NekoPunch-Game-Project Moster Kitchen

This is the readme file for the final project of CS6457.

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0. Contributors

- Miaojia Pu
- Yufeng Xing
- Guannan Su
- Linming Zhou
- Yan Cao

1. Start scene file

The start scene file is `<root>/Assets/Scenes/StartMenu.unity`.

2. External Assets

- Kitchen Asset
- Level 1 Monster Pack
- Lowpoly Style
- Monqo Flower Ceramic Vases
- Mugs, Bowls and Plates
- Ornamental Flower Set
- PlantsPackage
- ProgressBar
- SpaceZeta_PlasticTrashBins
- RPG Monster Duo PBR Polyart

3. How to play?

The player should reach the target score by serving the correct dish to the table in a time period. Note that the player can be killed by the monsters.

The player should play the game by pressing the following hotkeys,

- `<Space>` : Pick up the plate
- `<Space>` : Pick up the monster meat
- `<Space>` : Pick up the cutted food on the cutting board
- `<Space>` : Drop the holding item on the table
- `<Space>` : Drop the holding item onto the cutting board
- `<Space>` : Drop the holding item into the pot
- `<Space>` : Get the food in the pot
- `<Space>` : Put the food onto the customer's table
- `<T>` : Throw the holding item into the wastefood basket
- `<F>` : Attack monsters
- `<Esc>` : Pause and invoke the playcontrol menu
- `<C>` : Pick up the kinfe
- `<C>` : Drop the knife

4. Known problem areas

1) Rare cases where player penetrates wall or ground when attacked by the monster

5. Manifest of which files authored by each teammate:

Script/Objects	Miaojia Pu	Guannan Su	Linming Zhou	Yan Cao	Yufeng Xing	isEnabled
Menu System			✅			✅
Order System		✅	✅		✅	✅
Dish Processing System	✅	✅		✅		✅
Timing System		✅				✅
Scoring System		✅				✅
Monster Combat (AI) System			✅	✅	✅	✅
Health System			✅	✅	✅	✅
Scene Settings	✅	✅	✅	✅	✅	✅
`ThirdPersonCamera.cs`	✅				✅	✅
`CharacterCommon.cs`						✅

File	1	2	3	4	5	6
CharacterManager.cs	✅					✅
SlimeBasicControlScript.cs	✅					✅
CharacterInputController.cs	✅					✅
ItemCollector.cs	✅	✅		✅	✅	✅
EventManager.cs	✅					✅
CubeInteraction.cs	✅	✅			✅	✅
HeldItem.cs	✅			✅		✅
Pot.cs	✅	✅				✅
Food.cs	✅					✅
Plate.cs	✅					✅
CuttingBoard.cs	✅					✅
Ingredient.cs	✅					✅
OrderSystemController.cs		✅			✅	✅
Helper.cs						✅
GameQuitter.cs		✅				✅
QuaternionUtil.cs			✅			✅
PauseMenuToggle.cs		✅				✅
CollectWeapon.cs				✅		✅
HealthBar.cs				✅	✅	✅
MonsterAttacker.cs			✅	✅	✅	✅
TimerController.cs		✅			✅	✅
CollectableCookingMaterial.cs		✅		✅		✅
MaterialHolder.cs		✅	✅	✅		✅
MonsterCollector.cs				✅		✅
TrashbinController.cs				✅		✅
CollectableMonster.cs	✅		✅	✅	✅	✅
ModifyHealth.cs			✅	✅	✅	✅
MonsterFight.cs			✅	✅		✅
ScoreController.cs		✅				✅
AudioEventManager.cs	✅					✅
EventSound3D.cs	✅					✅
PickUpMonsterMeatEvent.cs	✅					✅
AttackPlayer.cs			✅			✅
ResetMonster.cs			✅			✅
AttackMonsterEvent.cs	✅					✅
CorrectOrderEvent.cs	✅					✅
EventSound3D.cs	✅					✅
PickUpMonsterEvent.cs	✅					✅
WrongOrderEvent.cs		✅				✅
GameStart.cs	✅				✅	✅

`NextPage.cs`					✅	✅
`Narrative.cs`					✅	✅
`StartMenu.cs`					✅	✅
`ShowTipsController.cs`				✅	✅	✅
`GameQuitter.cs`		✅				✅
`PauseMenu.cs`			✅			✅
`MusicBar.cs`					✅	✅
`ResetPlate.cs`			✅			✅
`TrashbinController.cs`			✅			✅
`Animations`			✅			✅
`Animators`			✅			✅
`Nviagtions`			✅			✅