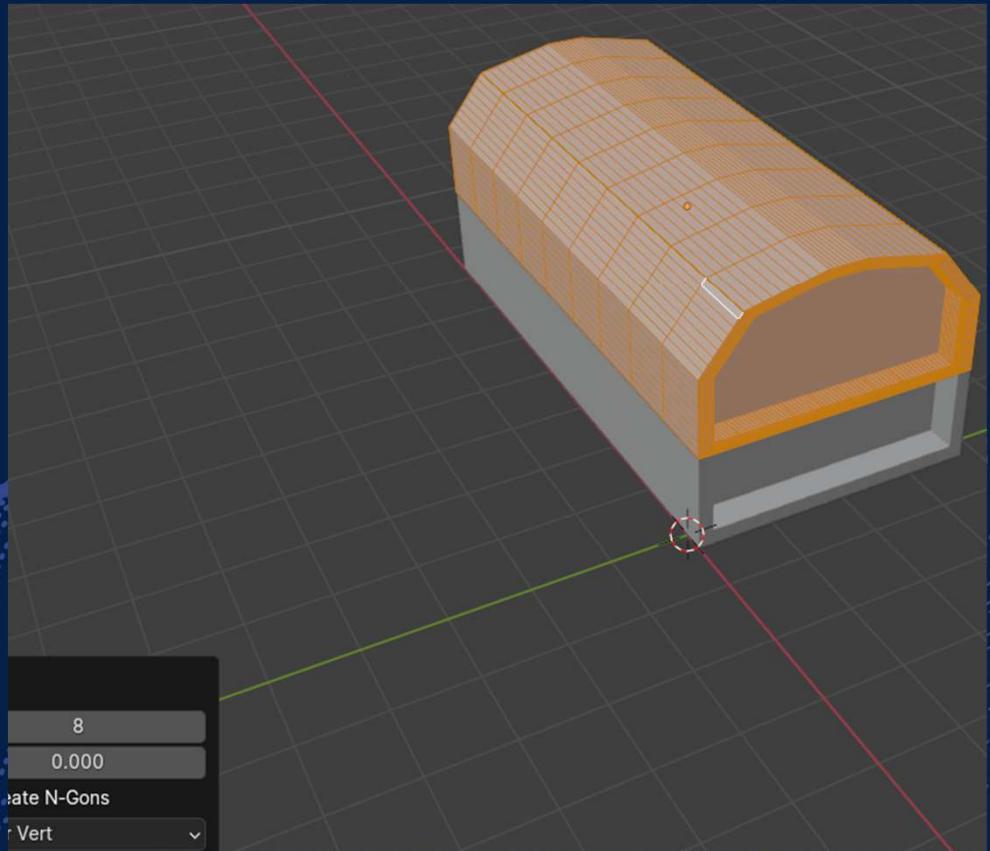


Game Treasure Box



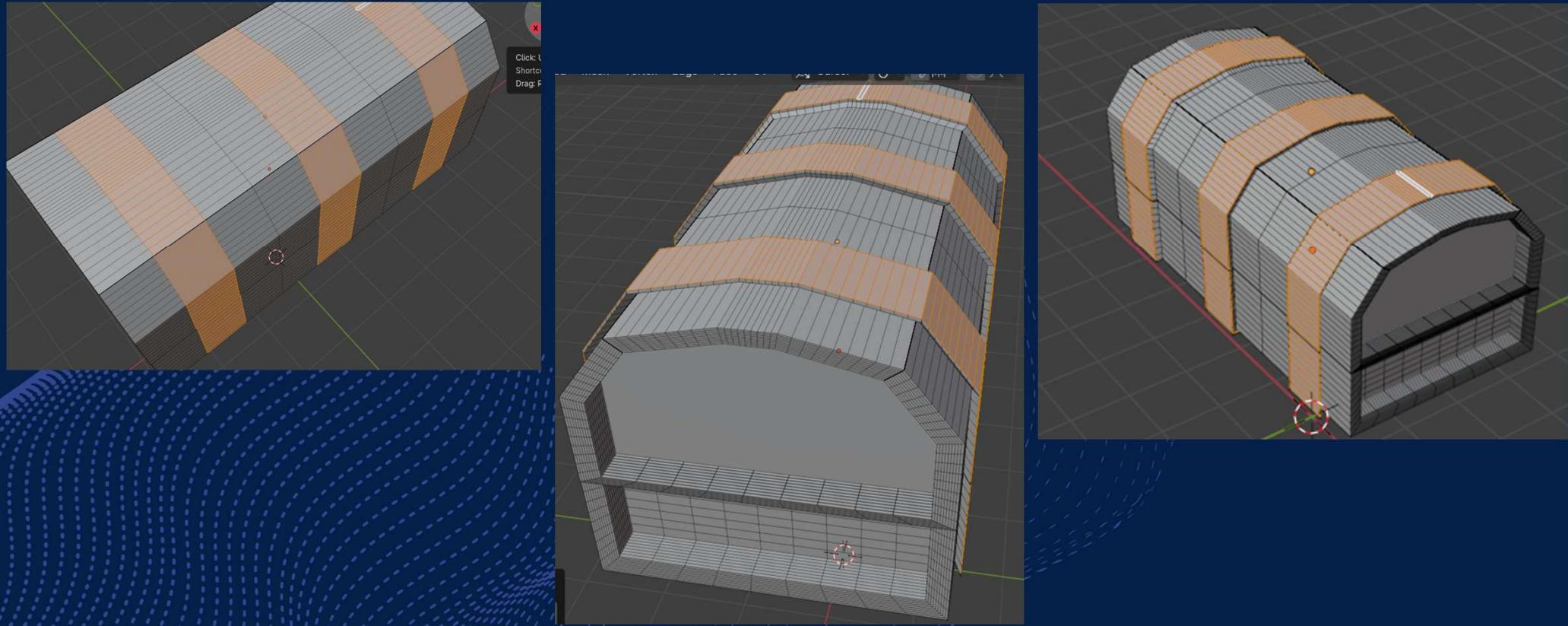


Game Treasure Box



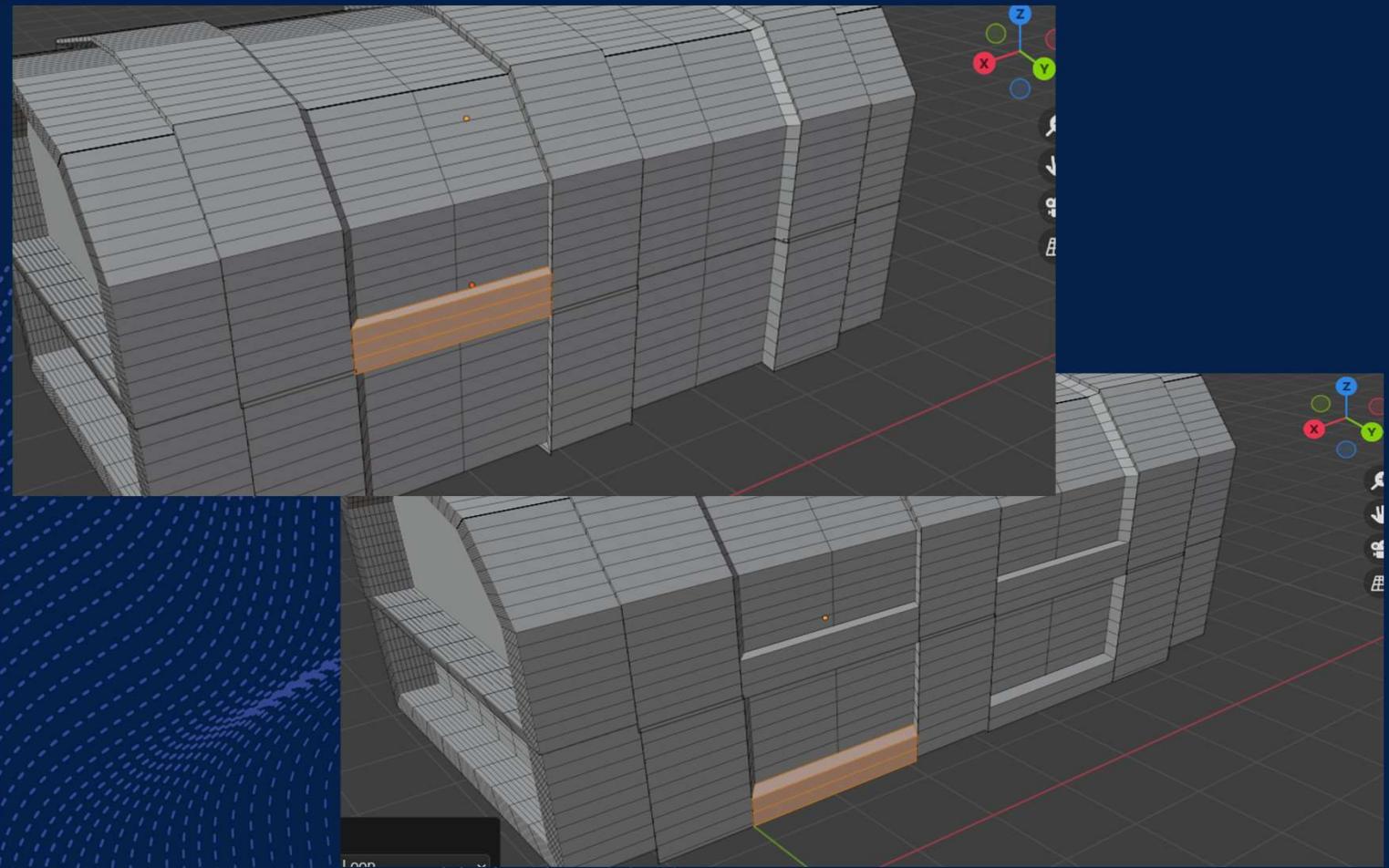
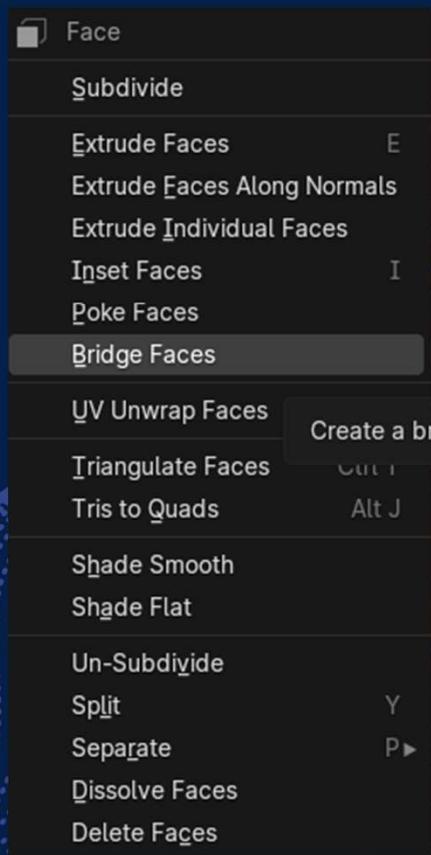


Game Treasure Box





Game Treasure Box



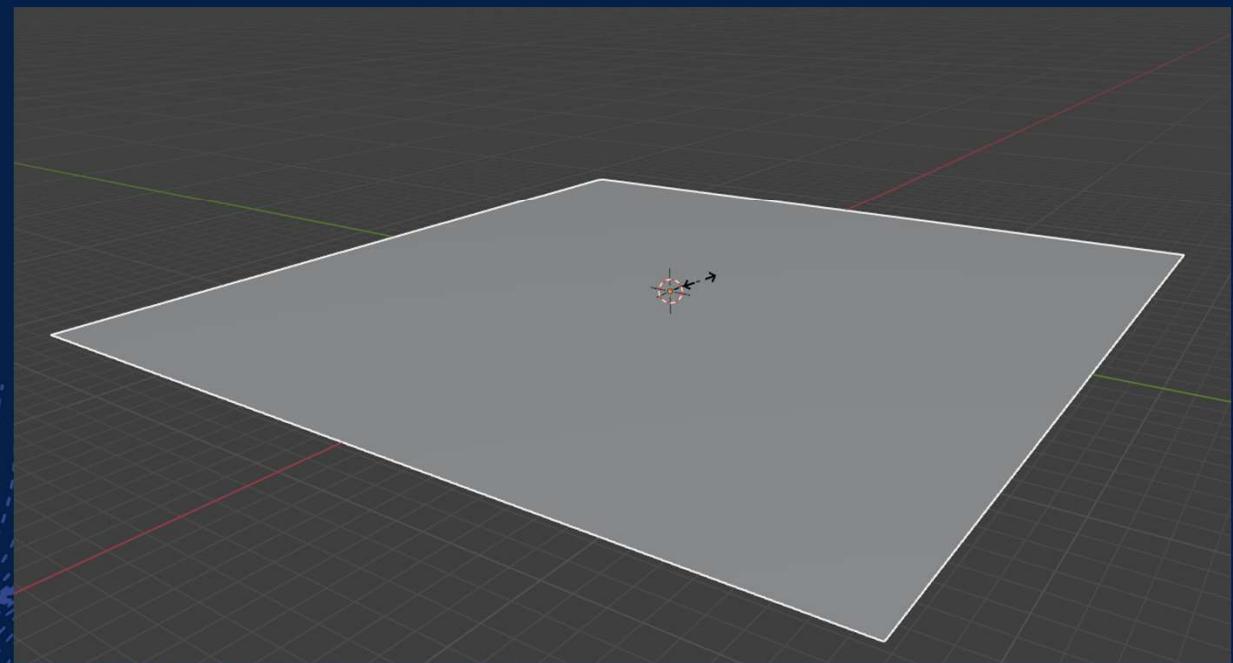
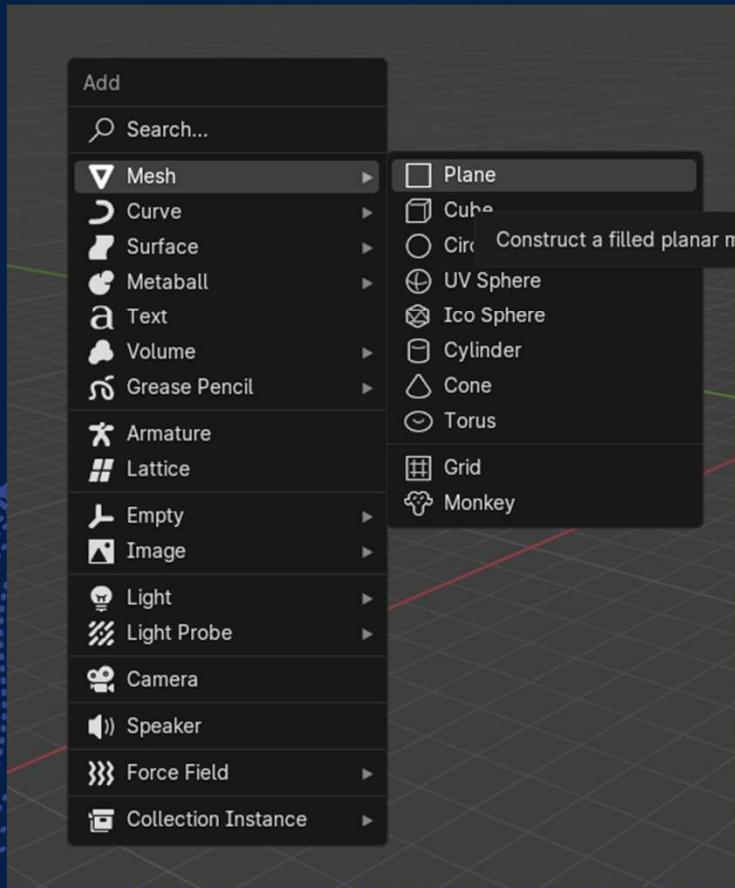


Game Treasure Box



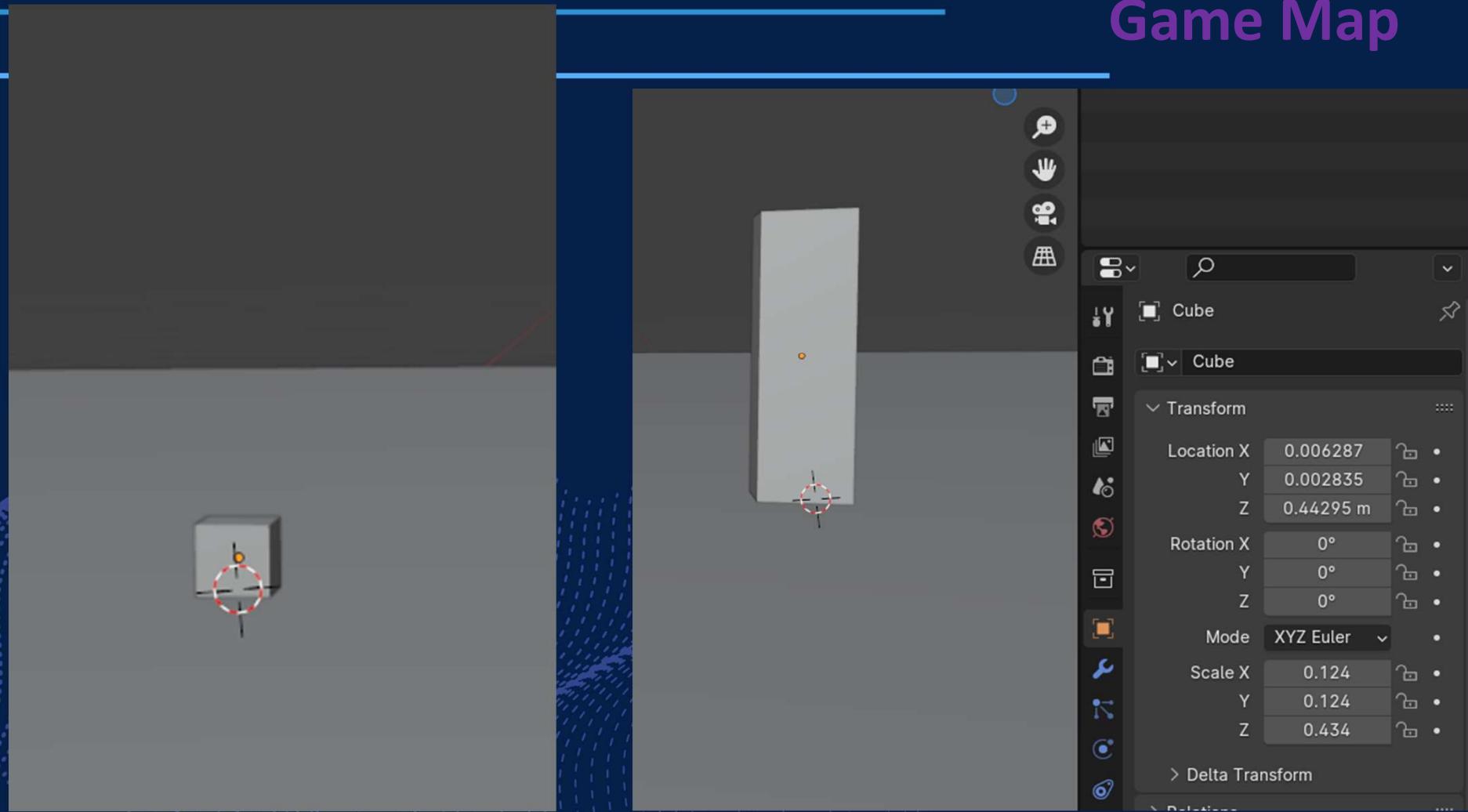


Game Map



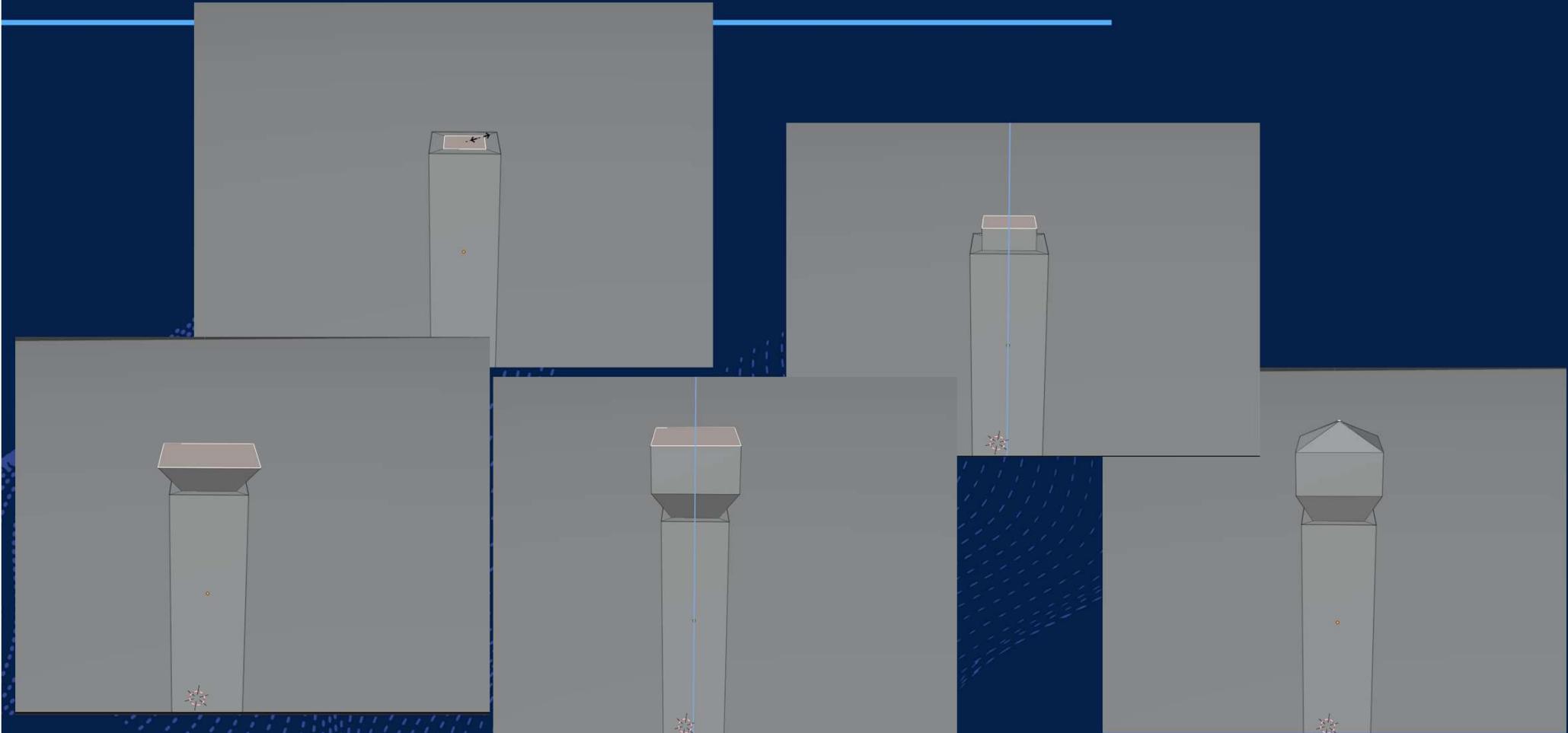


Game Map



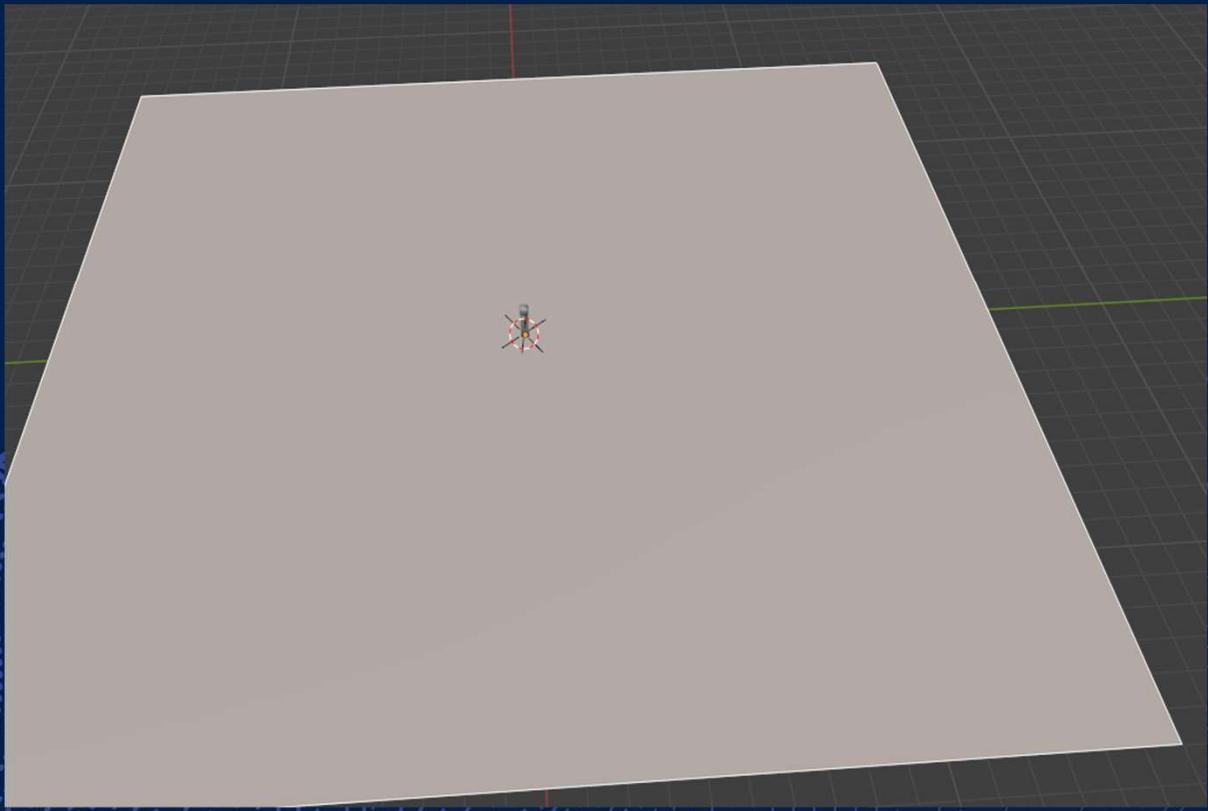


Game Map





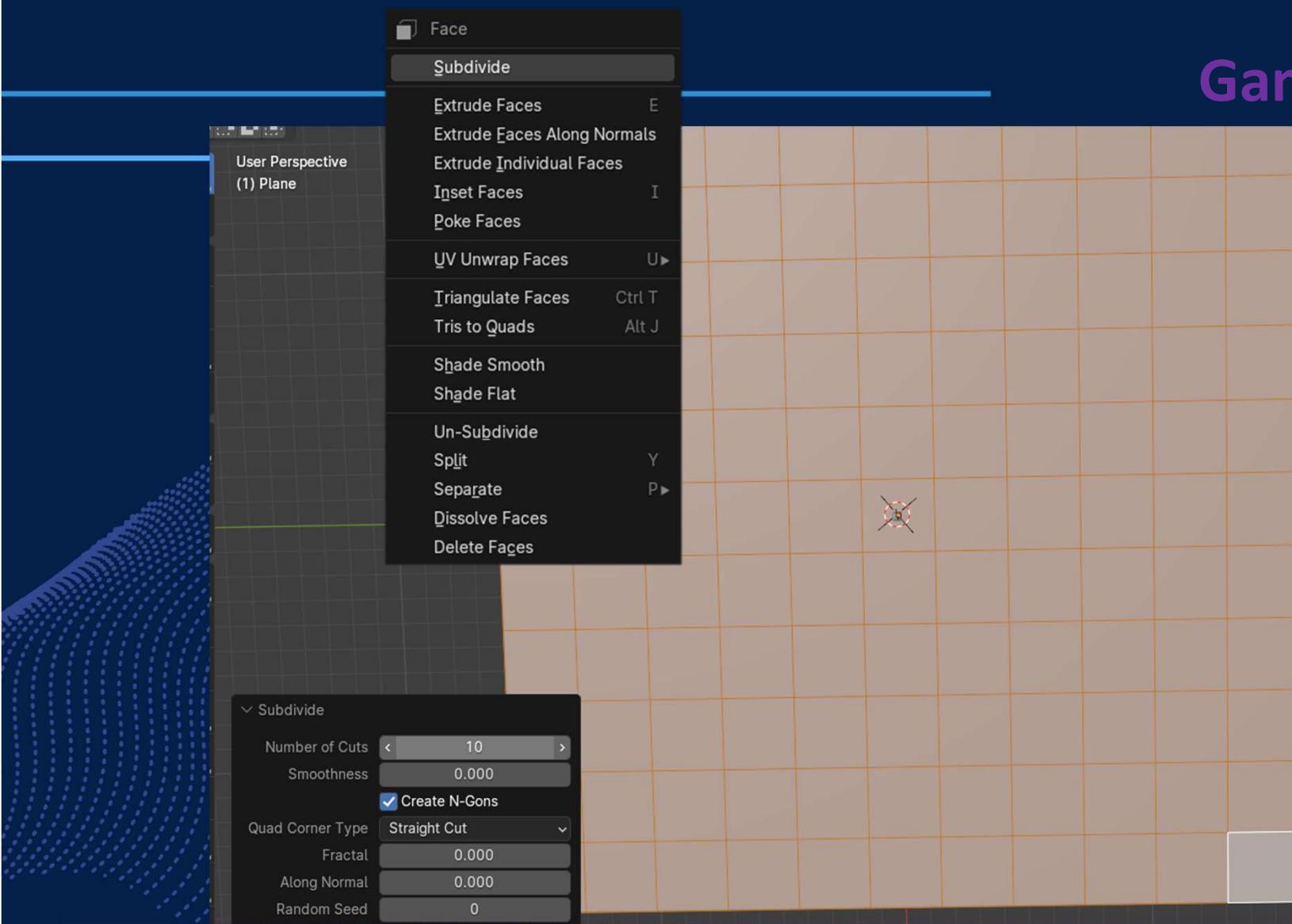
Game Map



محمد امین کیانی - نسخه سرخوش - محدثه با غبانی

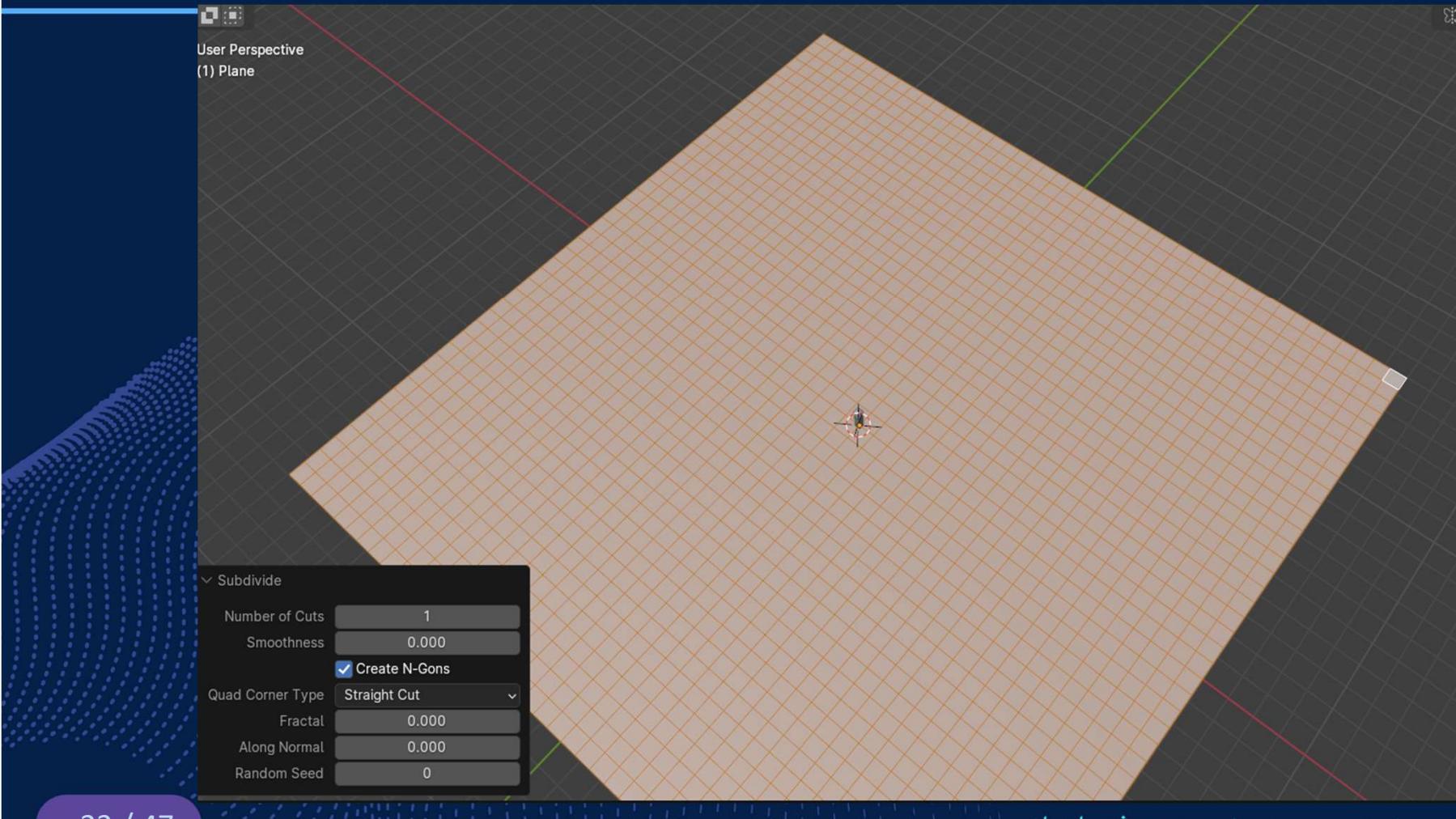


Game Map



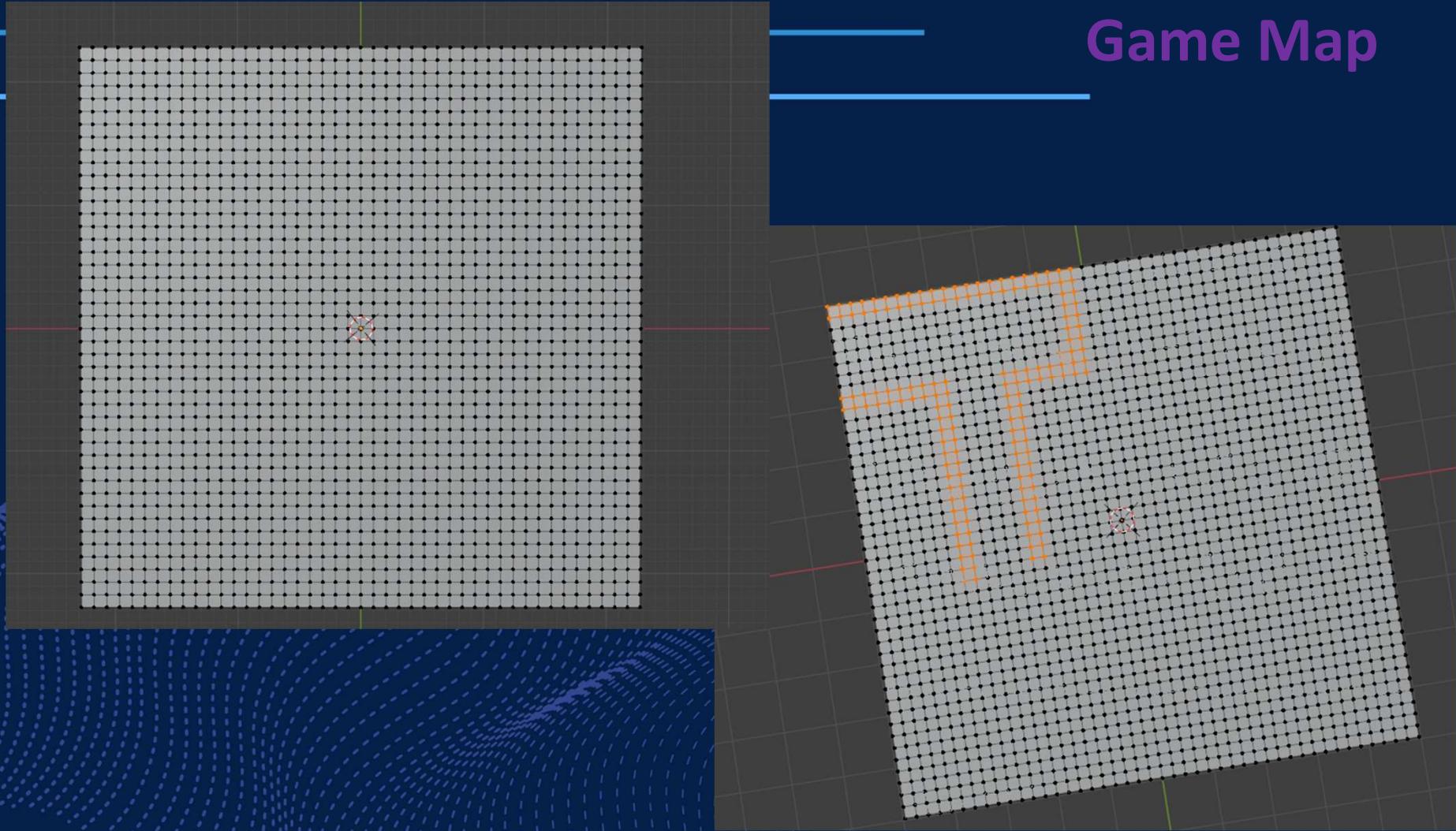


Game Map





Game Map



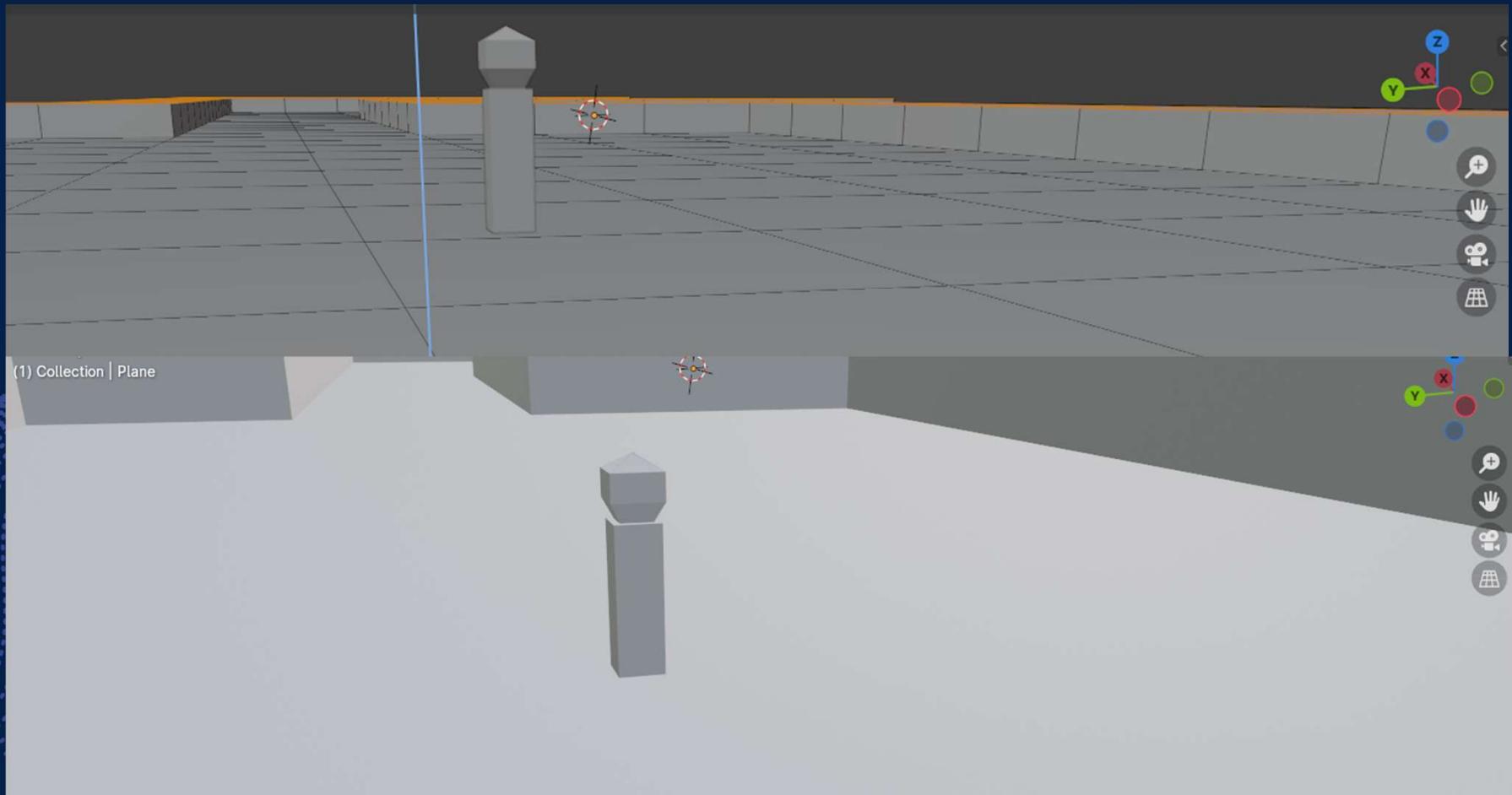


Game Map



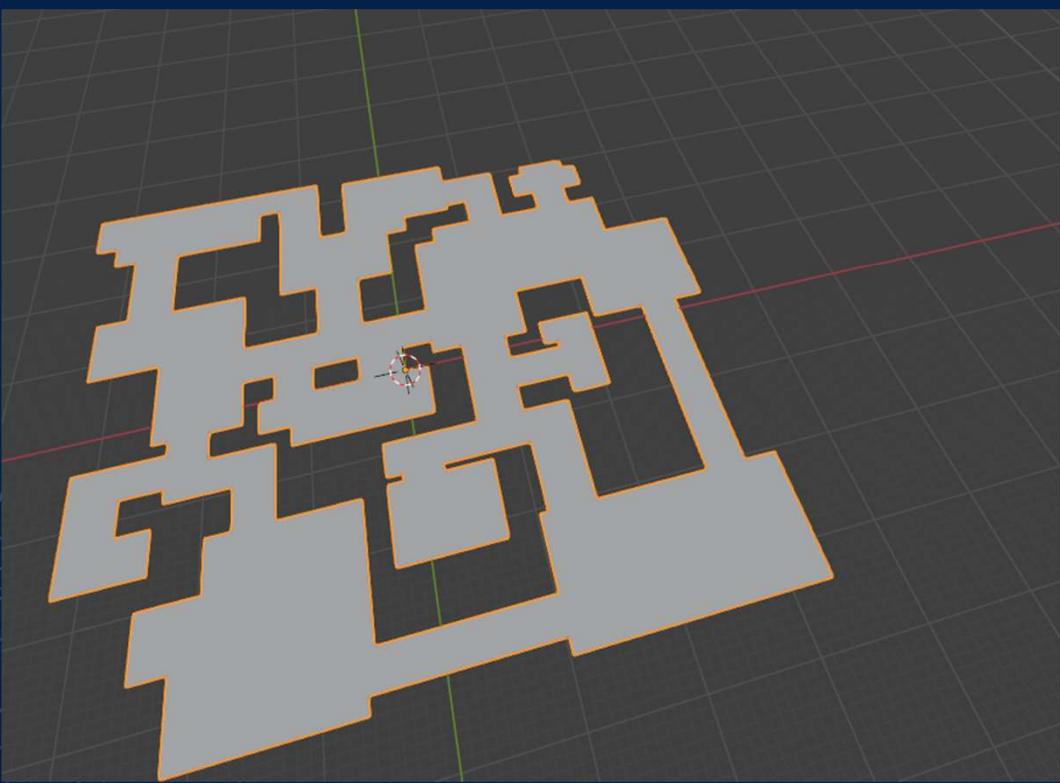


Game Map



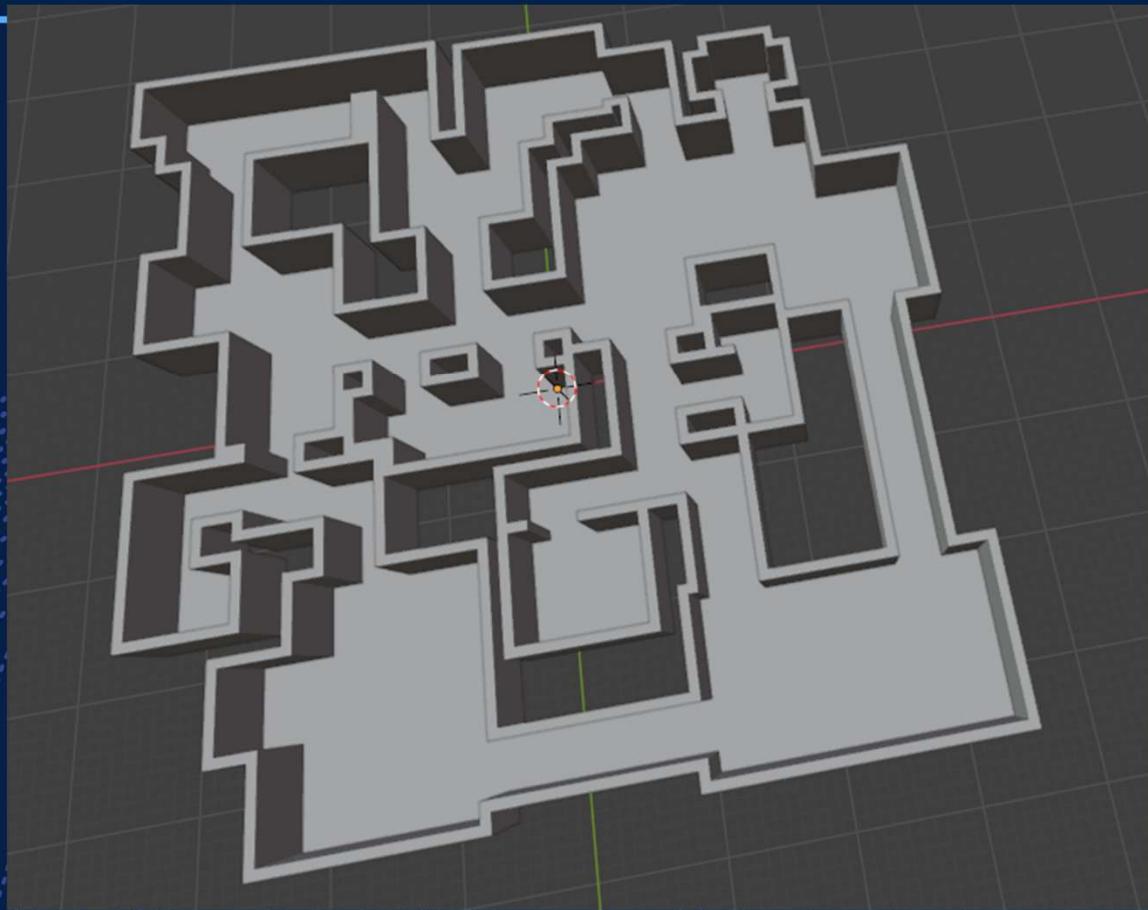


Game Map



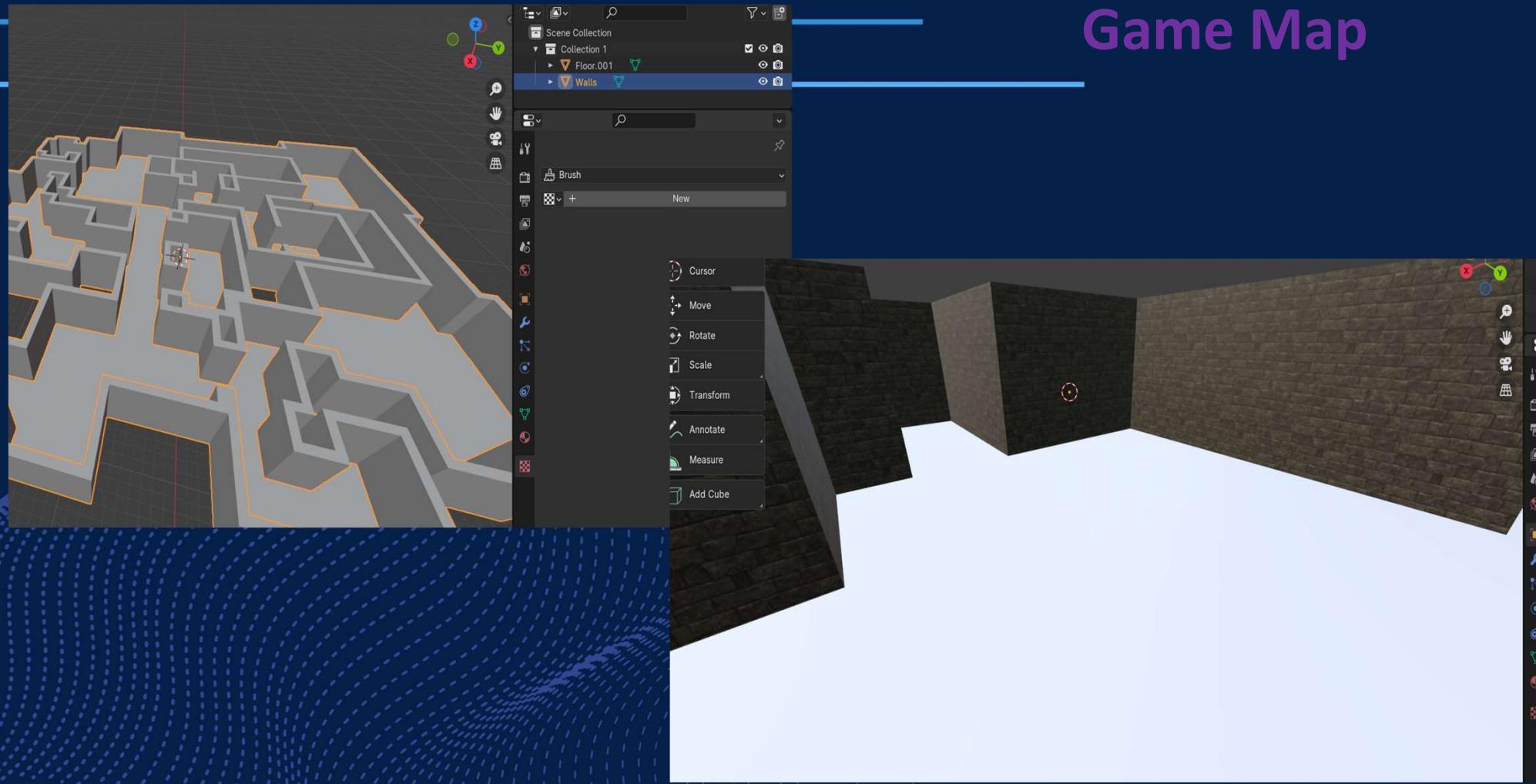


Game Map



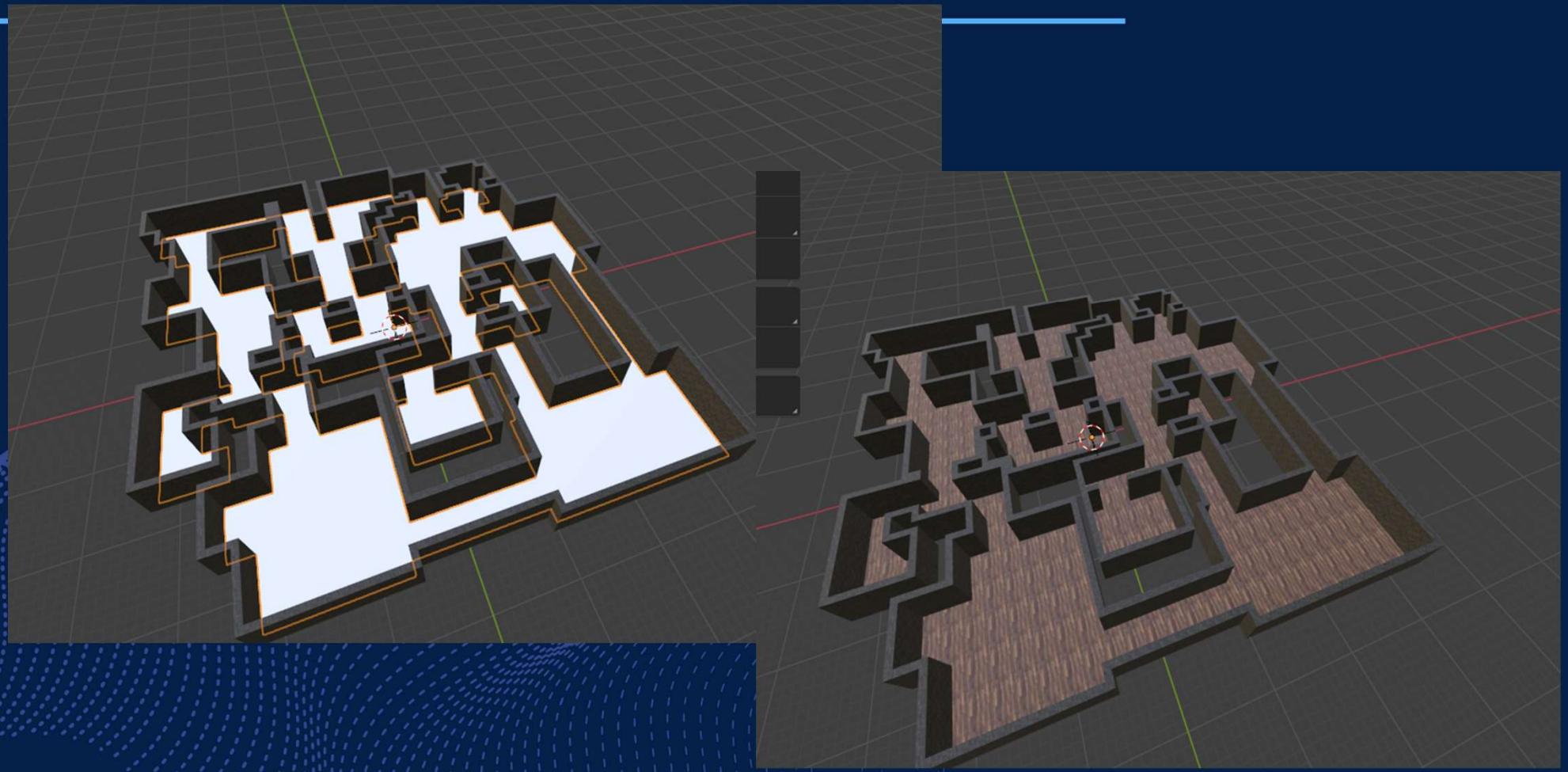


Game Map



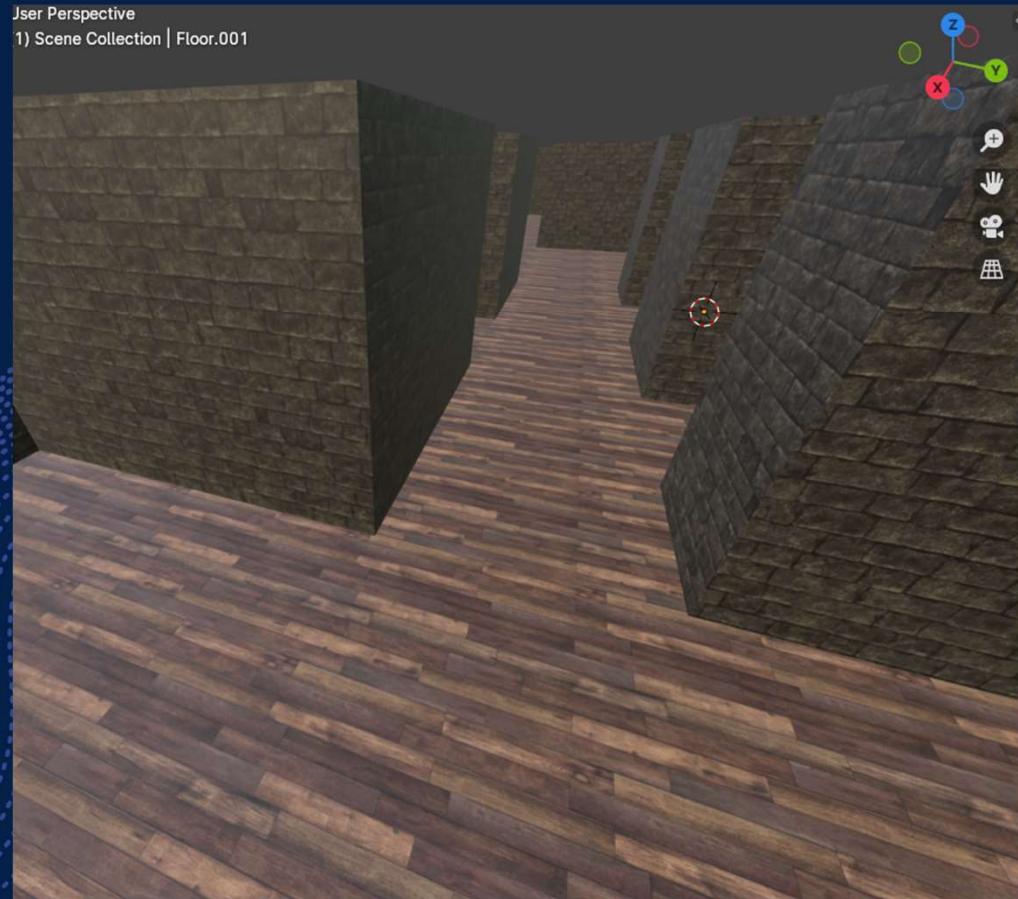


Game Map



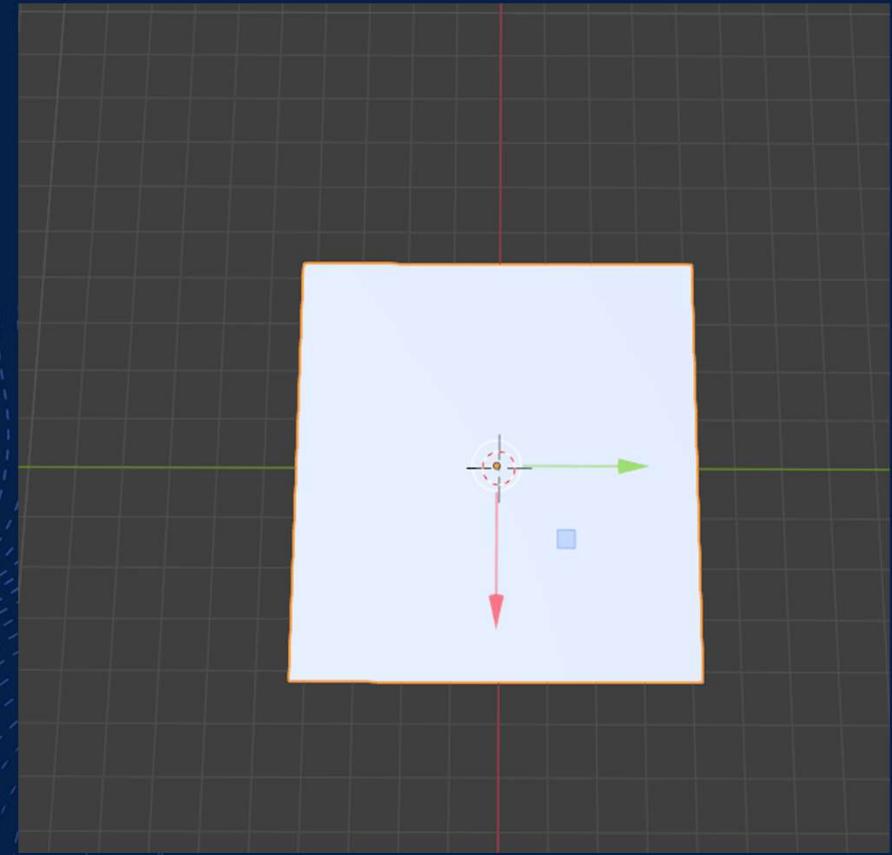
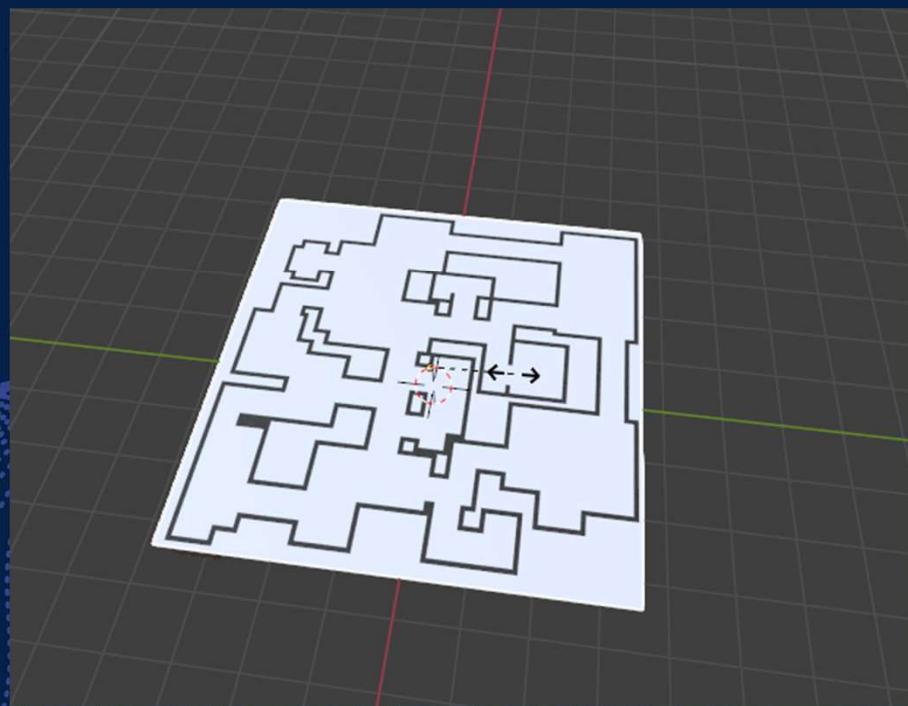


Game Map



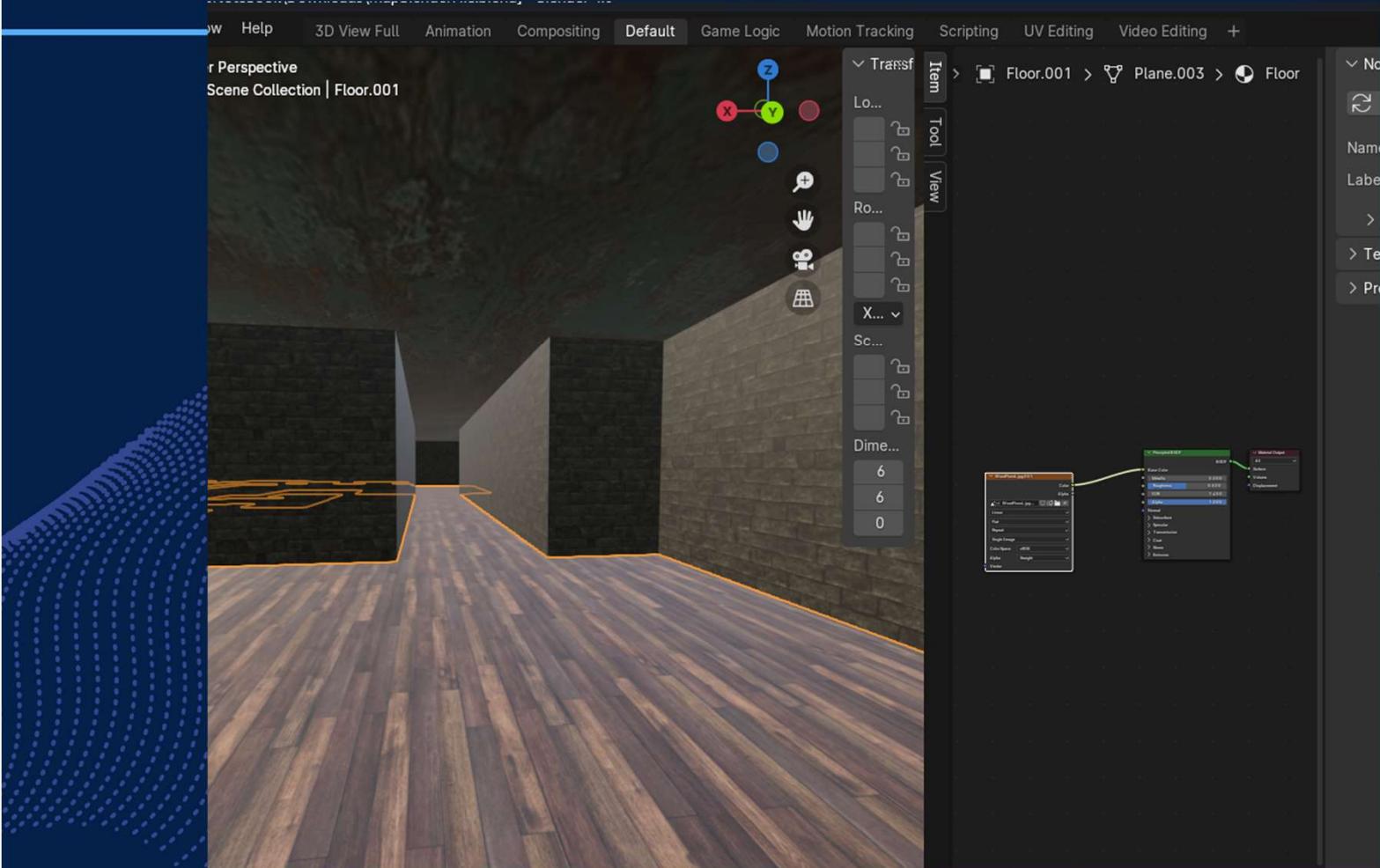


Game Map



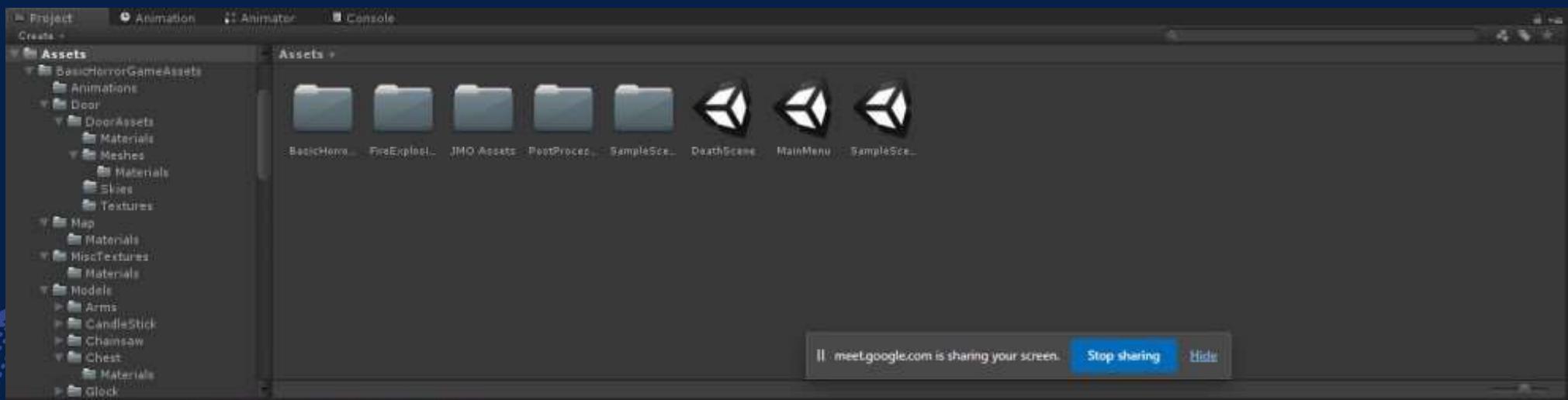


Game Map



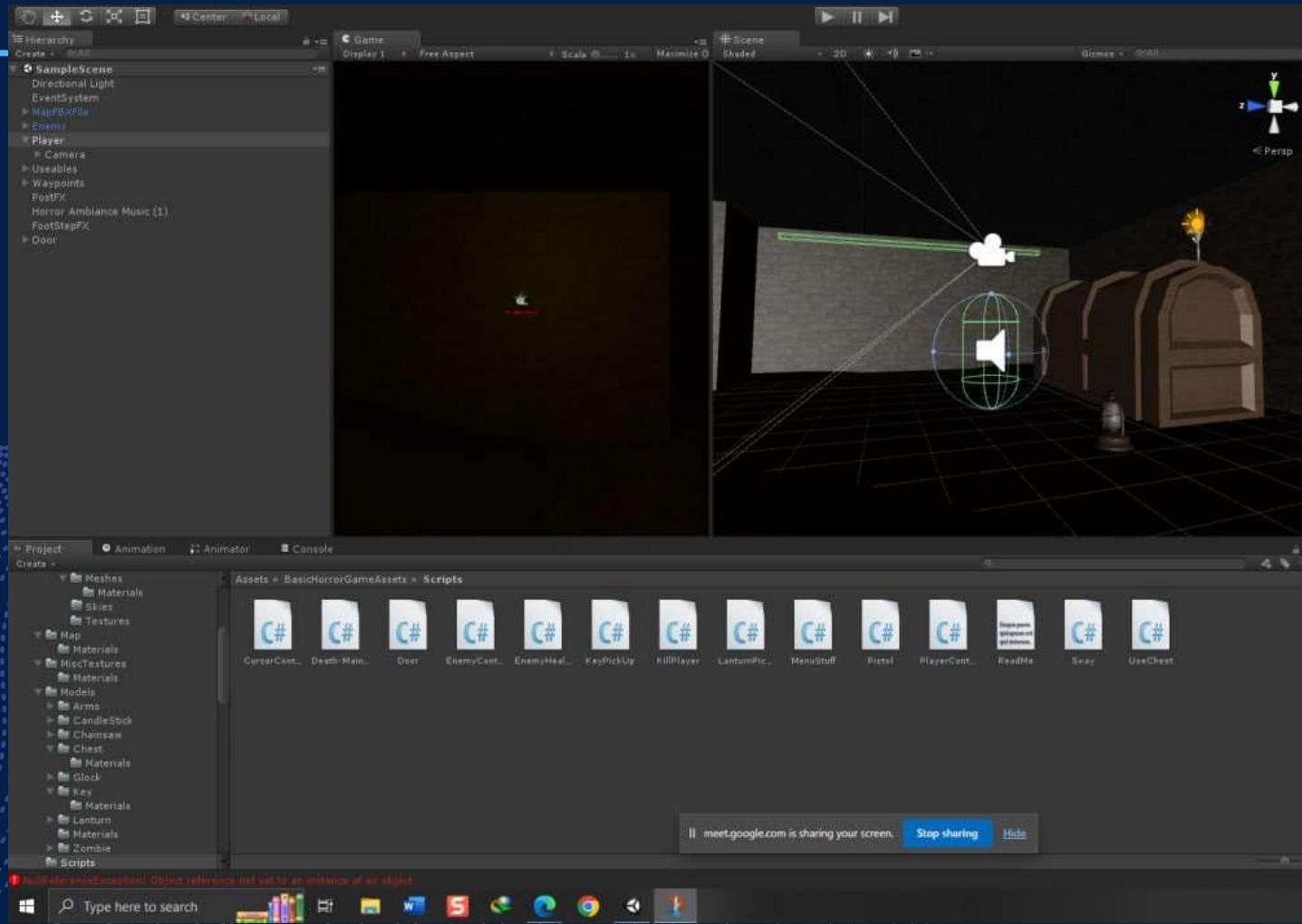


Scene





Codes





Code

The screenshot shows the MonoDevelop-Unity IDE interface. The title bar reads "Assembly-CSharp - BasicHorror/GameAssets/Scripts/Pistol.cs - MonoDevelop-Unity". The menu bar includes File, Edit, View, Search, Project, Build, Run, Version Control, Tools, Window, and Help. The toolbar has a "Debug" button and a "Unity Editor" dropdown set to "Pistol.cs". The main window displays the "Pistol.cs" script code. The code defines a class named "Pistol" with methods Start() and Update(). It uses various Unity components like Transform, ParticleSystem, and AudioSource. The code handles shooting logic, including checking if the gun is reloading, managing ammunition counts, and applying muzzle flash effects.

```
private bool isReloading = false; // Flag to check if reloading is in progress
private float shootTimer; // Timer for shoot cooldown

public Transform cartridgeEjectionPoint; // Ejection point of the cartridge
public GameObject cartridgePrefab; // Prefab of the cartridge
public float cartridgeEjectionForce = 5f; // Force applied to the cartridge

public Animator gun;
public ParticleSystem muzzleFlash;
public GameObject muzzleFlashLight;
public AudioSource shoot;

void Start()
{
    currentAmmoInMag = maxAmmoInMag;
    currentAmmoInStorage = maxAmmoInStorage;
    canSwitch = true;
    muzzleFlashLight.SetActive(false);
}

void Update()
{
    // Update current ammo counts
    currentAmmoInMag = Mathf.Clamp(currentAmmoInMag, 0, maxAmmoInMag);
    currentAmmoInStorage = Mathf.Clamp(currentAmmoInStorage, 0, maxAmmoInStorage);
    //gun.SetBool("shoot", false);
    // Check for shoot input
    if (Input.GetButtonDown("Fire1") && canShoot && !isReloading)
    {
        //gun.SetBool("shoot", false);
        switchCooldown = shootCooldown;
        Shoot();
    }

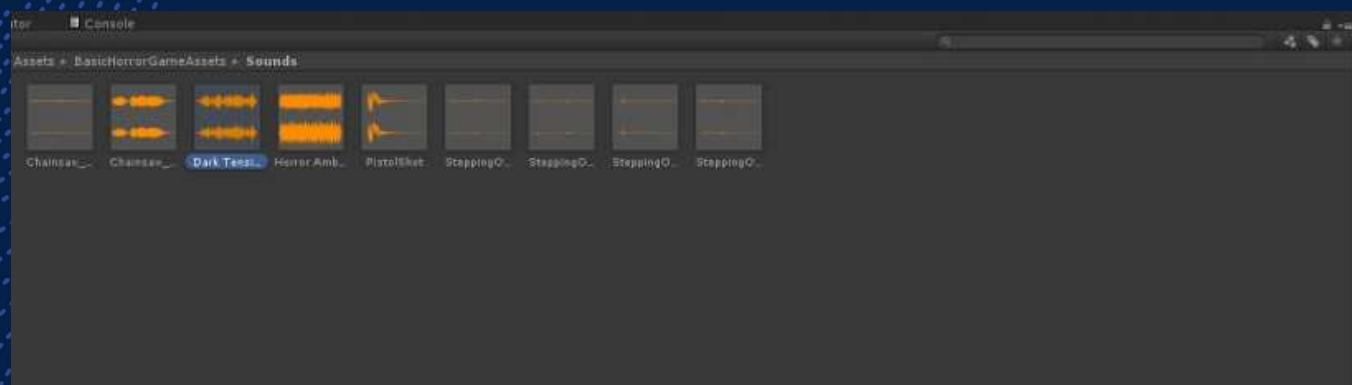
    // Check for reload input
    if (Input.GetKeyDown(KeyCode.R))
    {
        //gun.SetBool("shoot", false);
        switchCooldown = reloadCooldown;
        Reload();
    }

    // Update the shoot timer
    if (shootTimer > #)
    {
        shootTimer -= Time.deltaTime;
        //gun.SetBool("shoot", false);
    }
}

void Shoot()
```

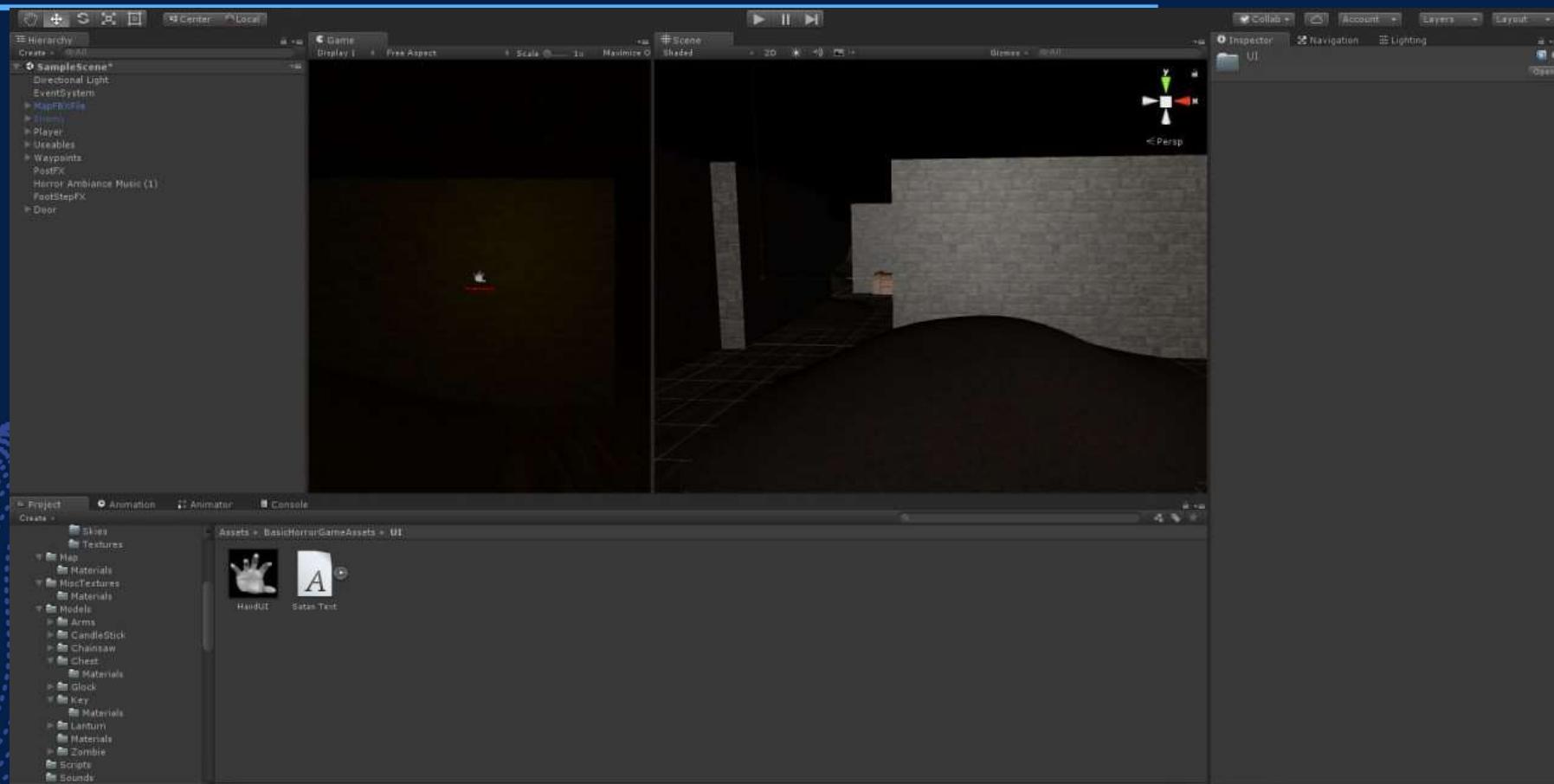


Sounds



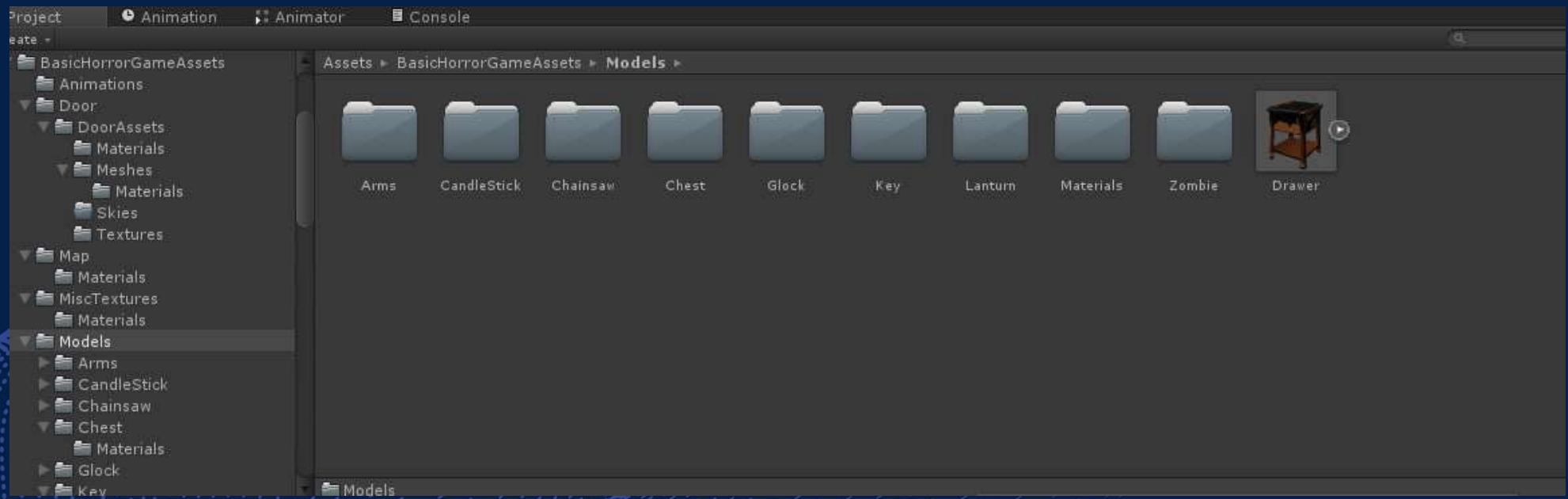


UI



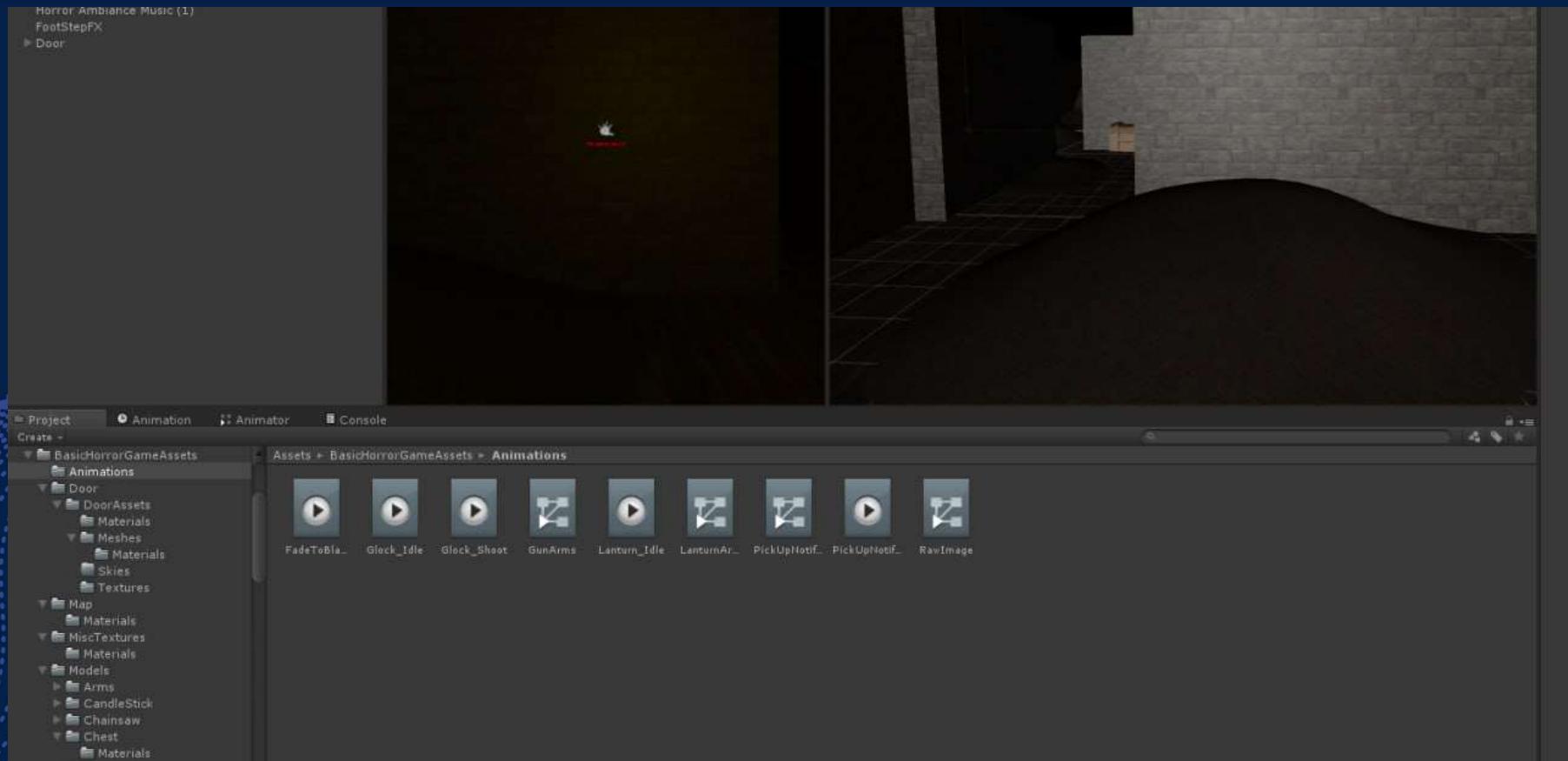


Stuff



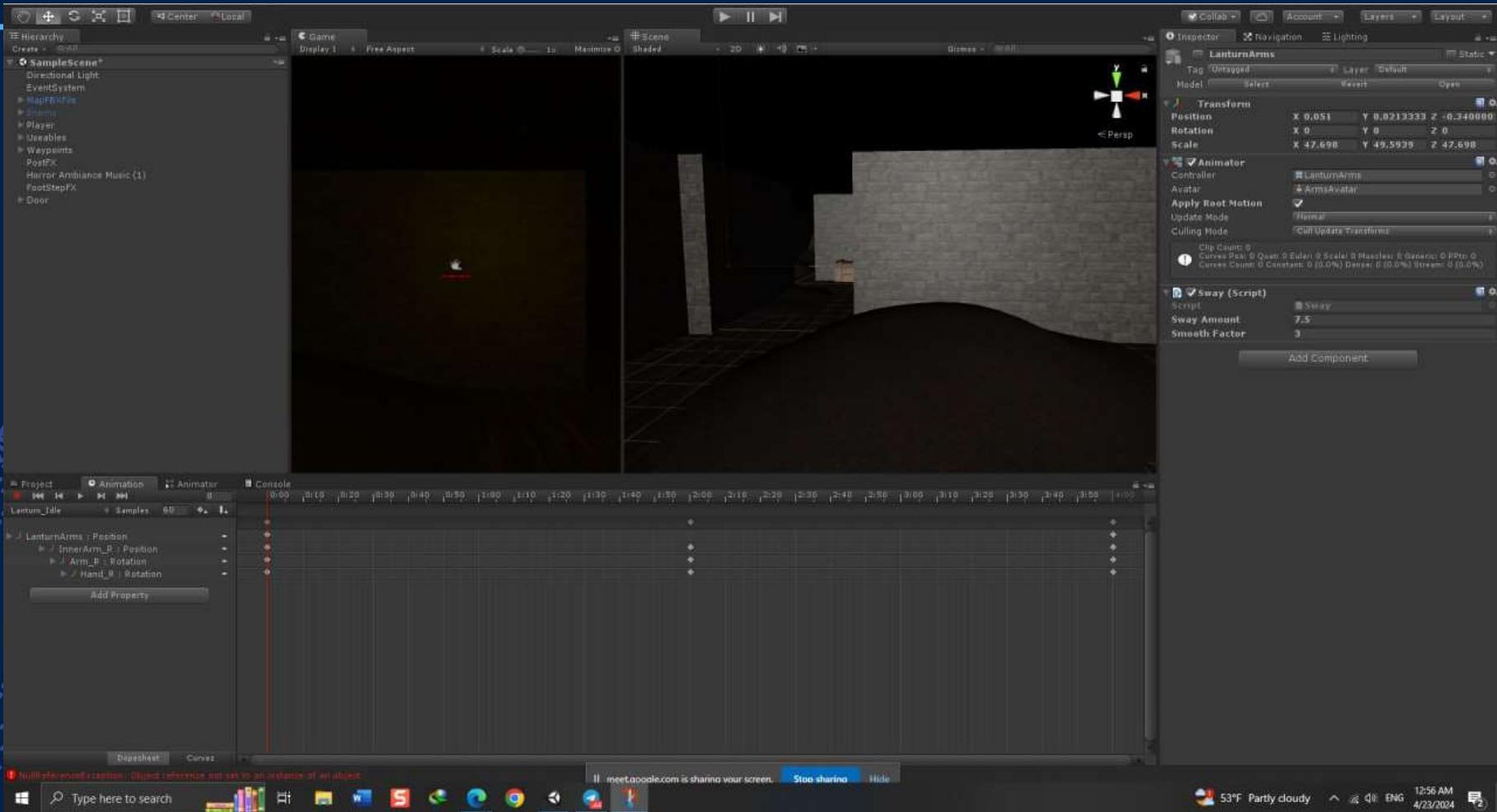


Animation



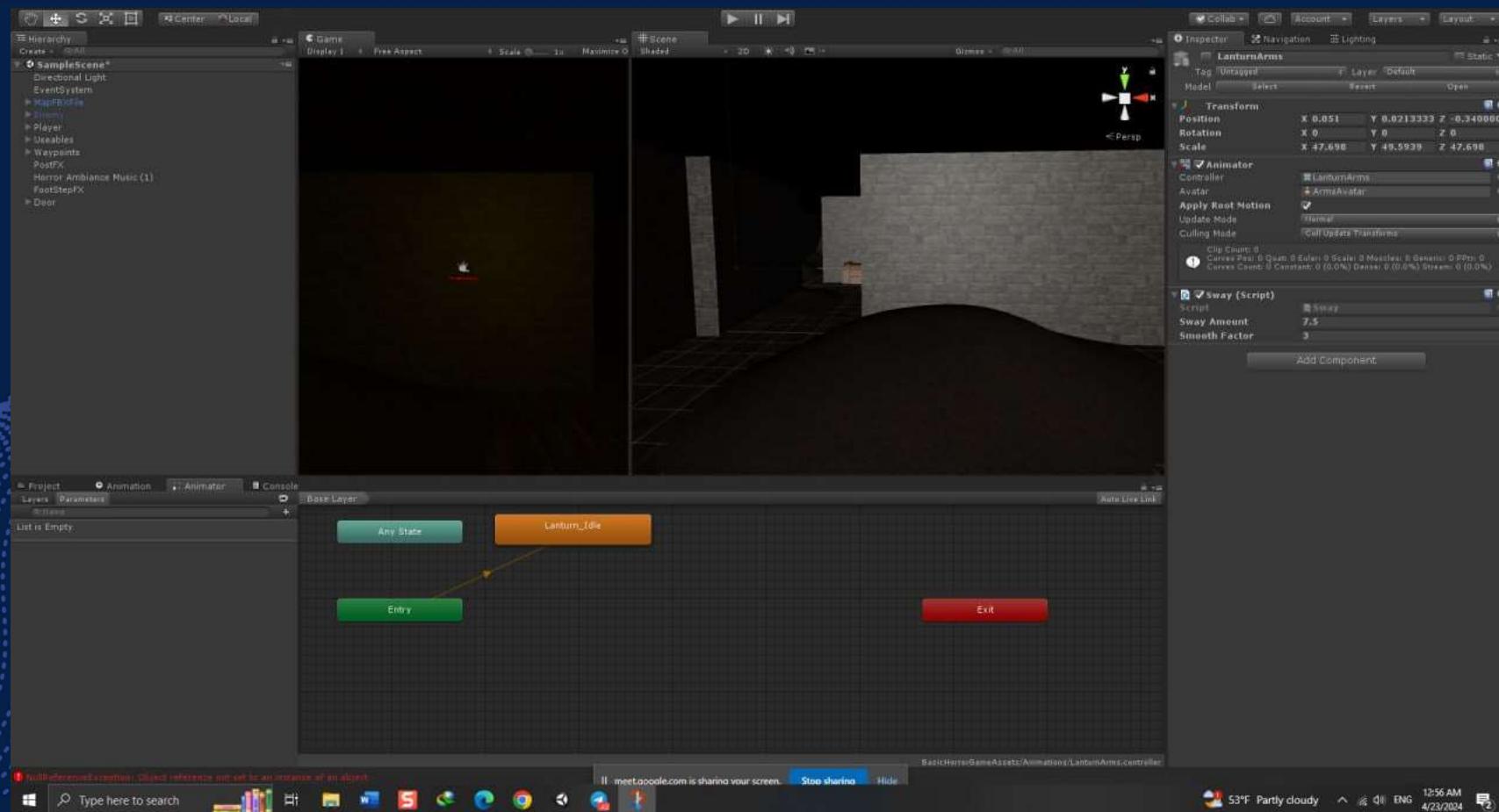


Animation



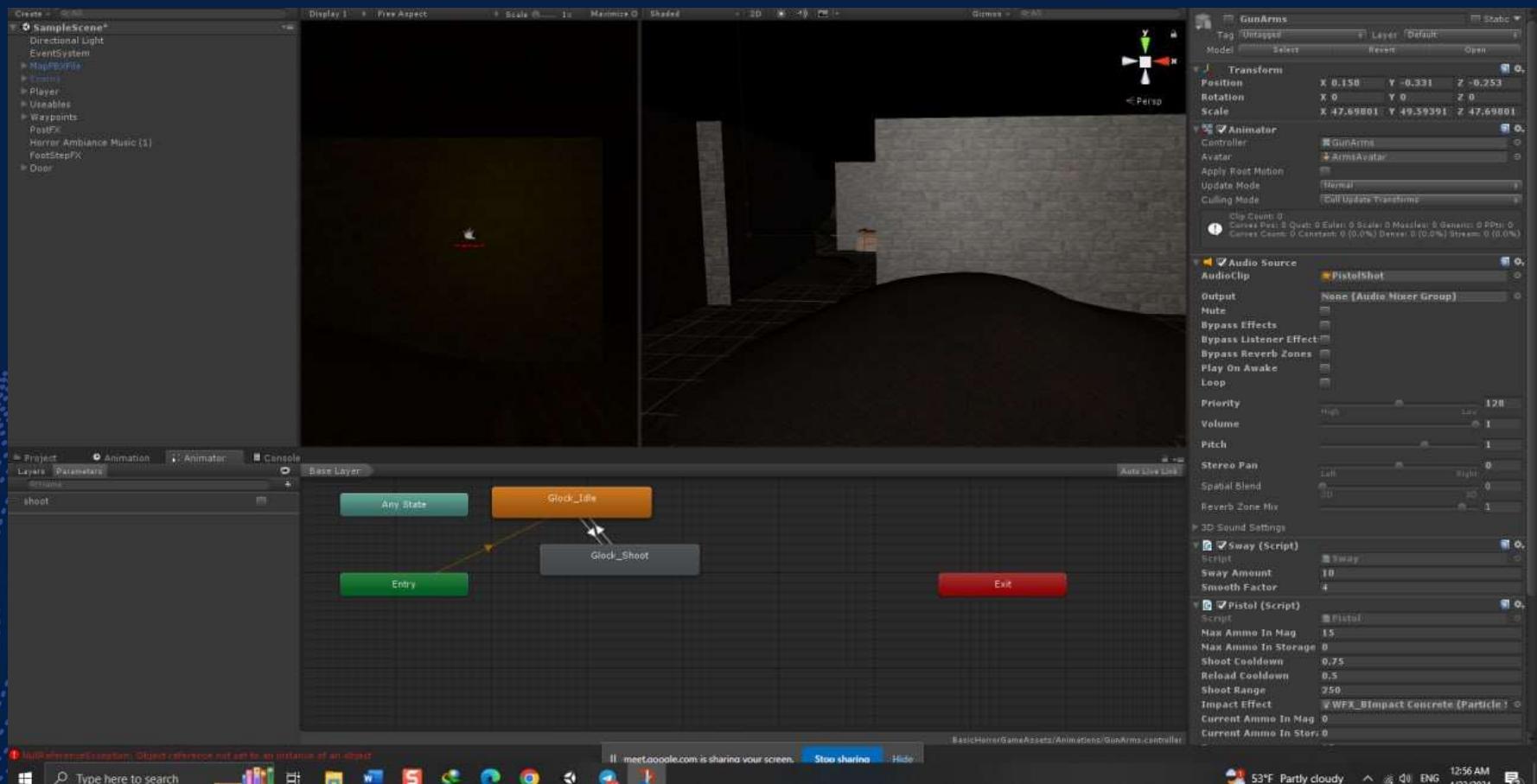


Animator



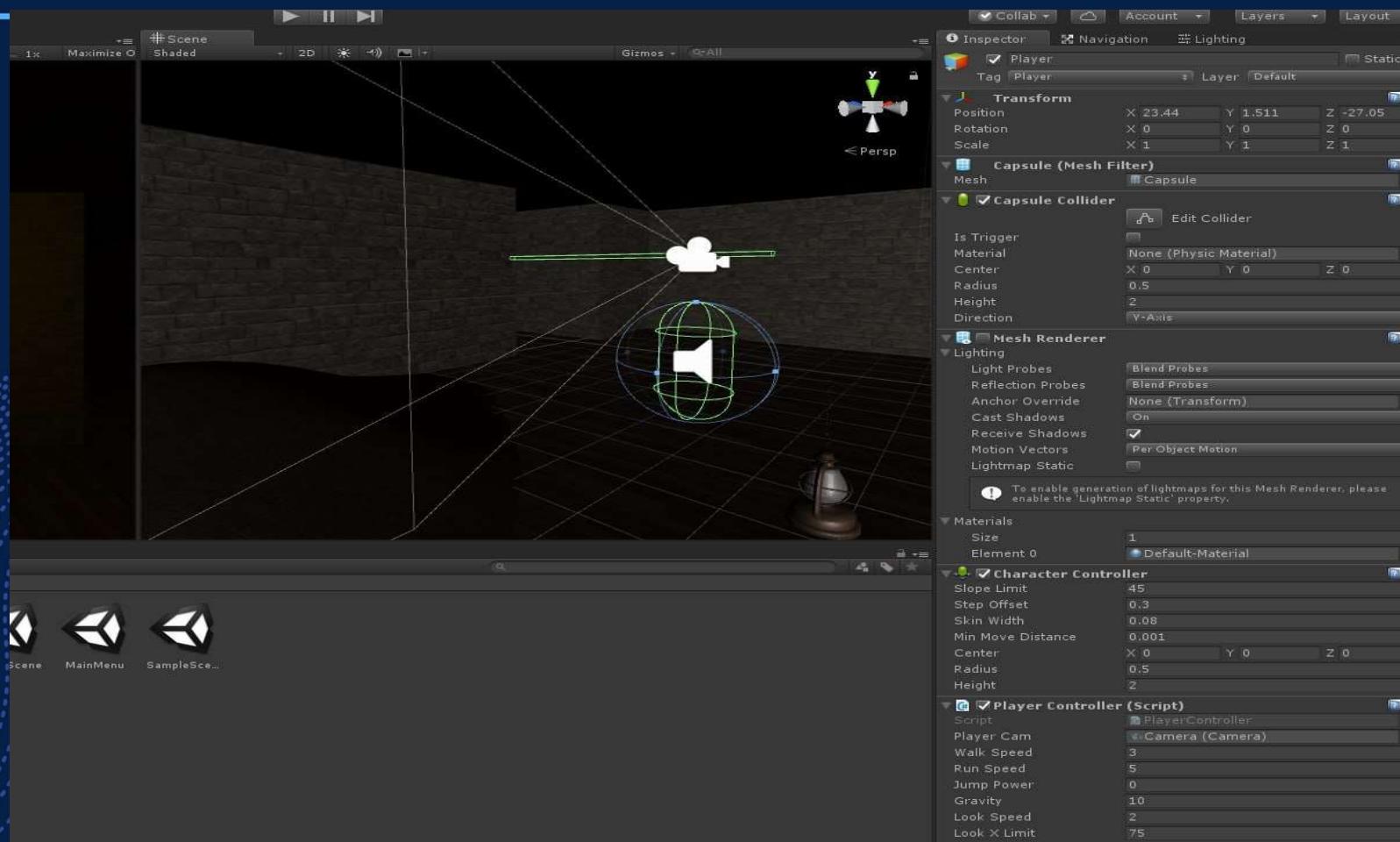


Animators



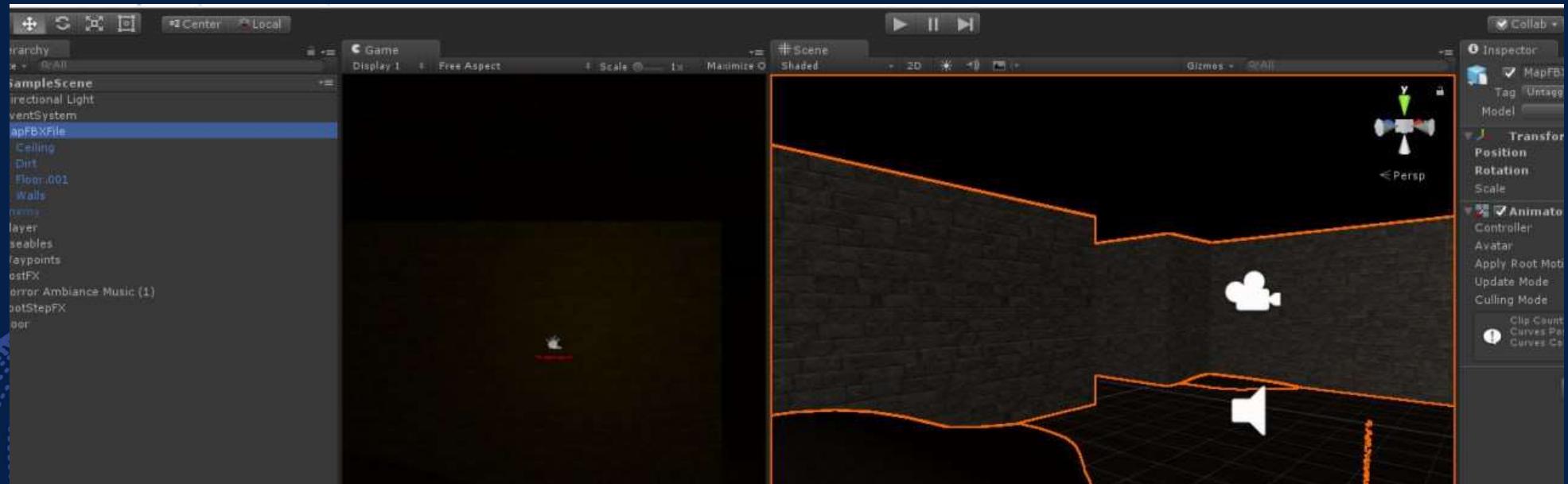


Capsule Collider



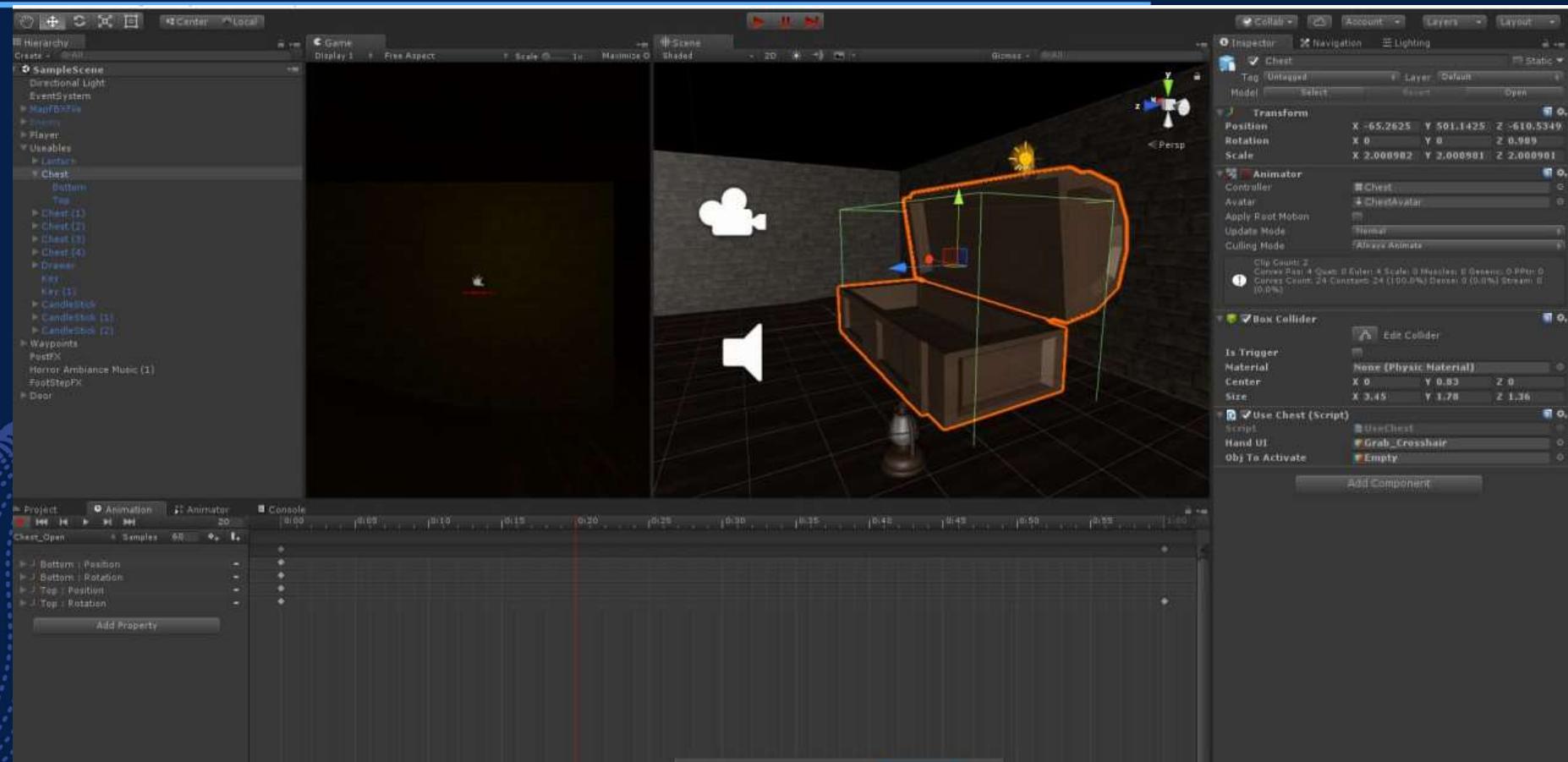


Map



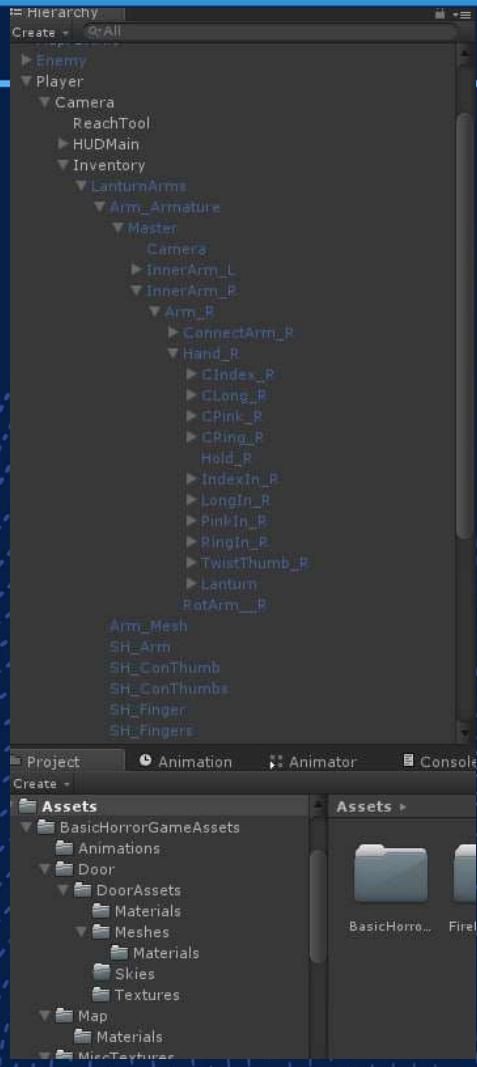


Treasure Box



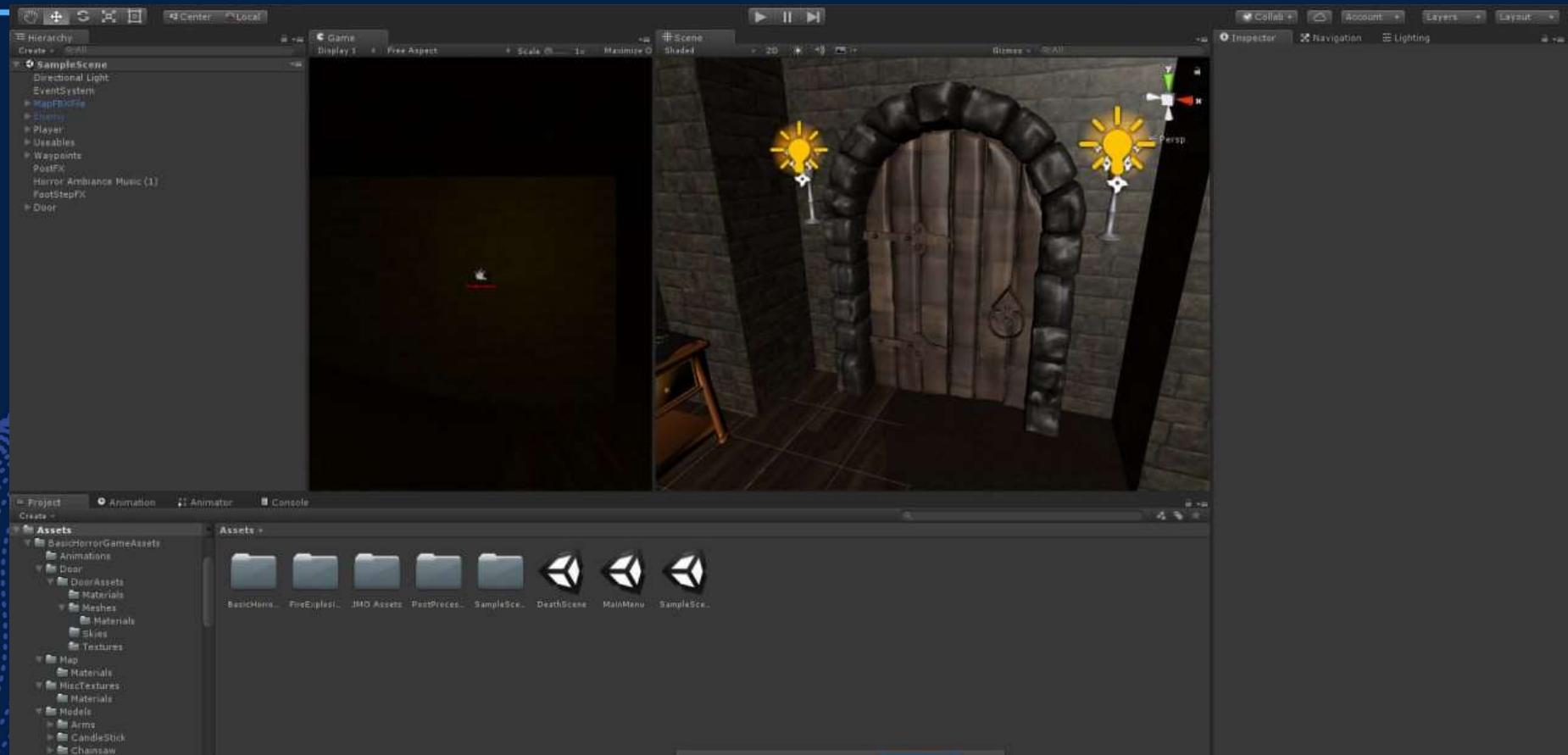


Components





Door





Thanks for your
Attention