|  |  |
| --- | --- |
| **In Scope Goals** | **Out of Scope Goals** |
| Make the player move based on keys and rotate based on where the player is facing.  Make player shoot prefabs (bullets) which make the enemies die when in contact with.  Make buttons where if you step on, a boolean activates itself and when all the booleans are activated, a door dissapears and you go to the next level.  Make textmeshpro for instructions so the player knows the goal and what to do.  Make opponents but they guard doors, so when a door disappears, they start following you and deal damage from contact. (the door disappears when the player comes close to it)  Make the opponents die from 1 prefab (bullets)  And make the character die from 2 or 3 contact from the enemy.  Make a floor (level) with a maze. (this was initially in out of scope goals)  Make a boss battle so where if enough prefabs (bullets) are shot, the boss dies. (this was initially in out of scope goals)  Make a win screen (initially in out of scope goals) | Make a parkour level.  ~~Make a boss battle so where if enough prefabs (bullets) are shot, the boss dies.~~  Make the enemies bounce off the player when they hit the player.  Make the player jump.  Add SFX  ~~Make a floor (level) with a maze.~~  ~~Make a win screen~~ |

May 31, 2023

-downloaded an asset for a player so that i can use it for the end scene (not the player I'm going to use for the game, in short terms, not the main character)

-Almost finished the roll a ball powerpoint for ball movement

June 3, 2023

-realized that i need first face movement instead of 3rd face, so i asked ChatGPT to help me with that, i asked the following:

Me: hello, are you familliar with baldis basics? can you remake the controlls using C# in unity?

ChatGPT: gave me some really complicated code i could not understand

Me: i just want the controls, so if i press the forward button, it moves forward and also, make sure that like in baldi's basics, if you face a certain direction and you press forward, the player moves to the direction you are facing, if you face a different direction, the player goes towards now the different direction i am facing, and remember, just like baldi's basics make it from first face.

ChatGPT:

using UnityEngine;

public class PlayerMovement : MonoBehaviour

{

public float moveSpeed = 5f;

void Update()

{

// Get input from keyboard float horizontalInput = 0f;

float verticalInput = 0f;

if (Input.GetKey(KeyCode.A)) horizontalInput -= 1f;

if (Input.GetKey(KeyCode.D)) horizontalInput += 1f;

if (Input.GetKey(KeyCode.W)) verticalInput += 1f;

if (Input.GetKey(KeyCode.S)) verticalInput -= 1f;

// Create a movement vector based on the input Vector3 movement = new Vector3(horizontalInput, 0f, verticalInput).normalized;

// Rotate the movement vector based on the camera's forward direction

movement = Camera.main.transform.TransformDirection(movement);

// Set the y component to 0 to prevent moving up or down

movement.y = 0f;

// Move the player in the calculated direction transform.position += movement \* moveSpeed \* Time.deltaTime;

}

}

All this code fortunately worked! I just made the camera a child of the player and rearranged the position of the camera, i also asked chatGPT for the camera script but i unfortunately did not save the message from chat, but i got the script:

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class CameraController : MonoBehaviour

{

public float moveSpeed = 5f;

public float lookSpeed = 2f;

void Update()

{

MovePlayer();

RotatePlayerHorizontally();

}

void MovePlayer()

{

float verticalInput = Input.GetAxis("Vertical");

// Check if the player is facing forward

float dotProduct = Vector3.Dot(transform.forward, Vector3.forward);

// Only move forward if facing approximately forward

if (dotProduct > 0.8f && verticalInput > 0)

{

transform.Translate(transform.forward \* moveSpeed \* Time.deltaTime, Space.World);

}

}

void RotatePlayerHorizontally()

{

float mouseX = Input.GetAxis("Mouse X") \* lookSpeed;

// Rotate the player horizontally

transform.Rotate(Vector3.up \* mouseX);

}

}

I also started building the map for the game

2024, June 4th

I started building a map for the player by myself

Using the teleport script i made for roll a ball, i modified it so that when the player reaches a certain position, which is the “button” a Boolean is activated for that door and if both are activated, the door opens (disappears).

2024, June 5th

I continued building the map, and i finished 50% of the maze floor because it is very important to build a good map for the player, i fixed a minor mistake and it was that when the door opened, the player fell down on his front (where he was facing) so he was as helpless as a turtle laying down on his shell, i fixed it by make more borders for the cube to fall properly

2024, June 6th

Today, i finished the maze, yay, i started building the last floor where I'm most likely building the boss (your friend because this game has a story) anyway, the map is almost finished and then, i plan to add the shooting part the next day

2024, June 7th

Today, was a huge fail day, i tried to make a shooting script for the player using Chat GPT, unfortunately, all code he made, did not work for some reason, so i gave up on that (for now because i never give up), so i tried to make a follow player script for the enemy like in prototype 4, but the problem was that i don’t have prototype 4 on this laptop and i couldn’t get it from past submissions because as you can remember, that laptop broke right before i was so close to finishing it, anyway, i couldn’t succeed in much today

2024, June 10th

On Friday, i noticed that my idea of making borders for the cube to fall properly did not work at all, so i thought and thought and thought over the weekend until i came up with an idea of making an elevator! So, i asked chat GPT on how to make an object move down if the player hits a certain position, Chat gave me a weird idea on how to detect the position but i took the position thing from another script where i made the two buttons for the door to open (disappear) to make it detect the position, then from what chat GPT gave me, i assembled the code to make the platform move down on the Z axis once the cube is in that position, here is what chat gave me by the way but i adjusted what he gave me so i didn’t use all the code chat GPT gave me, so the maxX and the current position thing i took from another code.

public GameObject elevator; // Reference to the ball to move

public float minX = -13.5f;

public float maxX = -12.5f;

public float minY = 0f;

public float maxY = 1f;

public float minZ = 9f;

public float maxZ = 10f;

private bool triggered;

public float speed = 0.25f;

// Start is called before the first frame update

// Update is called once per frame

void Update()

{

Vector3 currentPosition = transform.position;

if (currentPosition.x >= minX && currentPosition.x <= maxX &&

currentPosition.y >= minY && currentPosition.y <= maxY &&

currentPosition.z >= minZ && currentPosition.z <= maxZ)

{

triggered = true;

}

if (triggered == true)

{

// Move the ball down on the Y axis at a constant speed

elevator.transform.Translate(Vector3.down \* Time.deltaTime \* speed);

}

}

Also, remember how i said that i failed on the 7th? Guess what, today, i got a code from chat GPT and it worked! The prefab now self-destroys when it touches a wall because i added a tag to all walls, i told you i never give up! Anyway, here is the code chat gave me:

void OnCollisionEnter(Collision collision)

{

// Check if the projectile collided with a cube

if (collision.gameObject.CompareTag("Wall"))

{

// Destroy the projectile

Destroy(gameObject);

}

}

I attached it to the prefab and it worked

By the way, i got the shooting script from chat GPT too, here it is

public GameObject projectilePrefab;

public float projectileSpeed = 1f;

void Update()

{

// Check if the "K" key is pressed

if (Input.GetKeyDown(KeyCode.V))

{

Shoot();

}

}

void Shoot()

{

// Instantiate the projectile at the player's position and rotation

GameObject projectile = Instantiate(projectilePrefab, transform.position, transform.rotation);

// Get the rigidbody component of the projectile

Rigidbody rb = projectile.GetComponent<Rigidbody>();

// Check if the rigidbody component exists

if (rb != null)

{

// Calculate the velocity vector based on the player's forward direction and projectile speed

Vector3 velocity = transform.forward \* projectileSpeed;

// Set the velocity of the projectile

rb.velocity = velocity;

}

}

Today's day was very productive, all that is left is to make a script for the enemy and then i can focus on the details like textmeshpro, sound, textures, and that kind of stuff.

2024, June 11th,

Today, i completed a big goal i wanted to complete for a while, i made the enemy follow the player wherever the player goes on the X and Z axis, i first asked chat GPT on how can i make it follow the player, here is all that chat gave me:

using UnityEngine;

public class CubeFollow : MonoBehaviour

{

public Transform target; // Assign the ball's transform in the Unity Editor

public float speed = 1f; // Speed at which the cube follows the ball

void Update()

{

if (target != null)

{

// Get the current position of the cube and the target (ball)

Vector3 currentPosition = transform.position;

Vector3 targetPosition = target.position;

// Calculate the direction towards the target, ignoring the Y component

Vector3 direction = new Vector3(targetPosition.x - currentPosition.x, 0f, targetPosition.z - currentPosition.z).normalized;

// Calculate the new position the cube should move towards

Vector3 newPosition = currentPosition + direction \* speed \* Time.deltaTime;

// Move the cube towards the new position

transform.position = newPosition;

}

}

}

Then i asked chat how to make it so the cube gets destroyed when a collision occurs with the bullet and destroy the bullet itself, the results did not work and i asked Ms. Hoitink how to do it and Ms. Hoitink helped me better than chat, Ms. Hoitink told me that if i already made a tag for the wall to destroy bullet, why not make the same thing with the bullet and cube? So that is exactly what i did instead of using chat GPT. Now, tomorrow, I am going to probably finish the boss room and if i have time, ill import assets from someone else’s computer because importing assets does not work on this computer for some reason.

2024, June 12th

Today, i made a room for the final boss but did not make the boss himself yet. Today, i also imported the army asset and the zombie asset but when i applied the same script to follow the player as i did to the cube, i ran into a problem, the zombie was falling and very laggy due to the animation set, so i just removed the animation and ran into a problem again, the zombie did not face the player wherever the player went, anyway, i will try to fix that later, today i also made zone for the player so if the player steps into a certain zone, walls get destroyed and the zombie gets freed, this is so the zombie doesn’t chase the player as soon as i press play, and then the zombie will be waiting for the player as soon as the player gets down on the elevator, not cool. So, i made it that if the player gets into a certain XYZ position, the wall gets destroyed and the zombie is free to chase the player.

2024, June 13th

Today, i applied all the important texture to every wall, after that, i remembered some constructive criticism that Jonathan gave me when the game was in development, he said that the buttons that destroys the wall, looks like lava so he tried to avoid them while playing the game, so I just colored them blue. Honestly, i don`t remember what exactly i did on this day because I am typing this on the day after, which is the Friday, because i had no time to work on this in class because i was too busy with the project itself.

2024, June 17th

Today was very productive since I had about 4 hours to work today. Today, i fully completed the health system on my own, without chat GPT or tutorials using my knowledge from previous projects, it was just if a collision was detected, the amount of lives decrease by 1, the amount of lives is initially set to 3, so if the amount of lives is 3, the lives 1 and lives 2 are disabled, same thing with lives 1 and 2. then, I decided to use the adventure character instead of using the zombie because the zombie had such weird animations that made it go into any direction, meanwhile, adventure character did the thing it was supposed to be doing, it followed the player without any lags, so i chose the adventure character instead for the enemy. I then made sort of a detention box where if you have 0 lives, you go to that box, and it says `YOU LOSE` as a sign that you lost. I also made a disappearing box for the boss too (I will talk more about that later) so i did the same thing where the regular enemy does, if the player reaches a certain XYZ position, the box disappears, and the boss is free. So, I made a boss today too, the only thing different about the boss is that he dies from 5 hits, so you need to shoot 5 bullets at him. At the end, i got Muhammad to peer review my game, but I did not have time to build the game.

2024, June 18th

Today, i got time to work on the project at lunch, i fixed a problem that i had with the boss destroying (the boss was not destroying) so i made a script for the boss that i initially had in the normal enemy destruction script. Then, i made a win screen for when you defeat the boss simply by making a text mesh pro saying, “you win!”. After that i wrote some comments in my code to explain what everything does. After that i organized the assets by writing the name of their actual purpose. Then, i did everything to submit the work. I wanted to add SFX to the game too but i ran out of time for that unfortunately. Anyway, I hope you enjoyed playing my game.