

Monster energy

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Explore Now

Introduction

Monster Energy is a third-person shooter game.when extraterrestrial creatures attacked an island. The world developed robots that could transform into people and had great combat skills to take the place of human monster slayers in order to stop them from attacking the mainland.

Construction platform

I developed the game on Unity and use C#

How to play

Monster Energy is a survival fighting game where players must shoot down monsters on the island.



Background



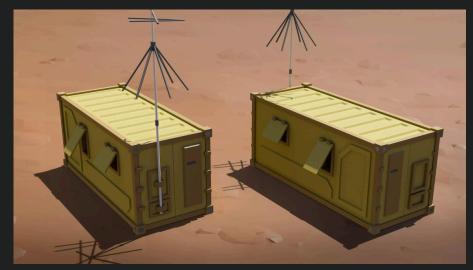


An abandoned island torn apart by creatures serves as the scene. There are steppes and grassland woods in the landscape.











Military

Tank, barrels, boxes, conditioner, container, hedgehog, mortar, radiostation, table, targets, tent, tower

Sniper Rifle

is inspired from Russian sniper rifle XDL-5 HAVOC

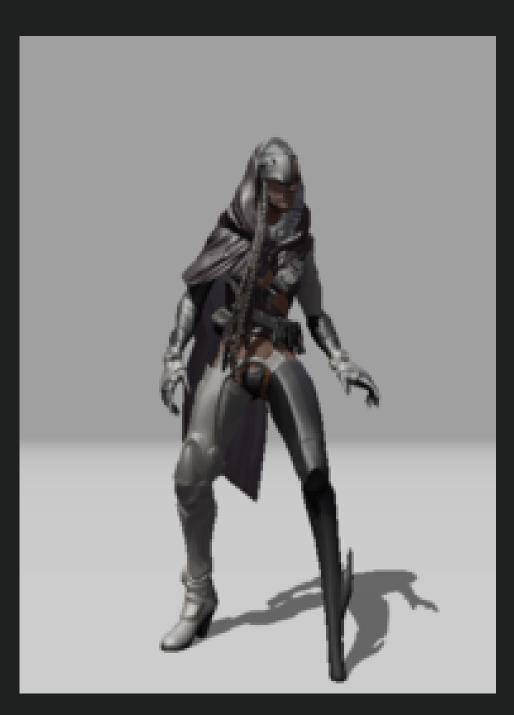




3D Audio

Hear the sounds of the world with pinpoint precision: the rattle of gunfire, the roar of a helicopter, and more

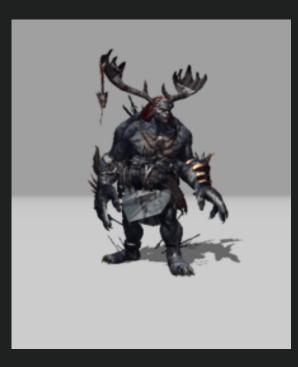




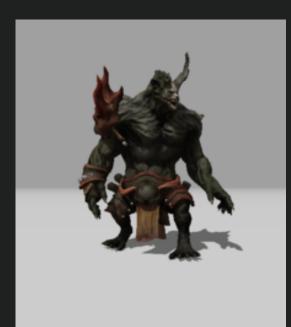
Player

The player changes into a humanoid robot that is being transported to an island that is under attack by creatures. It is the player's goal to eliminate every creature on the island.

Monsters

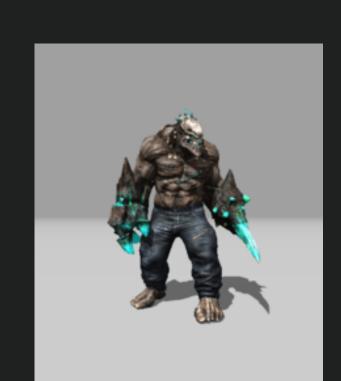








Warrok K Kurniawa

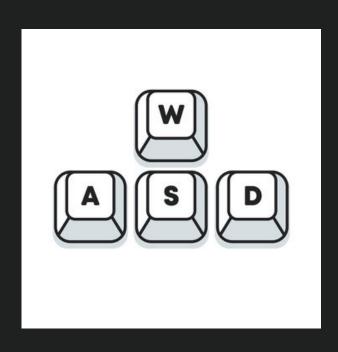


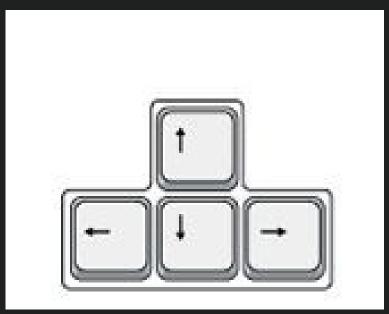


Maw J Laygo

Mutant

Control Guide





Control character movement

Use WASD or arrows to control the character moving forward, backward, left, and right.

Gun direction control

Adjust the gun direction with the mouse pointer



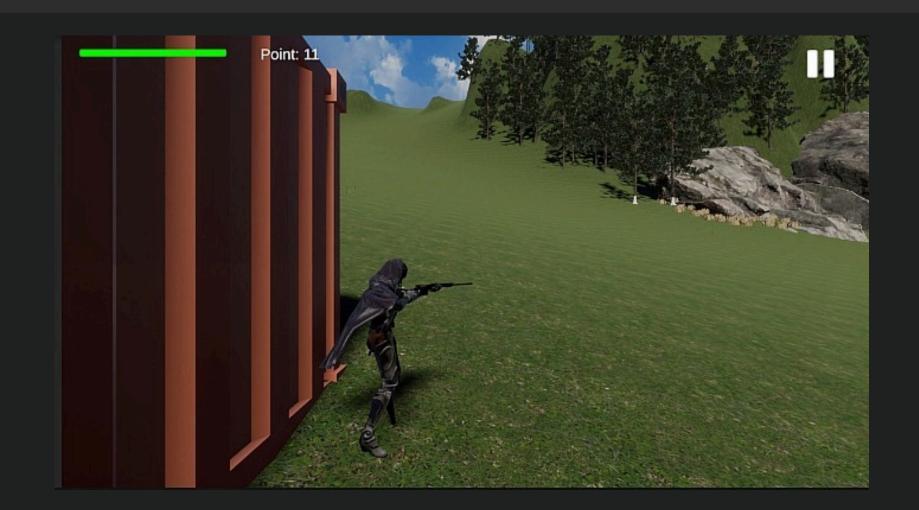


Shooting controls

The position of the bullet hitting the monster is the mouse click position

Skills in code

- 1. Camera follow
- 2. Collision handler: OnCollisionEnter
- 3. Control the Player using Input
- 4. UI: TextMeshPro, Button
- 5. Animation
- 6. Create and manage scenes: LoadScene, SetActive
- 7. Enemy ,Spawn enemy



8. Raycasting and Line Renderer

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                        Debug - Any CPU
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   Assembly-CSharp
                                                        → <sup>Ag</sup> PlayerShooting

→ ShootRay

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                using System.Collections.Generic;
                                                                                                                                                                           Solution 'Final pr
                using UnityEngine;
                                                                                                                                                                          Assembly-CS
                using TMPro;
                                                                                                                                                                          Assembly-CSI
                ⊕ Unity Script (1 asset reference) | 0 references
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                    Ray shootRay = new Ray();
                                                                                                                                                                           Unity.RenderF
                    RaycastHit shootHit;
                                                                                                                                                                             ▶ ♣☐ Reference
                    int shootableLayerMask;
                    LineRenderer gunLine;
                                                                                                                                                                             Packages
                    AudioSource gunAudio;
          12
                    ParticleSystem gunParticle;
                    Light gunLight;
                    private float count;
                    [SerializeField] private TMP_Text scoreText;
                    float timeBetweenBullets = 0.15f;
                    float timer;
                    // Start is called before the first frame update
                    void Start()
                        shootableLayerMask = LayerMask.GetMask("Shootable");
                        gunLine = GetComponent<LineRenderer>();
                        gunAudio = GetComponent<AudioSource>();
                        gunParticle = GetComponent<ParticleSystem>();
                        gunLight = GetComponent<Light>();
                    // Update is called once per frame
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                   void Update()
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☐ Assembly-CSharp

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                                                                  timer += Time.deltaTime;
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                                                                 if (Input.GetMouseButtonDown(0) && timer >= timeBetweenBullets)
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                                                                            Shoot();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Packages
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    ▶ ♣ Reference
                                                                           DisableEffect();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    Packages
                                                        void Shoot()
                                                                 timer = 0;
                                                                 gunAudio.Play();
                                                                 gunLight.enabled = true;
                                                                 gunParticle.Play();
                                                                  gunLine.enabled = true;
                                                                 gunLine.SetPosition(0, transform.position);
                                                                  shootRay.origin = transform.position;
                                                                 shootRay.direction = transform.forward;
                                                                  if (Physics.Raycast(shootRay, out shootHit, 1000f, shootableLayerMask))
                                                                           EnemyHealth enemyHealth = shootHit.collider.gameObject.GetComponent<EnemyHealth>();
                                                                             if (enemyHealth != null)
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    ■ Assembly-CSharp

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                                                                                EnemyHealth enemyHealth = shootHit.collider.gameObject.GetComponent<EnemyHealth>();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            ▶ ■ Reference
                                                                                if (enemyHealth != null)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Packages
                                                                                           enemyHealth.TakeDamage();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           count++;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                ▶ ♣ Reference
                                                                                           UpdateCore();
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                Packages
                                                                                gunLine.SetPosition(1, shootHit.point);
                                                                     else
                                                                                gunLine.SetPosition(1, shootRay.origin + shootRay.direction * 100f);
                                                           void DisableEffect()
                                                                     gunLine.enabled = false;
                                                                     gunParticle.Stop();
                                                                     gunLight.enabled = false;
                                                           void UpdateCore()
                                                                     scoreText.text = "Point: " + count.ToString();
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Link Monster energy demo :

https://drive.google.com/drive/folders/1YasysDEpdPuaRg3dvFq9BSa8Eq_bnEXP?usp=drive_link

Link Monster energy scripts:

https://drive.google.com/drive/folders/1Ac2YpwfFel-Yx-sxNS-mTFyutf1blmsl?usp=drive_link

Thank You

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