

RYU

TEAM E - 7378: Manh Long Ly, Gia Khanh Le and Huu Thinh Nguyen

I. Game Story

<We are still building up an interesting story for the game>

II. Manual

	Keyboard/Mouse	Gamepad
Move	WASD	Left Stick
Camera	Mouse	Right Stick
Inventory	TAB	
Attack	Left Mouse Button	Right Shoulder
Withdraw/ Sheath	R	West Button
Jump	Space	South Button
Deflect	L – Shift	Left Shoulder
Interact	E	East Button

III. Preferences

- Characters and Environment:

<https://assetstore.unity.com/packages/3d/environments/polygon-samurai-pack-89551>

- Level design ideas:

<https://www.youtube.com/watch?v=yYYtBFSxoCg&list=PL42m9XiTqPHJdJuVXO6Vf5ta5D07peiVx&index=10>

- Coding:

○ Loading Scene: <https://www.youtube.com/watch?v=YMj2qPq9CP8&t=454s>

○ State Machine Menu:

https://www.youtube.com/watch?v=TktHwtbrsR8&list=PLrR7CHbvJncdfREMhJLL8gceid_2lb7&index=17

○ Sheath and Withdraw Sword: <https://www.youtube.com/watch?v=7gsl43thTsk>

- Animations:

Mixamo.com

RPG Character Mecanim Anim – Explosive

- **VFX:**

Effect Textures and Prefabs – MagicPot Inc

Sword Trail: <https://www.youtube.com/watch?v=c8hijUge7IY>