webomberchicken456

Minh Le, Viet Huy Vu, Tin Vuong

About Us

Team:

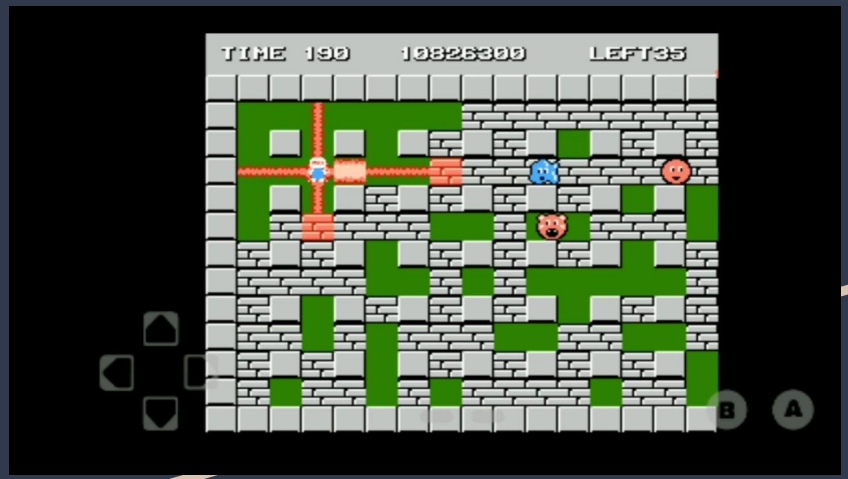
- Minh: Sophomore CS, C++ and Python, No experience with game engines
- Tin: Sophomore CS, C++ and Python, more interested in cybersecurity but games are cool too.
- Huy: Sophomore CS, C++ and Python, did a lot of codeforces (programming exercises).

Main Operating System: Windows

Tin uses MacOS

Meeting Times: Saturday 2:00 - 5:00 P.M

About Our Project

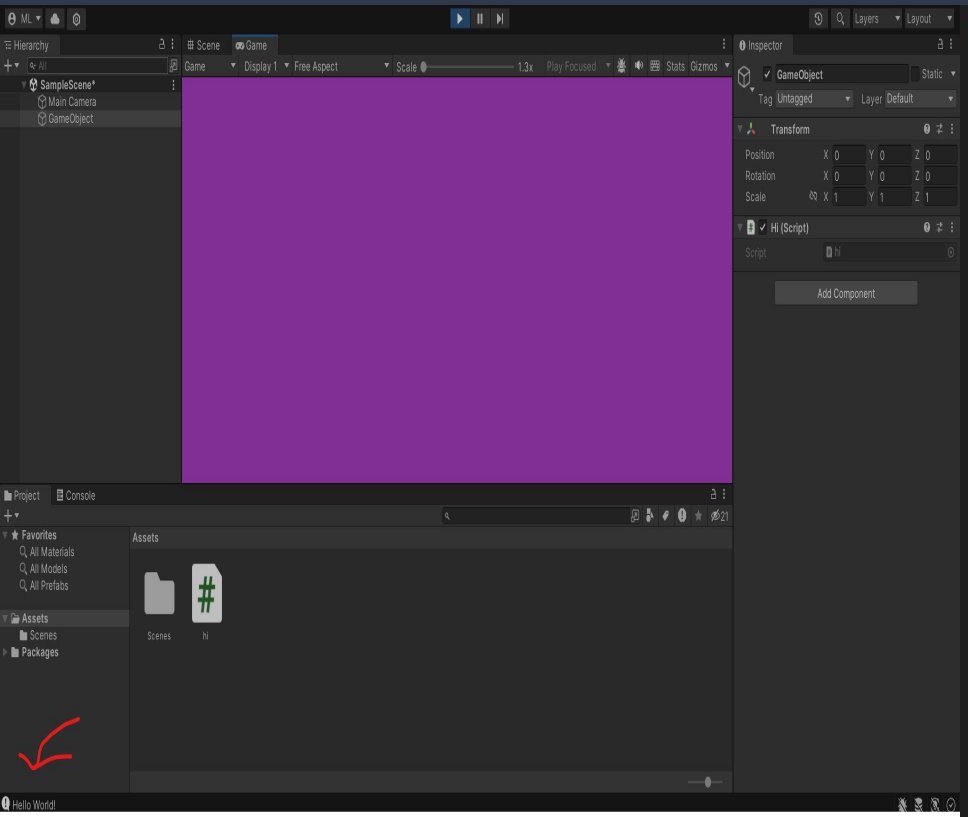


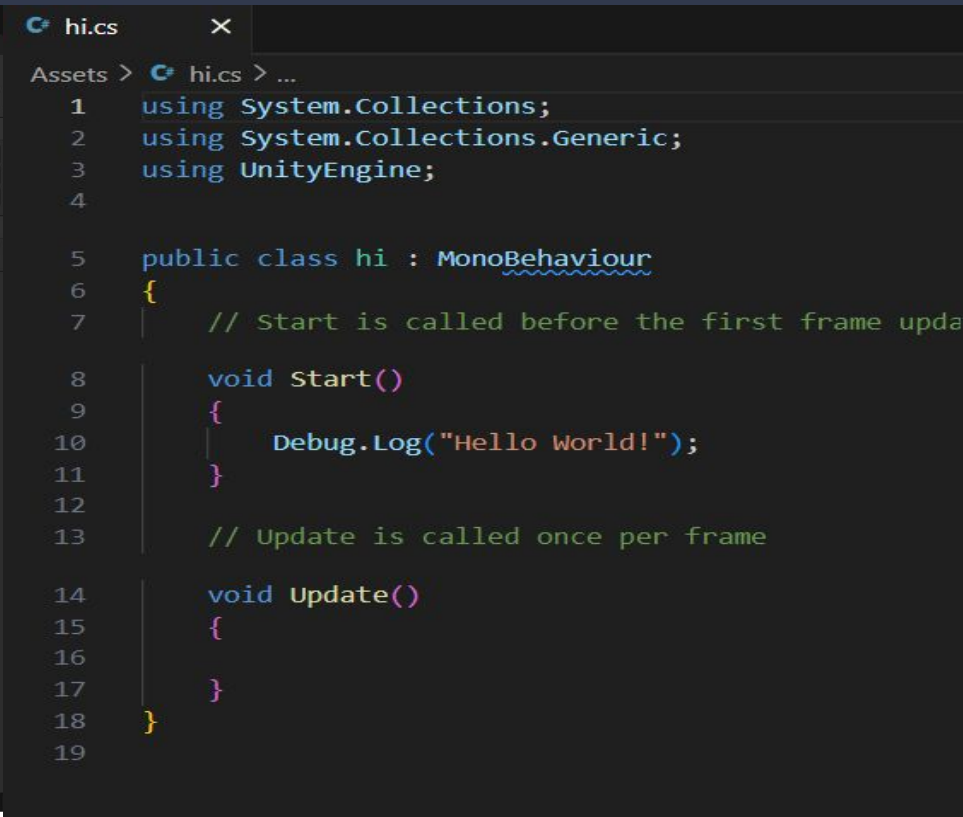
Bomberman Ripoff using Unity 2D engine.
Bomberman is an action maze game!

- Tools: Unity, Unity Shop, GitHub, Piskel (online sprite maker), FL Studio (Audio Design).
- Technology Stack: Unity libraries.
- End Goal: Fully playable bomberman game with multiple levels, enemies, and different power ups.

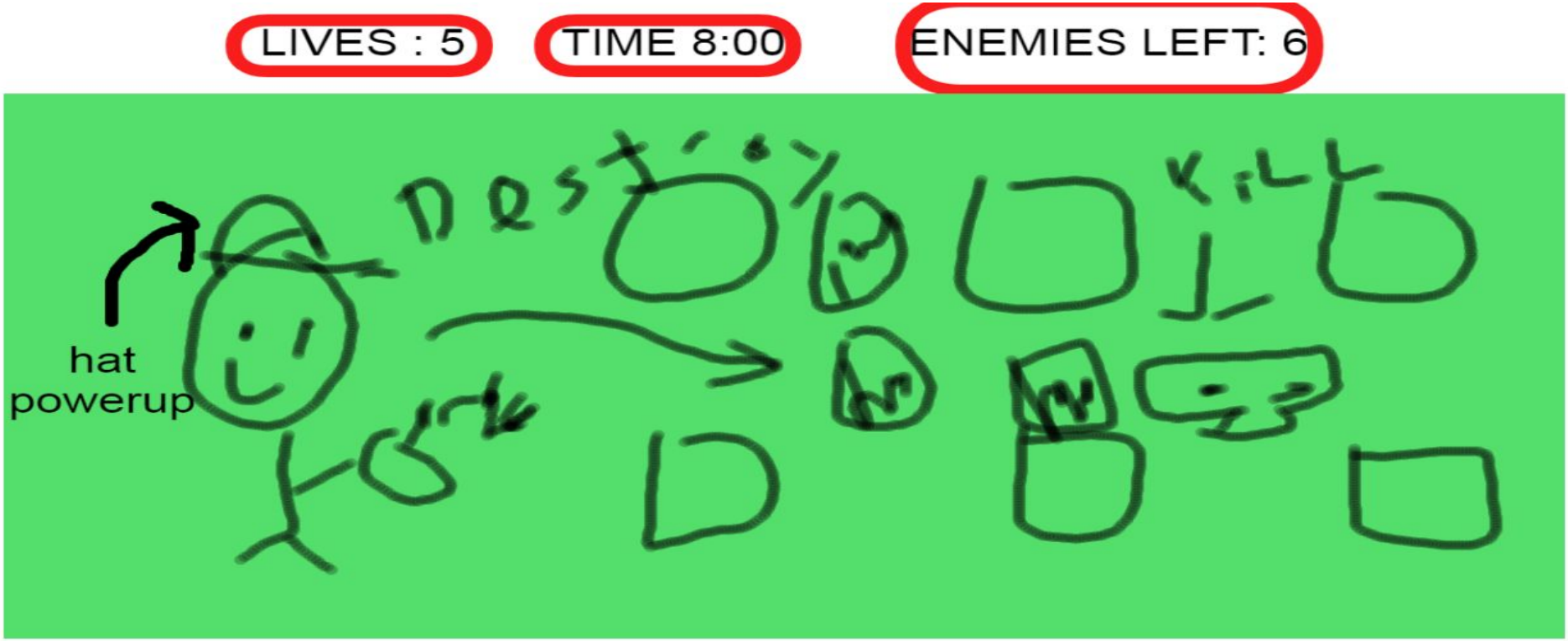
(If we have time [probably not]: Soundtrack, Multiplayer, Storyline, Voice Acting, Cutscenes)

Hello World

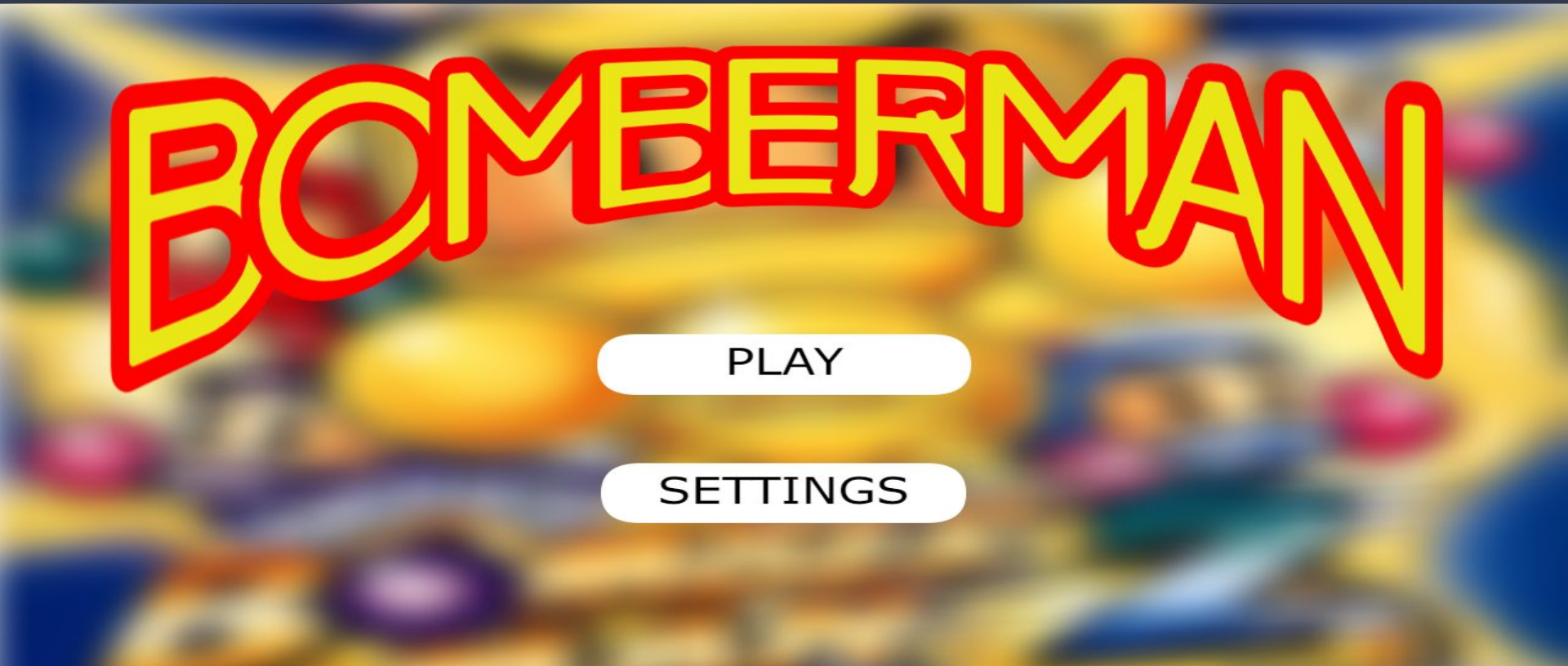

Hierarchy
SampleScene*
Main Camera
GameObject
Scene
Game
Inspector
GameObject
Transform
Position
Rotation
Scale
Hi (Script)
Add Component
Project
Console
Favorites
All Materials
All Models
All Prefabs
Assets
Scenes
Packages
hi
Hello World!


hi.cs
Assets > hi.cs > ...
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 public class hi : MonoBehaviour
6 {
7 // Start is called before the first frame upda
8 void Start()
9 {
10 Debug.Log("Hello World!");
11 }
12
13 // Update is called once per frame
14 void Update()
15 {
16
17 }
18 }
19

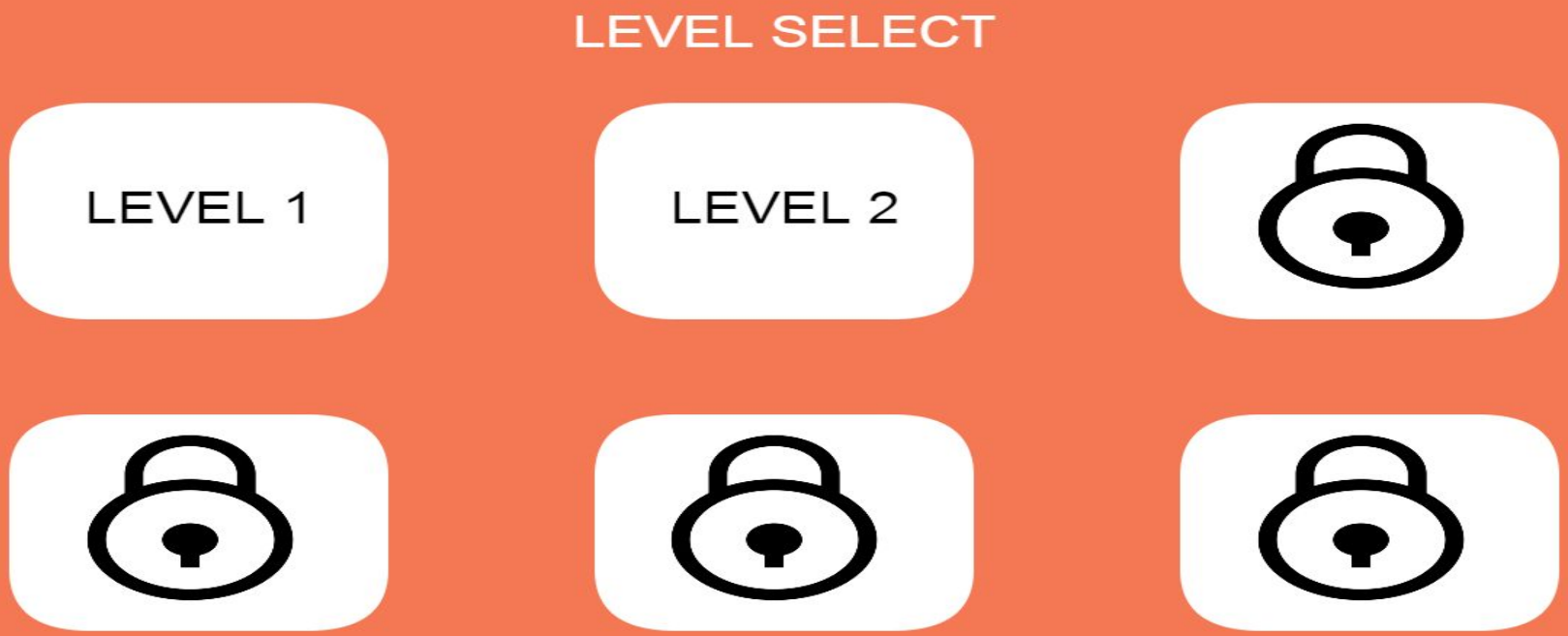
Main Game GUI



Title Screen



Level Select



Checkpoint 1

Past Work Summary

Minh - Watched videos on how 2D maps are created in Unity. Added tile map layout and sprites.

Huy - Researched how to move characters. Added simple movement to playable character.

Tin - Researched how enemy AI works in Unity. Added enemy sprites into the game.

Next Checkpoint Plan

Tin: Make enemy bots move by themselves.

- Already has knowledge from previous meeting

Huy: Implement bomb mechanic script.

- Is more familiar with character functionality.

Minh: Implement breakable blocks script.

- Has a better understanding on map layout

Potential Roadblocks:

- Enemy movements are tough to implement, maybe not even next meeting….
- If bomb script doesn’t work then breakable block script will not work.

Grading Items

Meeting Attendance Sheet

2/07/2024 – Tin missed (was sick)
2/10/2024 – All members attended

Minh Le Contributions

- Researched and started building the map for the game

- Report:
  - In Unity there is a thing called a tile map which is a tool that stores tile assets and also creates the map. A map can easily be created by drawing out the map onto the unity grid. There are also other options such as adding C# scripts and collision components. Collision is an important component since it tells the map if the player can interact with the pieces of the map or not. C# scripts are important for implementing special behaviors for the map. I haven't gone too deep into scripts yet, that will be for the next meeting.

Minh Le (ml007921/minhOU93) - Commit 1

https://github.com/OU-CS3560/s24-unity3d-2/commit/70f7d071edc4611ea8de251943045ace26e81d36

```
commit 70f7d071edc4611ea8de251943045ace26e81d36 (HEAD -> minh_branch, origin/minh_branch)
Author: minhOU93 <ml007921@ohio.edu>
Date:   Sat Feb 10 15:01:37 2024 -0500

    added the map layout

 31 files changed, 7018 insertions(+), 249 deletions(-)
```

Viet Huy Vu Contributions

- Started researching about player movements and added basic player movements

Things I learn:
KeyCode is the C# class for gathering input.
Gravity is there by default when creating player movement in Unity. Unity has a lot of extra things so a .gitignore is required to incorporate GitHub into version control for a Unity Project. I have now become better at solving conflict between git version.

Viet Huy Vu (vv761622/viethuyvu) - Commits

```
vieth@Huyvv MINGW64 ~/Documents/2024Spring/Software tool development/s24-unity3d-2 (huy)
$ git --no-pager show --shortstat --format=medium
commit 427dbd0d2e1a6927d0d1253878ab3537c7dbed3b (HEAD -> huy, origin/huy)
Author: Viet Huy Vu <viethuyvu@gmail.com>
Date:   Sat Feb 10 16:49:08 2024 -0500

    playersetup

 1 file changed, 455 insertions(+)

vieth@Huyvv MINGW64 ~/Documents/2024Spring/Software tool development/s24-unity3d-2 (huy)
$

vieth@Huyvv MINGW64 ~/Documents/2024Spring/Software tool development/s24-unity3d-2 (huy)
$ git --no-pager show --shortstat --format=medium 126608fe37dfa01dc12fd3f2b6465cd8cd5cb80d
commit 126608fe37dfa01dc12fd3f2b6465cd8cd5cb80d
Author: Viet Huy Vu <viethuyvu@gmail.com>
Date:   Sat Feb 10 16:27:28 2024 -0500

    player movement

 8 files changed, 376 insertions(+)

vieth@Huyvv MINGW64 ~/Documents/2024Spring/Software tool development/s24-unity3d-2 (huy)
$
```

Tin Vuong Contributions

- Began research on enemy movements and AI
- Added enemy sprites

- C# scripts are the way to make enemies move. There is a class called EnemyController which should be where I implement movement scripts. Prefabs are also useful to save enemy types whenever they are needed.
    - Commit was not merge to main because enemies disrupted the map.

Tin Vuong (nv059721/wechicken456) - Commit 3

https://github.com/OU-CS3560/s24-unity3d-2/commit/ce7bb68aa859e557f6d7f2a95f80e18119083db6