

Slash: Unlimited

Description:

Slash: Unlimited is a single-player hack and slash game. It's similar to any other game that involves fighting hordes of enemy AI's while defending your castle. In a sense, Slash: Unlimited revolves around a stronghold invasion that serves as a strategic point to deploy troops from. The objective is to last as long as you can or destroy all the waves of enemies by retaking the mountains, hills, and flatlands in front of the stronghold. The game will end once the player dies or destroys all of the invaders. The game starts with a main menu screen that uses buttons to change the scene to the play scene.

Controls (in game screen only)

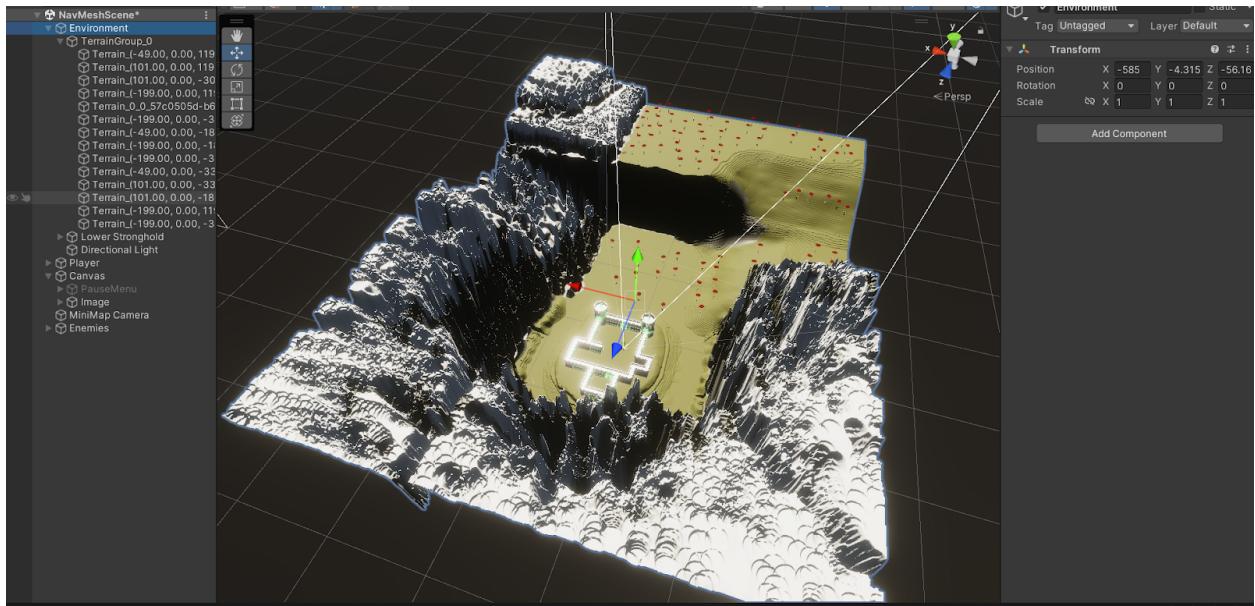
Esc Key - pauses the game
Space Bar - makes the player jump
W Key - moves player forward
A Key - moves player left
S Key - moves player right
D Key - moves backwards
Left Mouse Button - swing sword/attack
Mouse Move Up - camera move up
Mouse Move Left - camera move left
Mouse Move Right - camera move right
Mouse Move Down - camera move down

Controls (in menu screens only)

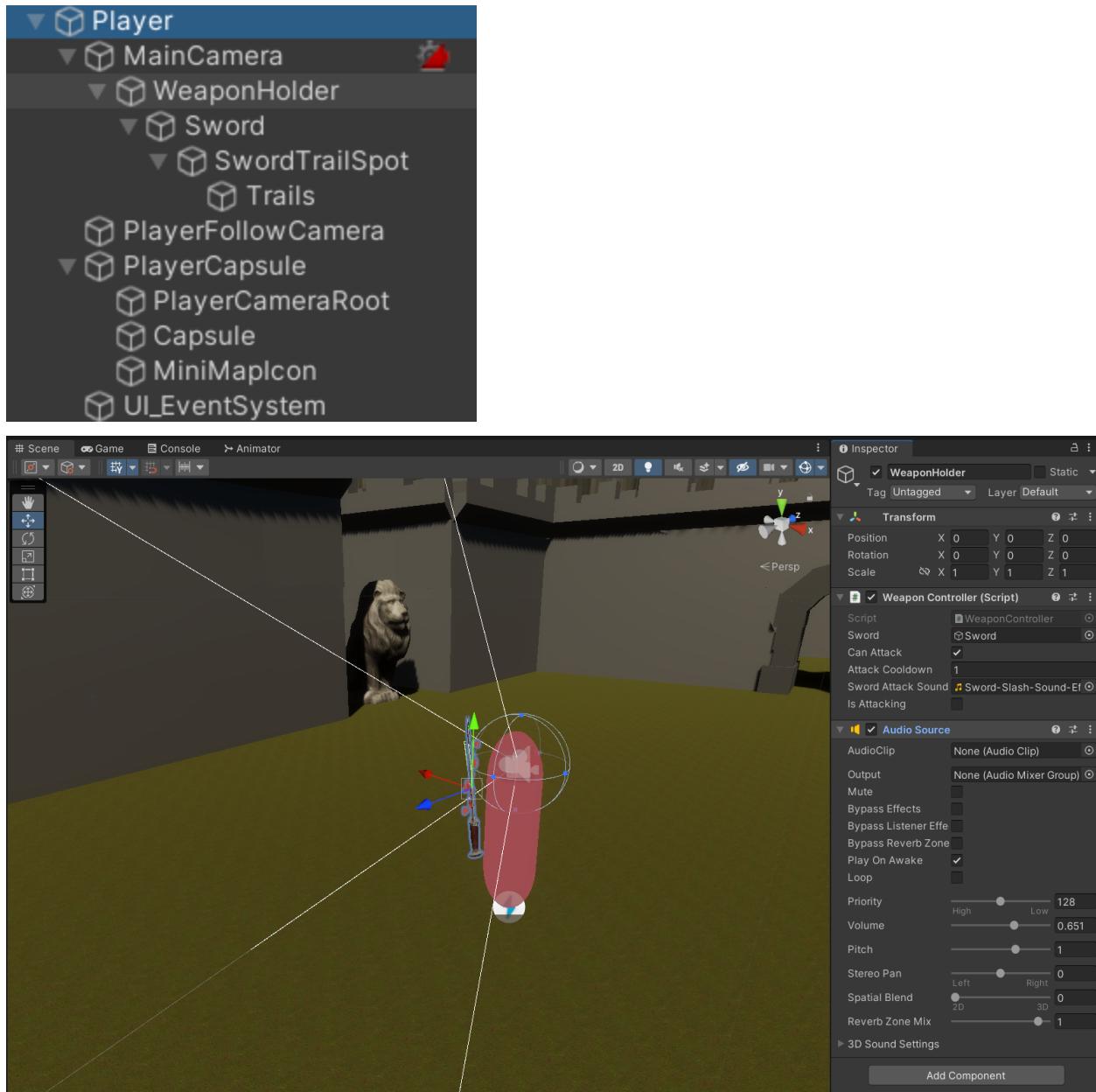
Left Mouse On Text - button activation

Special Features

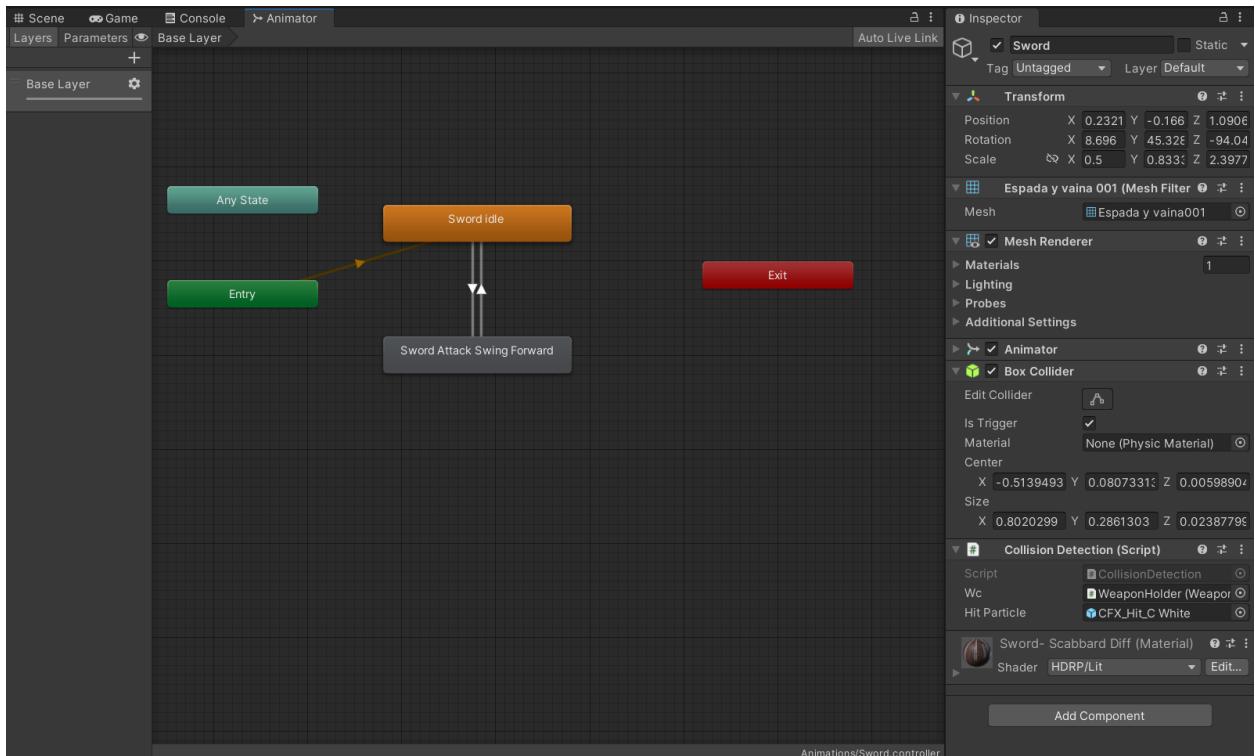
1. The minimap system is one of my biggest key features. I used the parent object's position e.g. the player location or enemy location and set a green or red icon at the position but a higher y-axis level to cover the model. The camera itself is positioned above the player so that the map will move with the player. I made a sprite image by referencing the minimap camera and adding it to the canvas, that's why it's able to update in real time and move around. On top of that the red dots (enemies) will be removed when the enemy is destroyed. I also set the icon image to only appear on the minimap camera layer so it doesn't appear when the player looks at enemies.
2. A second feature I added was the ability to change the volume of the game. By adding a slider that contains code, the main mixer is referenced and as the decibel levels are exposed to the code, the volume level updates. This allows the user to set the volume level to a comfortable position.



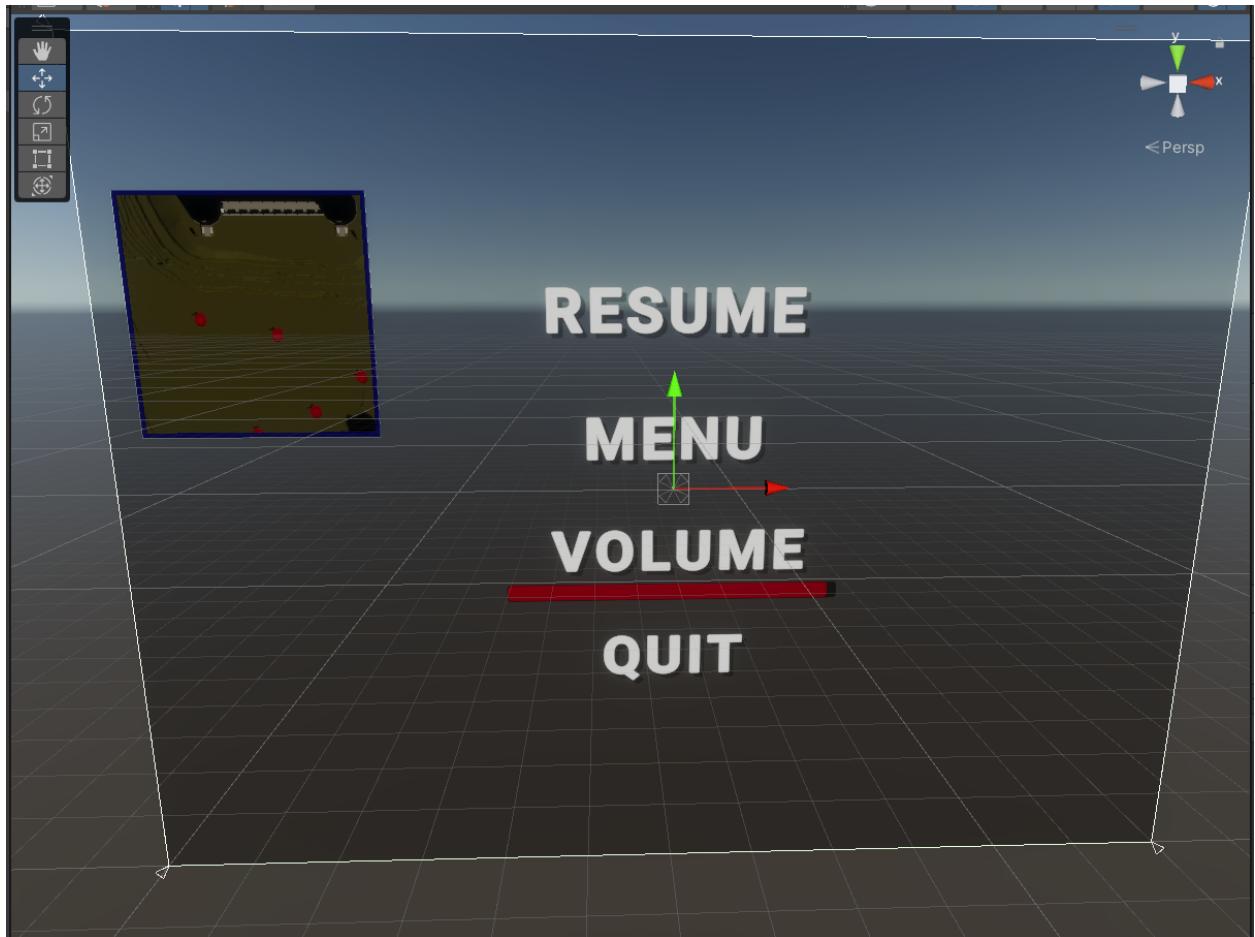
Environment screen that contains all the terrain, stronghold, and main lighting



Display of parent object player and child objects along with the components of the weapon holder that show the components of the weapon holder object



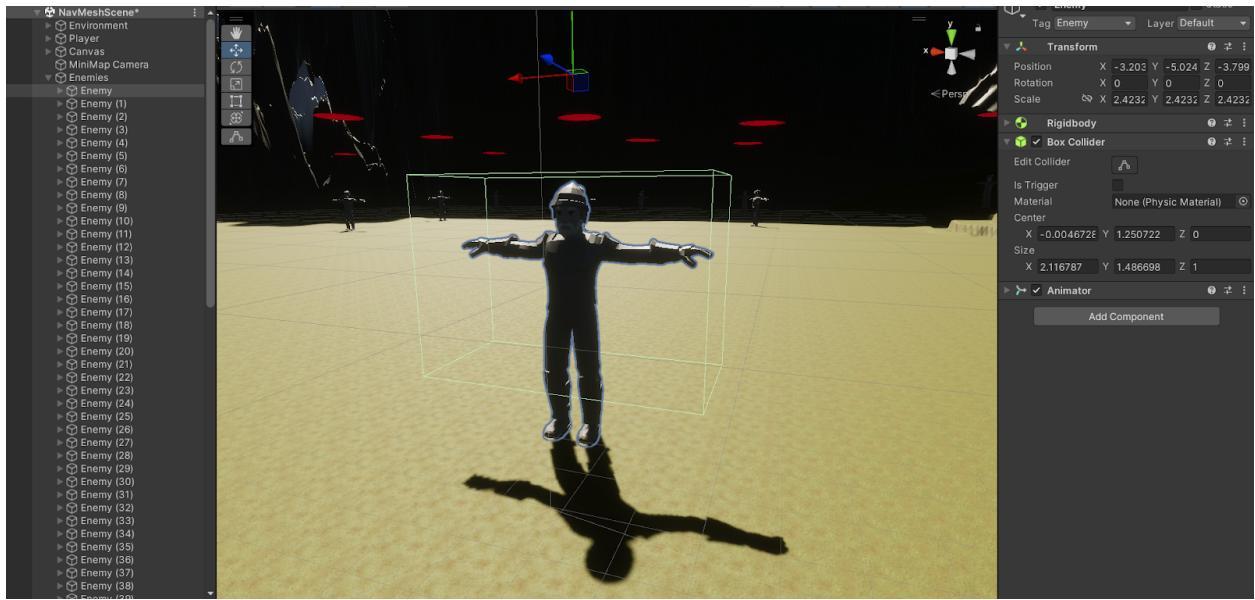
Animation Screen with collision detector using a collider I made around the sword weapon



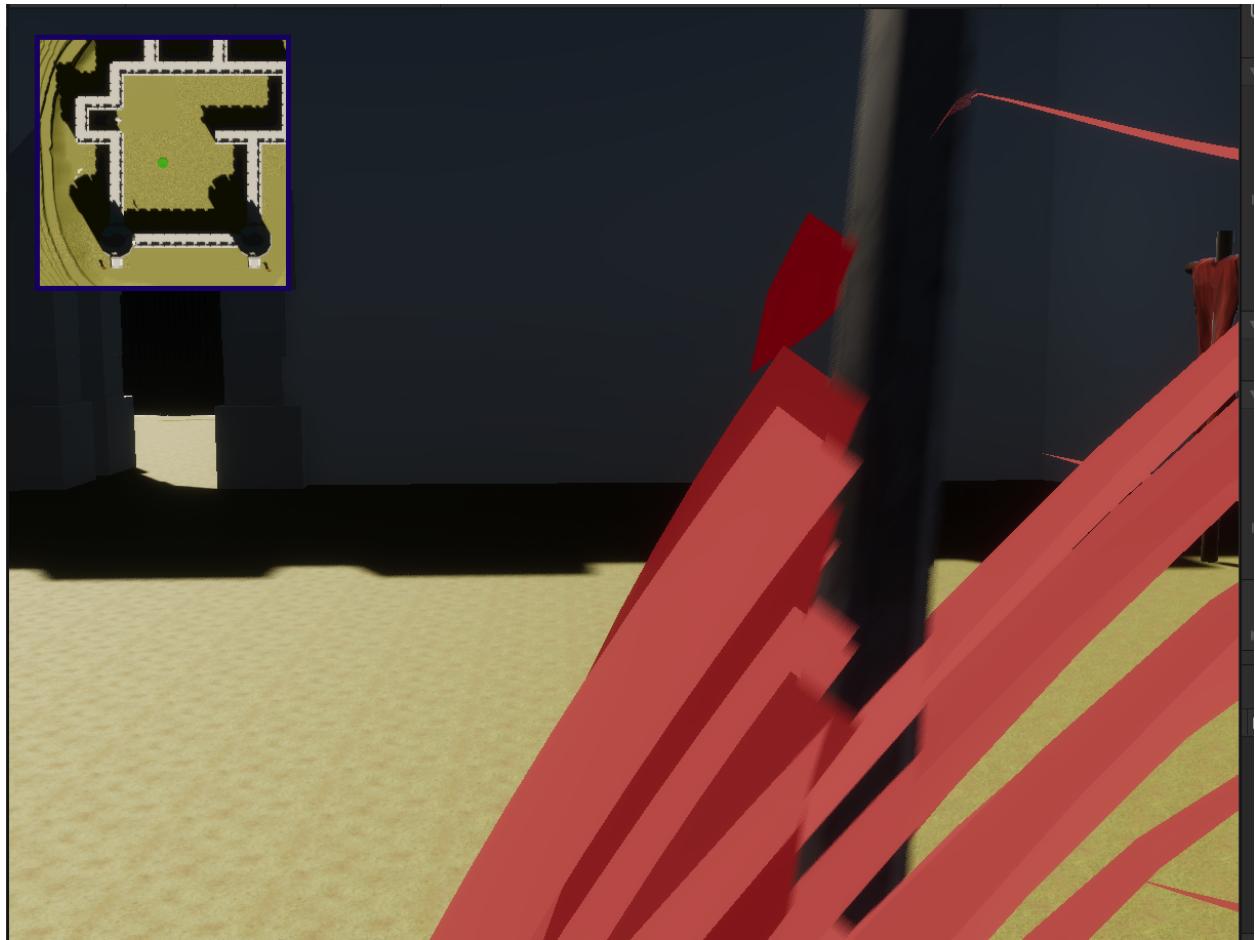
Canvas object that holds my minimap and pause screen. Pause Screen is only visible right now but I disable it in the scene view so it will only appear when the esc key is pressed in the game.



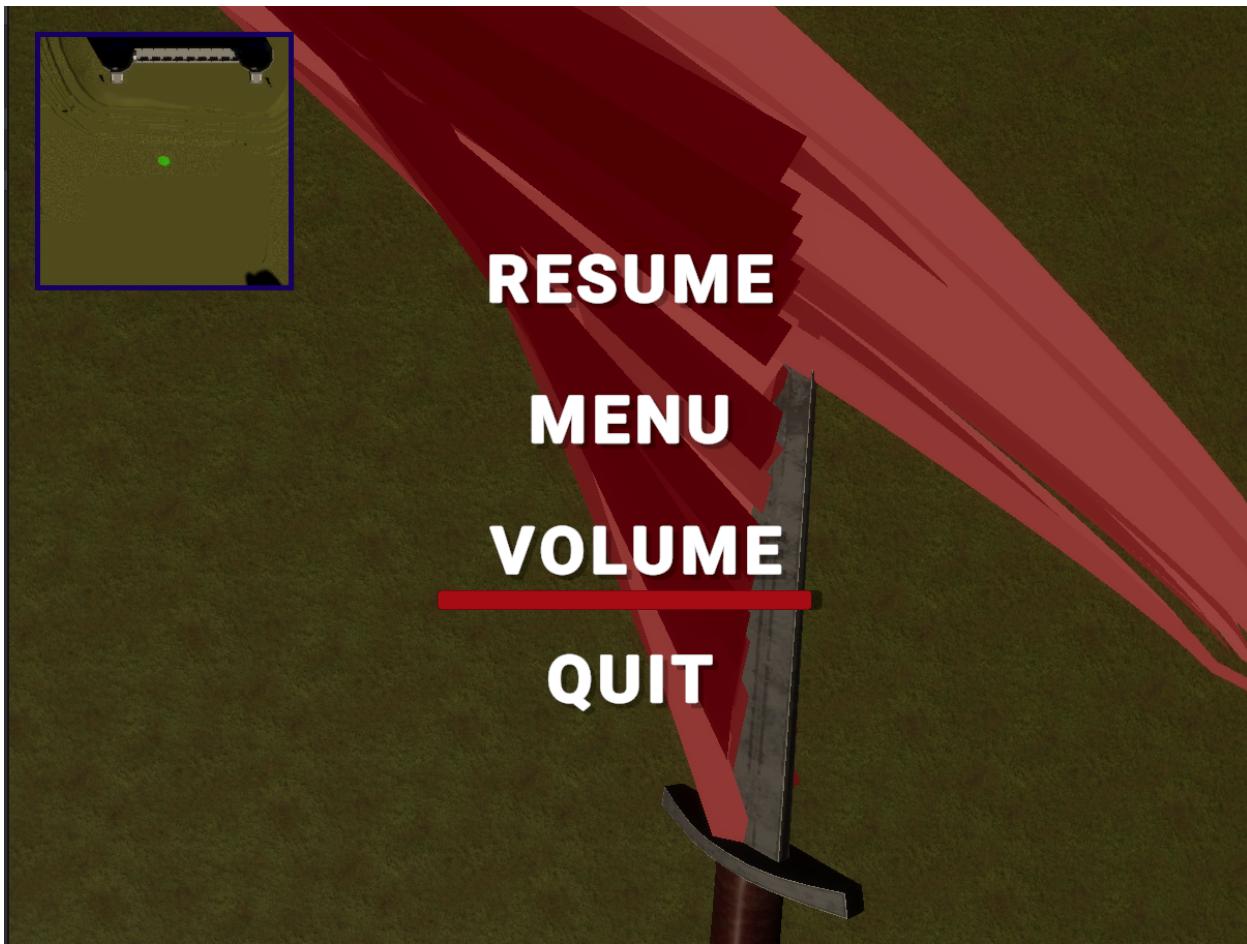
MiniMap Camera that is placed above the player. I set it to orthographic and increase the size to cover more of the map and remove unnecessary map detail.



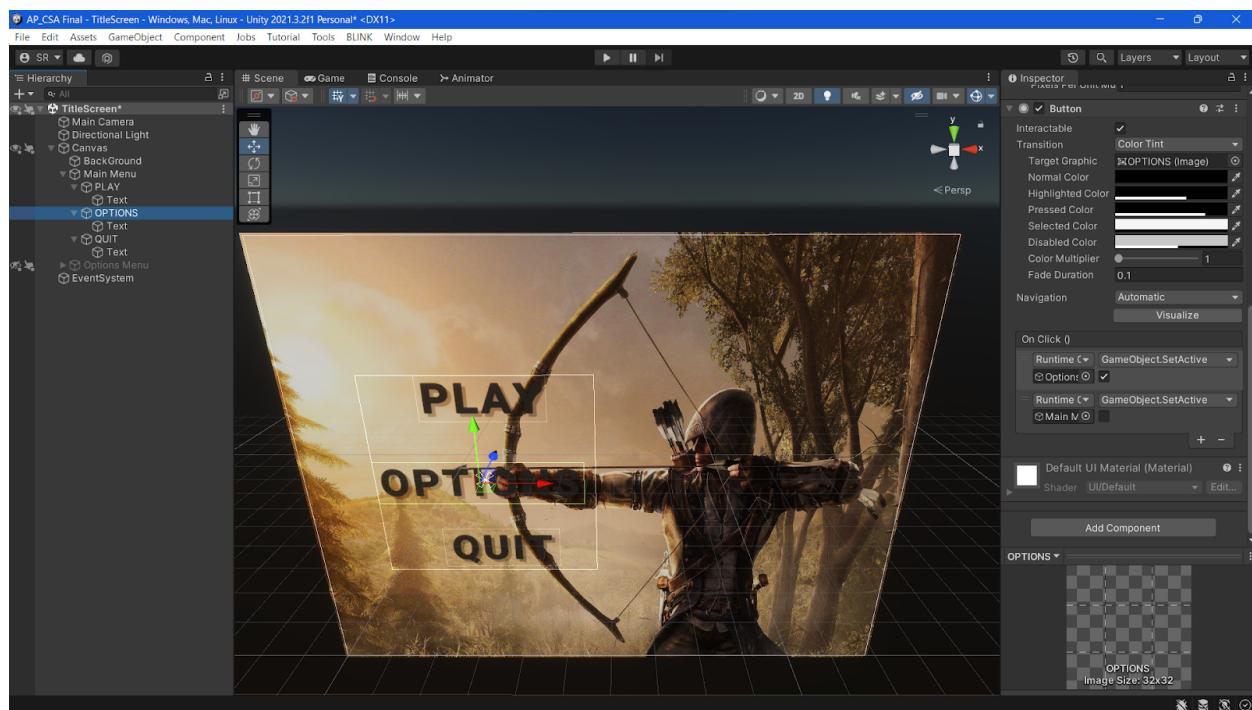
Enemies with rigidbody and collider so they remain on the ground and can be hit



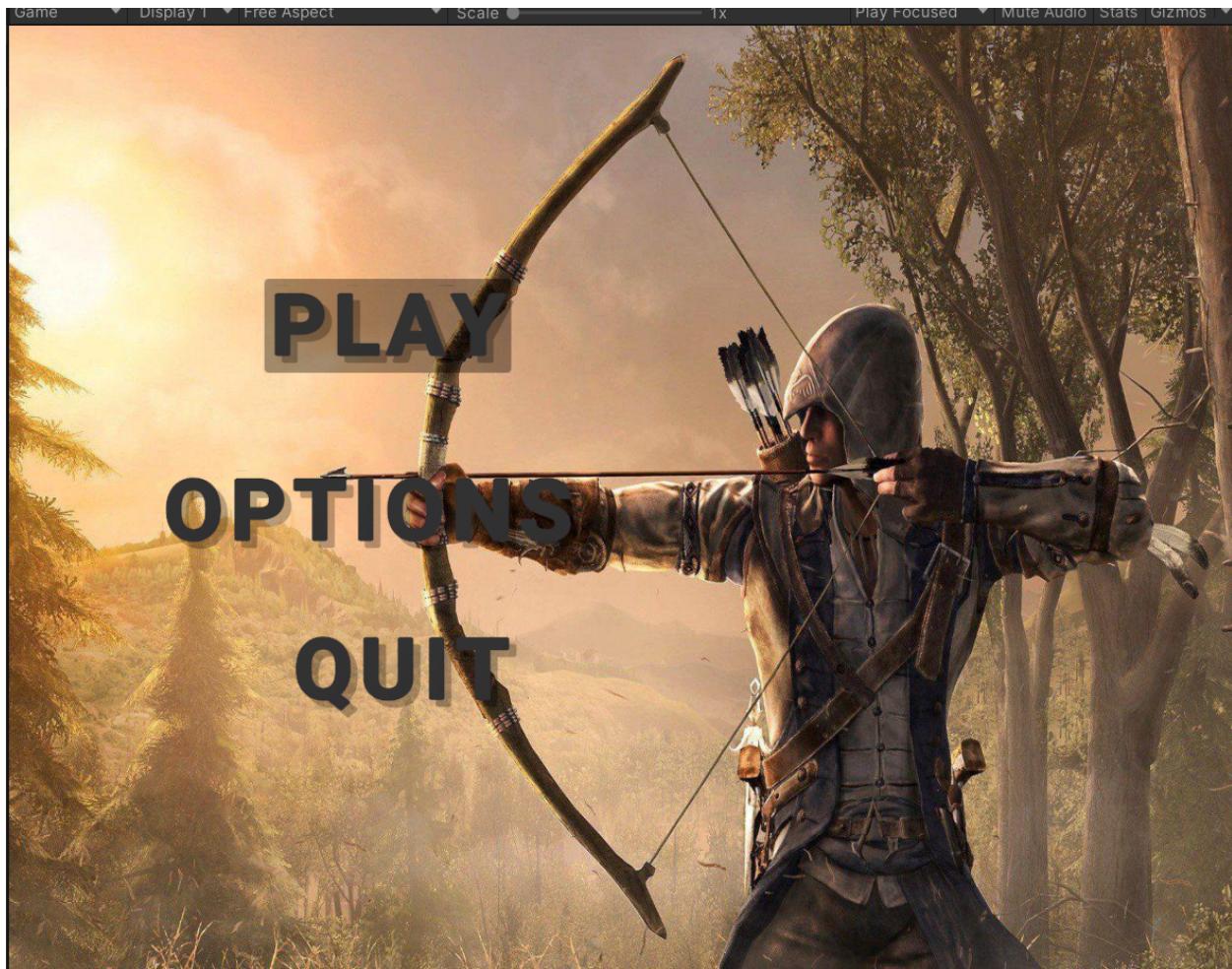
Player view with sword swing and trail



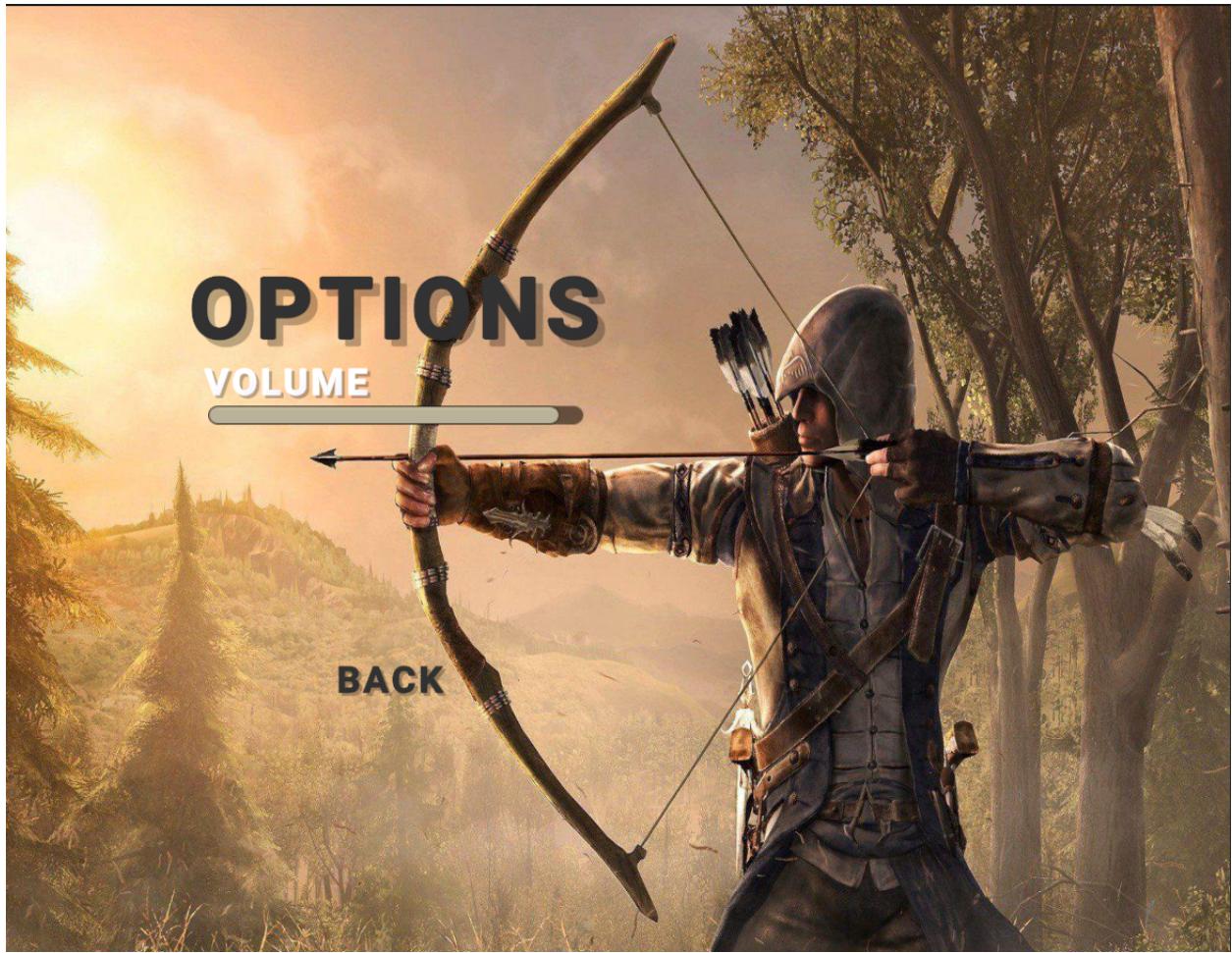
Pause Menu



Main Menu with buttons. All of the buttons contain on click commands that will switch scenes or quit the game.



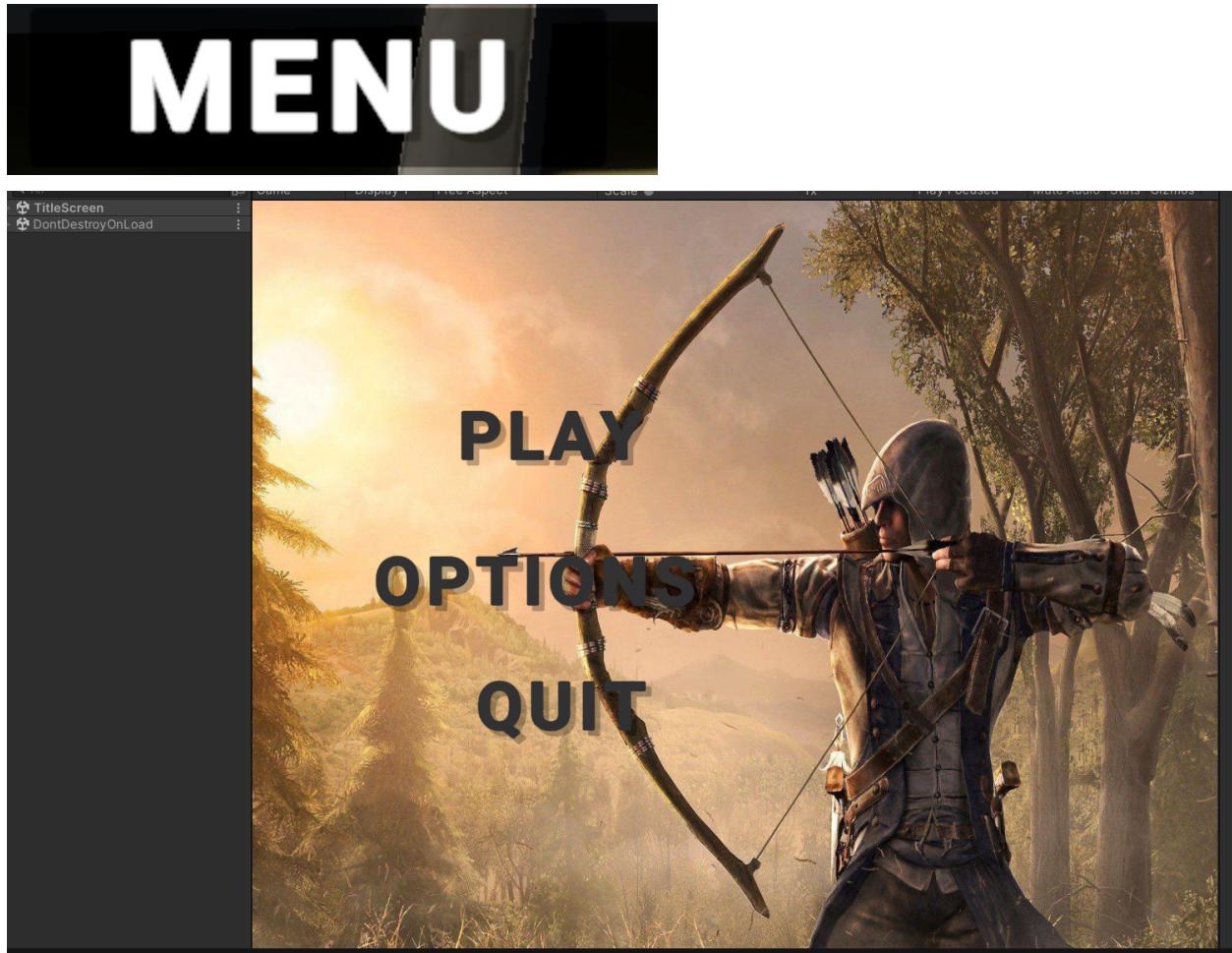
Highlights the button in game



Despite not being visible in the editor, my on click methods make the menu or options section active and the other inactive.



Pressing Play switches to game screen



Pressing Menu takes the player back to the menu screen

Video

<https://drive.google.com/file/d/12TQSCgmAdiLqJAOcurjTa3vZajEmY42-/view>