

Unity Game Notes

If you're reading this, congrats! Most people don't read the 'Read me' files inside - you're the 1%!

This game has **been made with the 32:10 aspect ratio** in mind so if you adjust the game accordingly the game won't look as pretty. (This game isn't optimised)

In the Unity Project folder I have categorised everything inside such as scripts, models, materials and levels. I have tried my best to organise everything and some assets (scripts, models and etc) might be incorrectly spelled - this document will also contain loads of grammatical errors too!

This is a stealth based game!

My inspiration :

<https://www.youtube.com/watch?v=HBqJBPabDq8>

<https://youtu.be/KUFaYB6oRWM?t=947>

— — — Placing main character in a scene — — —

The main character has two cameras (Isometric / third person) and a script which allows you change perspective if you press '**c/v**' while the game is running. There is also a model of the main character that is just for display (such as the main menu).

— — — Enemy Movement — — —

I followed a Youtube tutorial which showed me how to have a game object follow points/nodes, the enemy has collision detection based on a cylinder and not a cone / frustrum due to my ability to code and patience.

— — — Levels — — —

In the assets folder there is another folder called 'Levels' feel free to have a look and get a feel of what the game is about they are just scenes :

Level 1

Level 1 is really just a proof of concept of what you can do (for now), avoid the enemy player and maybe collect some items to help you or increase your score.

MainMenu

The main menu is just the title screen you would be presented with when you first load the game, it's really just UI and box rotating - nothing special going on as there's no transitions between scenes.

Tutorial_1

The tutorial scene in unity is where the user can familiarise themselves with what to press I made some images in GIMP and slapped them together on a cube. All the assets can be found in the 'TutorialAsset' folder.

Thank you for reading this poorly written document!