

## Our Team

**Team Name: CodeCrushers**

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**Unity Game Name: Medieval City**

**Unity Game Logo**



## Quiz Marks

- According to the quiz marks no of enemies at Mission 1 and 7 will be reduced as an Ex: if marks = 4, then  
Max enemies at Mission 1 = 20, active enemies will be  $20 - 4 = 16$   
Max enemies at Mission 7 = 40, active enemies will be  $40 - 4 = 36$
- Funds that give from the Core Land (Main Country) will increase. So, if we have taken 4 marks. Then  $4 * 100$  coins will be added to the funds amount.

## Game Environment Dynamic Changes

- Day Night System with Sky box Changing.
- Date and Time System.
- Sound System.
- Mission & Objects System.
- Crafting System.
- Notification System.
- Marketplace system and it will appear only Day Time
- When running, chopping attacking player calories decreases and automatically increases.
- Enemies Attack.
- Set the height of the terrain to flat area under the constructed objects.
- Can talk with citizens.
- Can Chop trees and broke the Rocks.
- Able to pick up many various items and use, consume and equip them.
- For each hour, assets will be updated. (coins, Electricity, Water, Foods, Funds, Happiness, Tax Income)
- Rabbits are everywhere.
- Citizens will leave upon mock Api values and citizen happiness values.

- At night city light will be turned on.
- Has damage effects and after die Ragdoll will be appeared.
- When drawing melee weapon, activating guns, reloading, firing rig animations can see.
- Enemies will see at the player when at nearby.
- Can see placeable items as Ghost items.
- Light house has rotating light at the top.
- Player has a torch that turn on at night.
- After chopping trees or braking Rocks, corresponding objects will appear to pick up.
- Player can increase health and calories from eating, rice, mushroom, apple, orange, pear, watermelon and getting medicine.
- Player, enemies, Trees, Rocks have health system, player have calories and hydration system.
- Inventory items can Drag to any slot also to Quick slots.
- Changing the shadow according to the time of the day.
- Citizens will appear or disappear according to the requirements supplied.
- At the end of each day, month and year funds will be added according to the mock API data.
- After placing Hydro or Wind power plant then a tree will be appeared and increases the happiness.
- Special Areas will automatically appear according to the Mission and Objects.
- Like more and more ....

## **Energy Saving Actions**

- Player can sell excess energy (Electricity, Water and Food) to the Core Land (Main Country) without wasting.
- Able to reduce consumption rate, but it will be affected to the reducing people happiness and can they leave from the city, and after some value city light will be turned off in the city.

- Able to remove unnecessary building for which consume energy, so then wasting energy will reduce.
- Player can use renewable energy sources like Wind and Hydro power plant then it will increase the people happiness and trees will be grown.
- Player can build power productive building like, Hydro and Wind power plant for get electricity energy, Well and Water tank for get Water capacity energy, and Hotel for Food Mass energy.
- On Mission & Object Screen player can see the power production demand responses.
- On Notifications UI player can see various power saving Instructions.

## **HTTP Method usage with Mock APIs**

- We have considered the mock Api values as Net Power consumption for each Electricity, Water and Food.
- If we can maintain demand – supply < mock Api values for each end of day, month and year then the funds get from the Main city will be more increases.
- Also, if we cannot maintain this funds that given will be reduced as well as it will be case for leaving the citizens from the city (disappear from the city).

## **Database Management**

- Player can save the game and load the using PlayerPrefs through two different methods encrypted Json or Binary Methods.
- When the player is going to place construction from the folder “Resources” the corresponding Game Object will be gotten as well as Inventory Icons. Also, for special constructions build automatically at various Mission levels
- Also, many database management methods.

***These are the little bit of the game ....***