**RYU**

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1. **Game Story**

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

1. **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 |

1. **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=PLrR7CHbvJncdfREMhJjLL8gcezid_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