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5139 MCSD GPG512 SA Screenshots



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INTRODUCTION

You have been tasked to create a Game that showcases your skills for a Game Development Company and have requested that the following be included in your Game:

- Must have Multiple levels/Rounds
- Must be a 3D Game
- Must have a Genre
- Must have a start Menu
- Game must have 1 Objective per level/Round
- Game Should end if Player health is 0 or if the Timer runs out
- Game must have a UI that shows the current objective
- No Payed/completed game assets may be used(Free Objects may be used but no completed Games may be used and/or altered)

SCREENSHOTS

CODE

SOUND CLASS

```
Sound.cs X AudioManager.cs FollowPlayer.cs EndTrigger.cs G
Assembly-CSharp
1  using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4
5      [System.Serializable]
6      public class Sound
7      {
8          public AudioClip Clip;
9          public string name;
10
11          [Range(0f, 1f)]
12          public float volume;
13
14          [Range(.1f, 3f)]
15          public float pitch;
16
17          public bool loop;
18
19          [HideInInspector]
20          public AudioSource source;
21      }
22
```

```
AudioManager.cs FollowPlayer.cs EndTrigger.cs Gar
ly-CSharp
using System;
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class AudioManager : MonoBehaviour
{
    public Sound[] sounds;
    public static AudioManager instance;

    private void Awake()
    {
        if (instance == null)
        {
            instance = this;
        }
        else
        {
            Destroy(gameObject);
            return;
        }

        DontDestroyOnLoad(gameObject);

        foreach (Sound s in sounds)
        {
            s.source = gameObject.AddComponent();
            s.source.clip = s.Clip;

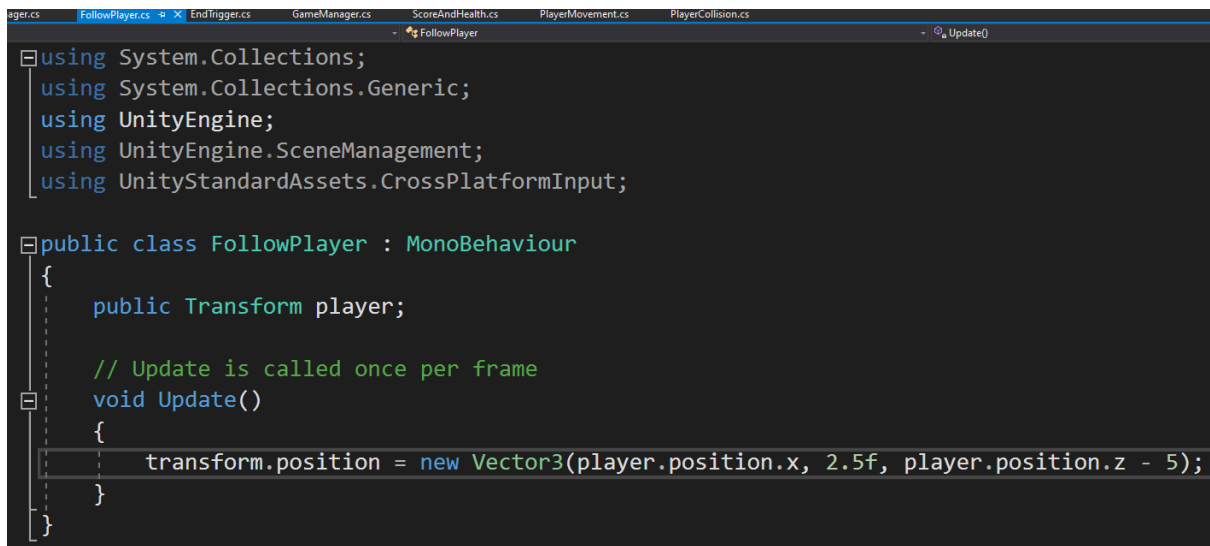
            s.source.volume = s.volume;
            s.source.pitch = s.pitch;
            s.source.loop = s.loop;
        }
    }

    private void Start()
    {
        Play("Theme");
    }

    public void Play(string name)
    {
        Sound s = Array.Find(sounds, sound => sound.name == name);

        if (s != null)
        {
            s.source.Play();
        }
        else
        {
            Debug.LogError("Sound does not exist");
        }
    }
}
```

FOLLOW PLAYER SCRIPT



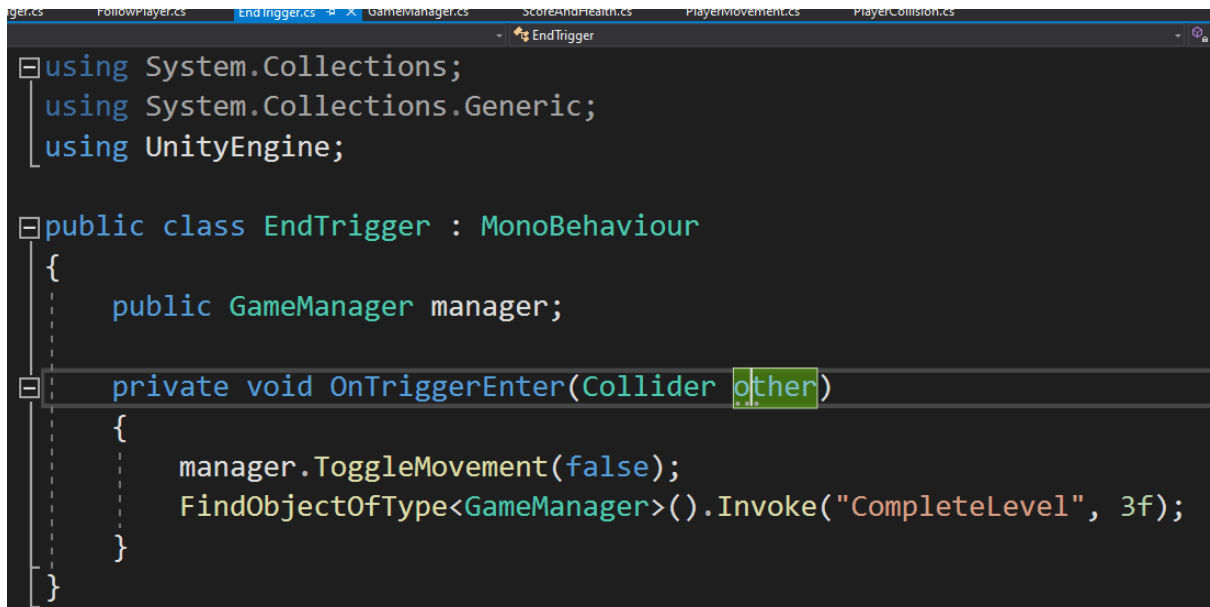
The screenshot shows the Visual Studio code editor with the 'FollowPlayer.cs' script open. The script is a C# MonoBehaviour class that follows a player. It includes using statements for System.Collections, System.Collections.Generic, UnityEngine, UnityEngine.SceneManagement, and UnityEngine.CrossPlatformInput. The class has a public Transform field named 'player' and an Update method that is called once per frame. The Update method sets the transform's position to a new Vector3 with the player's position.x, a y-value of 2.5f, and the player's position.z minus 5.

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.CrossPlatformInput;

public class FollowPlayer : MonoBehaviour
{
    public Transform player;

    // Update is called once per frame
    void Update()
    {
        transform.position = new Vector3(player.position.x, 2.5f, player.position.z - 5);
    }
}
```

ENDTRIGGER SCRIPT



The screenshot shows the Visual Studio code editor with the 'EndTrigger.cs' script open. The script is a C# MonoBehaviour class that triggers an event when a collider enters its trigger volume. It includes using statements for System.Collections, System.Collections.Generic, and UnityEngine. The class has a public GameManager field named 'manager' and a private void method named 'OnTriggerEnter(Collider other)'. The method calls manager.ToggleMovement(false) and FindObjectOfType<GameManager>().Invoke("CompleteLevel", 3f);

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class EndTrigger : MonoBehaviour
{
    public GameManager manager;

    private void OnTriggerEnter(Collider other)
    {
        manager.ToggleMovement(false);
        FindObjectOfType<GameManager>().Invoke("CompleteLevel", 3f);
    }
}
```

GAME MANAGER SCRIPT

```
AudioManager.cs FollowPlayer.cs EndTrigger.cs GameManager.cs ScoreAndHealth.cs PlayerMovement.cs PlayerCollision.cs
CSharp - GameManager
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;
using UnityEngine.UI;

public class GameManager : MonoBehaviour
{
    private Vector3 origin = new Vector3(0f, 1f, -3f);
    public GameObject Player;
    public static bool PlayerFailed = false;
    public static bool PlayerDied = false;
    public List<GameObject> Panels;
    public Text Score;
    public GameObject env;

    public void GameOver()
    {
        Panels[0].SetActive(true);
        Score.text = $"Furthest Distance: {PlayerPrefs.GetFloat("Score").ToString("0")}";
        Time.timeScale = 0f;
        PlayerFailed = false;
    }

    public void CompleteLevel()
    {
        Panels[1].SetActive(true);
        Time.timeScale = 0f;
    }

    public void Respawn()
    {
        if (!PlayerDied)
        {
            Player.GetComponent<Animator>().SetBool("hasFailed", false);
            PlayerPrefs.SetFloat("Score", PlayerPrefs.GetFloat("Score") < Player.transform.position.z + 3 ? Player.transform.position.z + 3 : PlayerPrefs.GetFloat("Score"));
            Player.transform.position = origin;
            env.transform.rotation = SceneManager.GetActiveScene().buildIndex != 2 ? new Quaternion(0f, 0f, 0f, 0f) : new Quaternion(0f, 0f, 180f, 0f);
            Physics.gravity = new Vector3(0f, -9.81f, 0f);
            ToggleMovement(true);
            PlayerFailed = false;
            return;
        }
    }
}
```

```
GameManager.cs FollowPlayer.cs EndTrigger.cs GameManager.cs X ScoreAndHealth.cs P
GameManager
}
}

public void NextScene()
{
    SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
    Time.timeScale = 1f;
}

public void LoadSceneAt(int index)
{
    SceneManager.LoadScene(index);
    Time.timeScale = 1f;
}

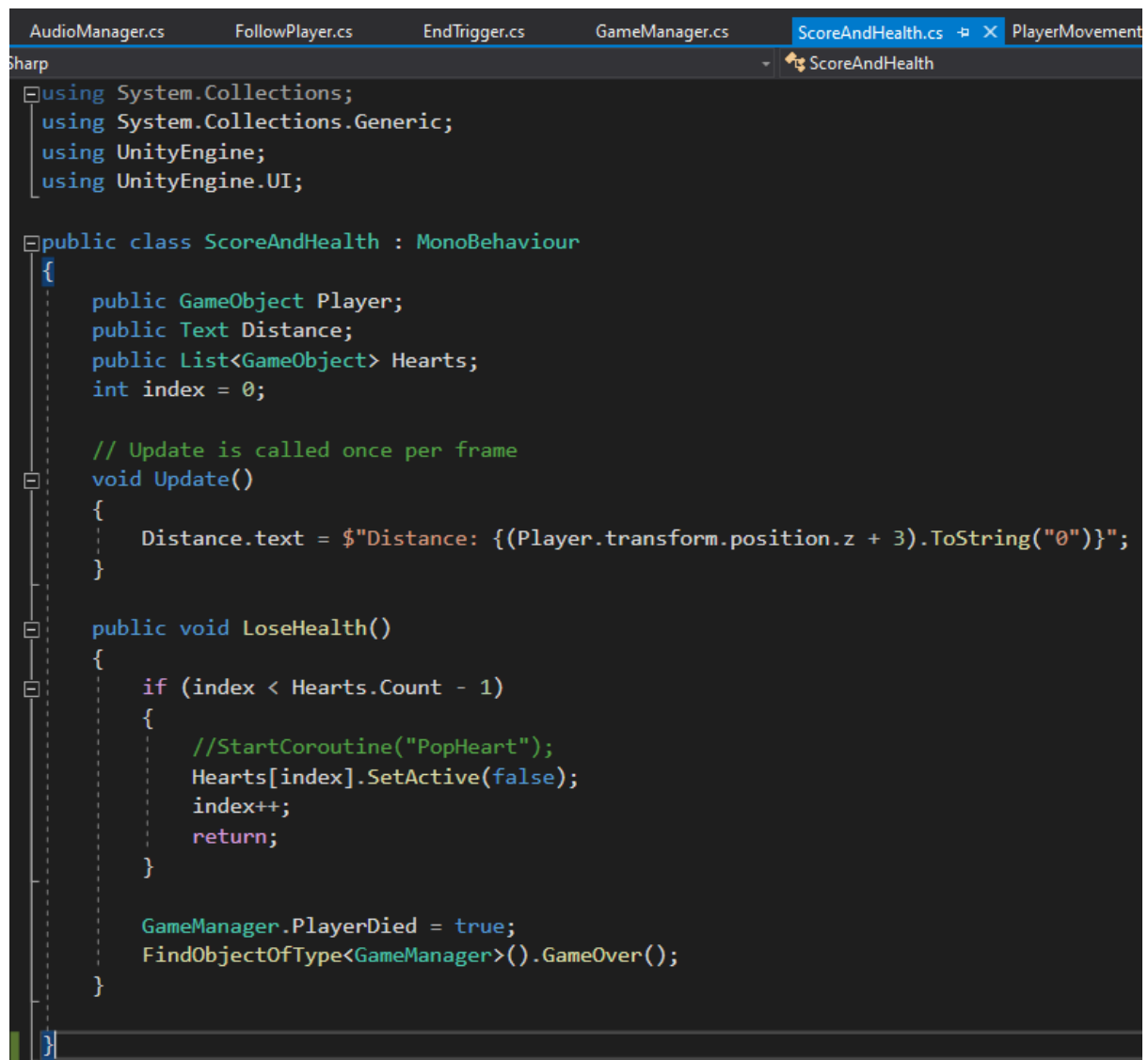
public void ToggleMovement(bool toggle)
{
    Player.gameObject.GetComponent<PlayerMovement>().enabled = toggle;
    Player.gameObject.GetComponent<Rigidbody>().useGravity = toggle;
}

public void PlaySound(string name)
{
    if (FindObjectOfType<AudioManager>() != null)
    {
        FindObjectOfType<AudioManager>().Play(name);
    }
}

public void Restart()
{
    SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex);
    Time.timeScale = 1f;
    Physics.gravity = new Vector3(0f, -9.81f, 0f);
}

public void Quit()
{
    PlayerPrefs.DeleteAll();
    Application.Quit();
}
```


SCORE AND HEALTH SCRIPT



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class ScoreAndHealth : MonoBehaviour
{
    public GameObject Player;
    public Text Distance;
    public List<GameObject> Hearts;
    int index = 0;

    // Update is called once per frame
    void Update()
    {
        Distance.text = $"Distance: {(Player.transform.position.z + 3).ToString("0")}";
    }

    public void LoseHealth()
    {
        if (index < Hearts.Count - 1)
        {
            //StartCoroutine("PopHeart");
            Hearts[index].SetActive(false);
            index++;
            return;
        }

        GameManager.PlayerDied = true;
        FindObjectOfType<GameManager>().GameOver();
    }
}
```

PLAYER COLLISION SCRIPT

```
ent.cs  PlayerCollision.cs  Sound.cs  AudioManager.cs  FollowPlayer.cs
CSharp
using System.Collections;
using UnityEngine;

public class PlayerCollision : MonoBehaviour
{
    GameManager game;
    AudioManager audiom;

    private void Start()
    {
        game = FindObjectOfType<GameManager>();
        audiom = FindObjectOfType<AudioManager>();
        GameManager.PlayerFailed = false;
        GameManager.PlayerDied = false;
    }

    private void Update()
    {
        if (!GameManager.PlayerFailed)
        {
            if (transform.position.y < -2)
            {
                FindObjectOfType<ScoreAndHealth>().LoseHealth();
                game.Invoke("Respawn", 1f);
                GameManager.PlayerFailed = true;
            }
        }
    }

    private void OnCollisionEnter(Collision collision)
    {
        if (collision.collider.CompareTag("Obstacle"))
        {
            if (!GameManager.PlayerFailed)
            {
                GetComponent<Animator>().SetBool("hasFailed", true);
                game.ToggleMovement(false);
                if (audiom != null)
                {
                    audiom.Play("Collision");
                }
                FindObjectOfType<ScoreAndHealth>().LoseHealth();
                game.Invoke("Respawn", 2f);
                GameManager.PlayerFailed = true;
            }
        }
    }
}
```

PLAYER MOVEMENT SCRIPT

```
PlayerMovement.cs | PlayerCollision.cs | Sound.cs | AudioManager.cs | FollowPlayer.cs | EndTrigger.cs | GameManager.cs | ScoreAndHealth.cs
Assembly-CSharp | OnCollisionEnter(Collision collision)

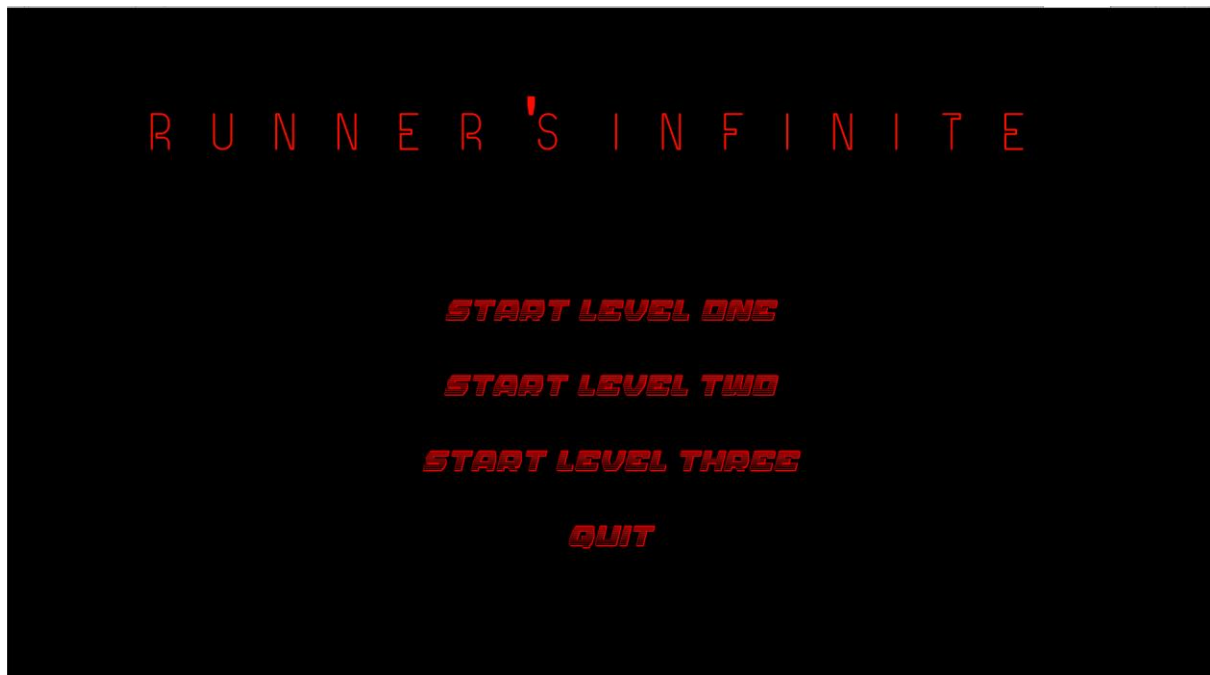
1  using System;
2  using UnityEngine;
3  using UnityEngine.SceneManagement;
4  using UnityEngine.InputSystem.CrossPlatformInput;
5
6  public class PlayerMovement : MonoBehaviour
7  {
8      public float ForwardSpeed;
9      public float StrafeSpeed;
10     public Transform env;
11     public float RotateSpeed;
12     public bool isGrounded = true;
13
14     private void FixedUpdate()
15     {
16         switch (SceneManager.GetActiveScene().buildIndex)
17         {
18             case 1:
19             case 2:
20                 GetComponent().AddForce(new Vector3(CrossPlatformInputManager.GetAxis("Horizontal") * Time.deltaTime * StrafeSpeed, 0f, ForwardSpeed * Time.deltaTime), ForceMode.VelocityChange);
21                 break;
22             case 3:
23                 GetComponent().AddForce(new Vector3(0f, 0f, ForwardSpeed * Time.deltaTime), ForceMode.VelocityChange);
24                 env.Rotate(new Vector3(0f, 0f, CrossPlatformInputManager.GetAxis("Horizontal") * RotateSpeed * Time.deltaTime));
25                 break;
26         }
27     }
28
29     private void LateUpdate()
30     {
31         if (isGrounded)
32         {
33             if (CrossPlatformInputManager.GetButtonDown("Jump"))
34             {
35                 Physics.gravity = new Vector3(0f, Physics.gravity.y * -1, 0f);
36                 if (FindObjectOfType<AudioManager>() != null)
37                 {
38                     FindObjectOfType<AudioManager>().Play("GravSwap");
39                 }
40             }
41             isGrounded = false;
42         }
43     }
44 }
```

```
PlayerMovement.cs | PlayerCollision.cs | Sound.cs | AudioManager.cs | FollowPlayer.cs | EndTrigger.cs
Assembly-CSharp | PlayerMovement

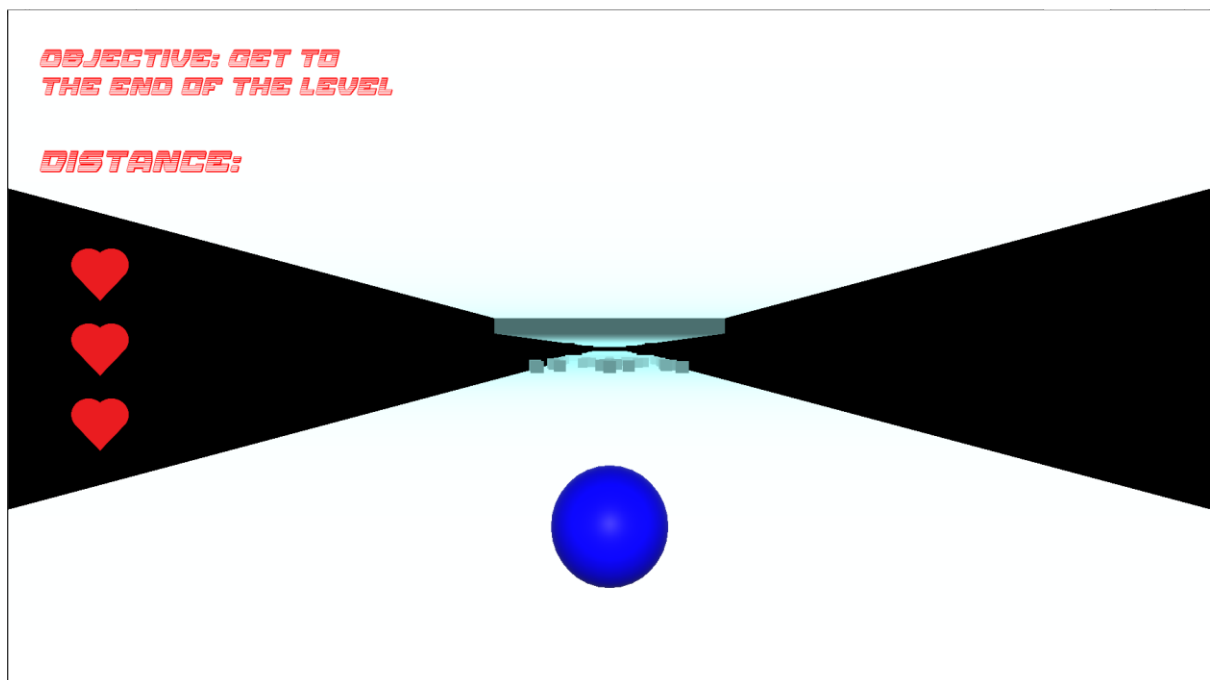
45
46     private void OnCollisionEnter(Collision collision)
47     {
48         if (collision.collider.CompareTag("Platform"))
49         {
50             isGrounded = true;
51         }
52     }
53 }
```

DESIGN

MENU



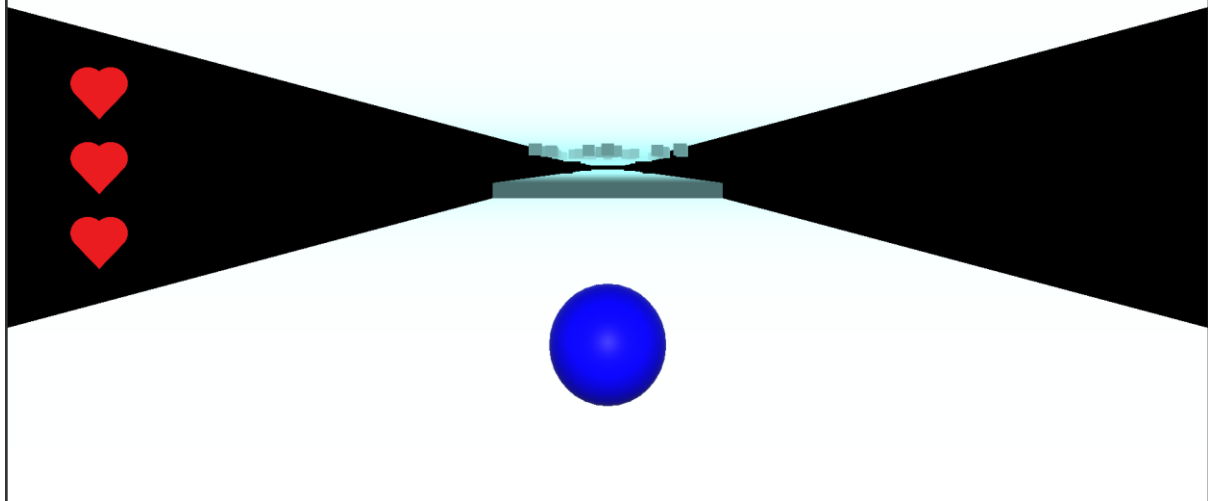
LEVEL 1



LEVEL 2

**OBJECTIVE: GET TO
THE END OF THE LEVEL**

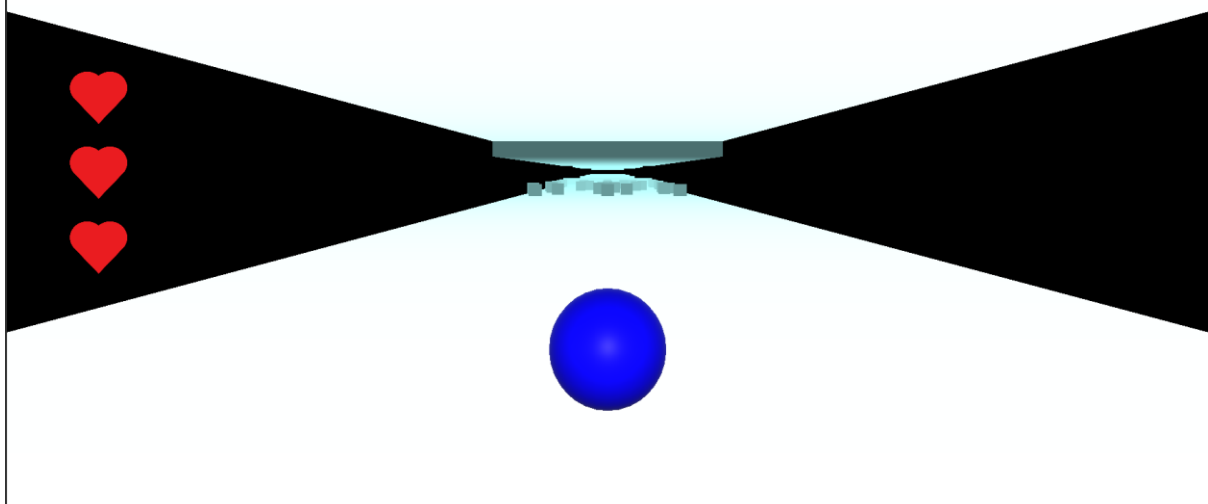
DISTANCE:



LEVEL 3

**OBJECTIVE: GET TO
THE END OF THE LEVEL**

DISTANCE:



GAME OVER SCREEN WHEN LOSING ALL THREE HEARTS



LEVEL COMPLETE SCREEN WHEN PLAYER HAS REACHED THE END OF THE LEVEL



CONCLUSION

- My game has multiple levels 1, 2 and 3
- My game is a 3d game
- My game has a genre (levelled runner)
- My game has a start menu
- My game has 1 objective per level
- The game ends when the player's health reaches 0
- My game has an UI that displays the level objective
- No payed/completed assets where used in the game only unity's primitive objects where used.