

Assignment 1

My role is a project manager, sound designer and level designer for Overload Studio. I can achieve this by working with my group members. Understand how to use specific tools to manage the team and create a level/sound for the game. I will align projects with group members, make detailed work plans, and manage teams. I will do my best to create sounds that fit into my game and be creative. I will create good gameplay and create good mechanical ideas to make it more challenging and enjoyable for players.

During week 1 We downloaded the ultimate platformer kit to get the models. learned how to create a player-control character and ground. We also learned how to set up keys and buttons for the character. I learned how to make the character shoot projectiles. We learned how to create scripts for them to make them work. I learned how to move the camera with the character in first person and third person view. Learned how to import assets into unity.

During week 2 we learned how to set up a score manager, and made a second camera and a coin for the character to shoot or collect the coin. We created an editor manager to edit the game while the game is running so I do not have to make changes by stopping the game.

I created a second coin for the scene. For the coin, all I did is add a collider to the coin and coded the part to show the debug output. I added an enemy and made a script to make the enemy do certain actions and make platforms in the scene.

In the player action, I created buttons to control the character. I made a cube for platforms so players can hide from the enemy. In the player controller, I created projectiles and bullets for the player to use to attack the enemy.

In the enemy controller, I created an agent, transform for layer, and layer mask for the player and the ground. I created the attacking, states of the enemy. I created a function which makes the enemy attack the player during sight or in range. Calculate the distance between the enemy and the player by a certain speed. The speed should be less than the player's movement speed otherwise the player cannot escape. The code `Vector3 distance (enemy position and player position)`.