PLAYER 1

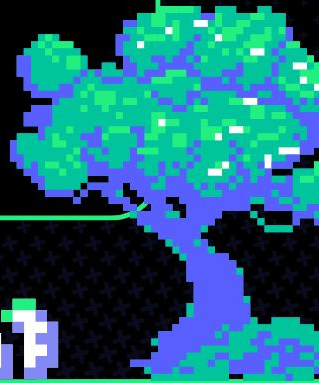
HIGHSCORE 2500

PLAYER 2

ARCADE WARRIOR

START MENU SIGN IN

A ARENA FIGHTING GAME
POWERED BY UNITY3D ENGINE



RESOURCE PAGE

A. UNITY3DS

B. UNITYASSETSTORE

C MIXAMO

D VISUAL STUDIO

Technology used to make the project

MENU 01 07 12

AGENDA

- LEARNING IN & OUTS OF UNITY3D WHILE MAKING A GAME

SETTING UP ENVIRONMENT/BG MUSIC

PLAYER CONTROL/ANIMATION CONTROLLER

GRAPHIC INTERFACE/HP BAR

ENEMY AI/CONTROL SCRIPTS

MENU

ENVIRONMENT / PLAYER

BATTLEGROUND

Low poly assest of Battleground

PLAYER

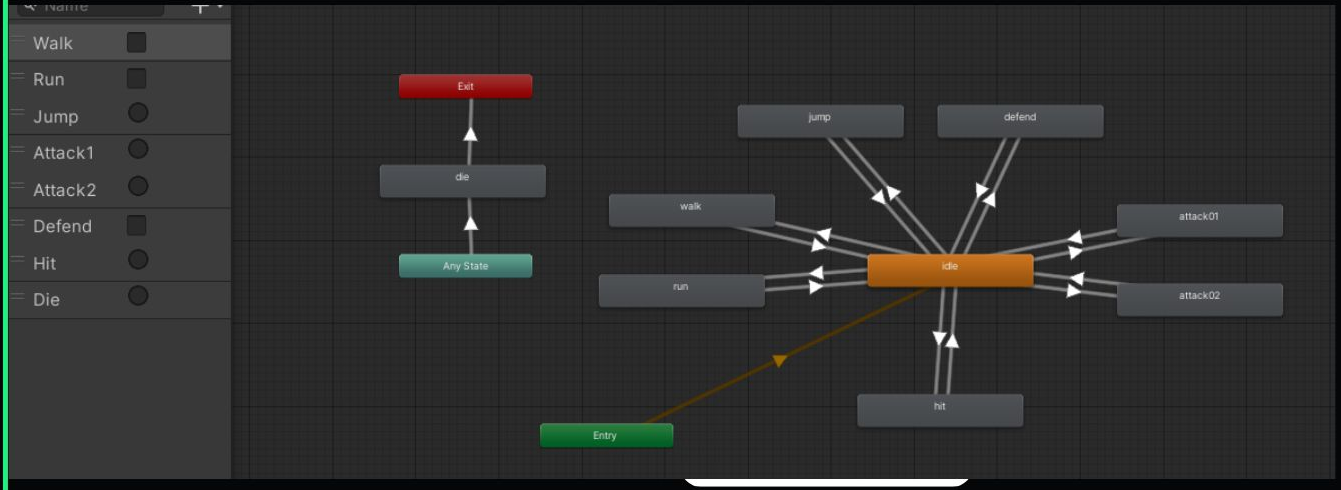
Gladiator Model of Main player
-Player Movement/attack Script
-Animation Controller
- Camera Script

BACKGROUND MUSIC

Music GameObject with nc music

ANIMATION CONTROLLER

Controlling player using wasd keys while change in state correlate to the different animation.



MENU

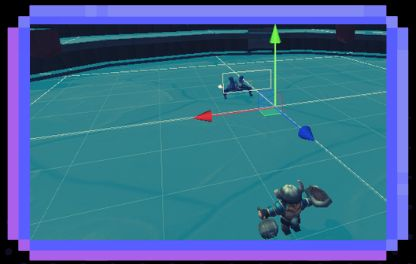
ENEMY AI/ HP

HEALTH BAR

Canvas System

ENEMY

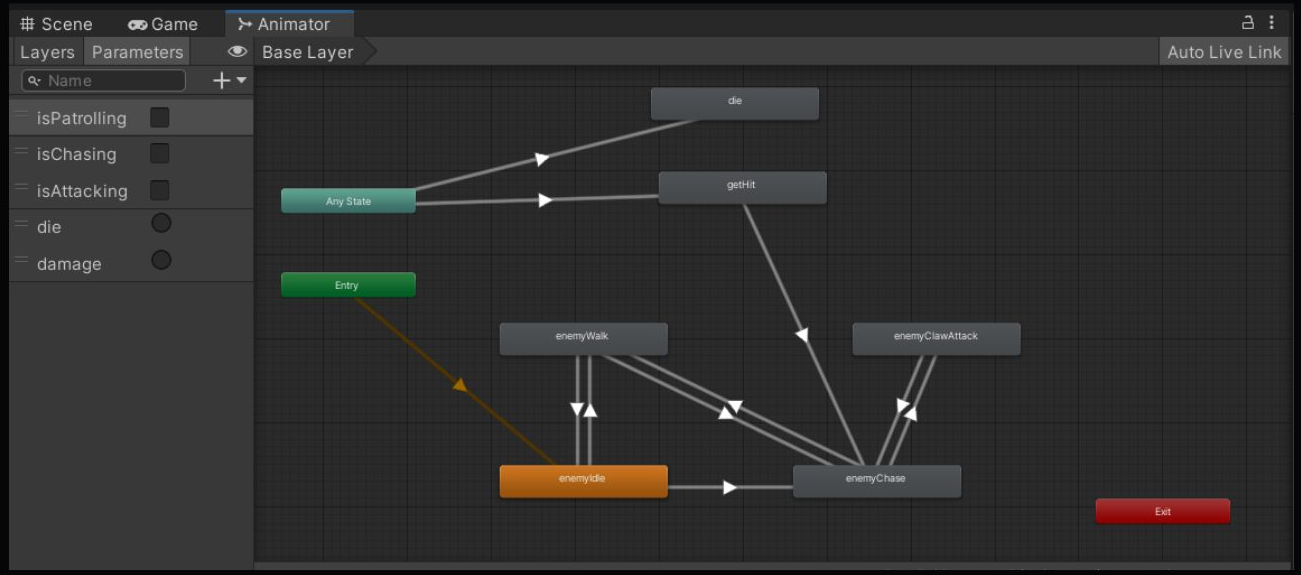
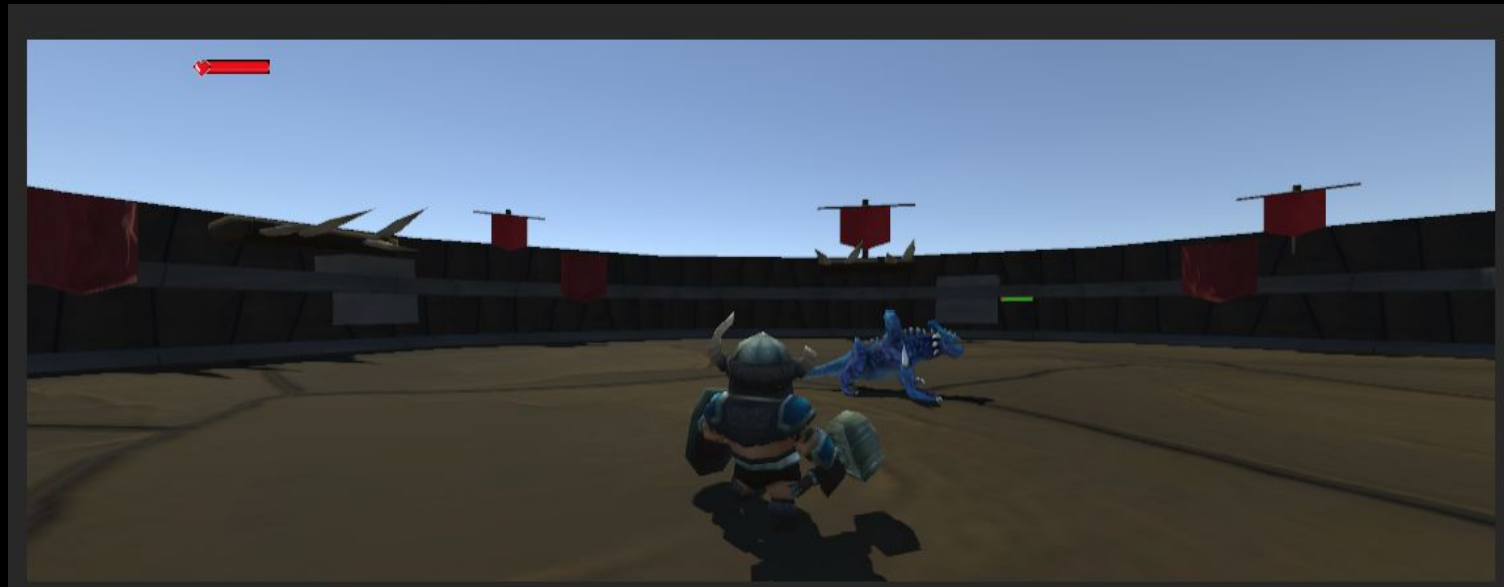
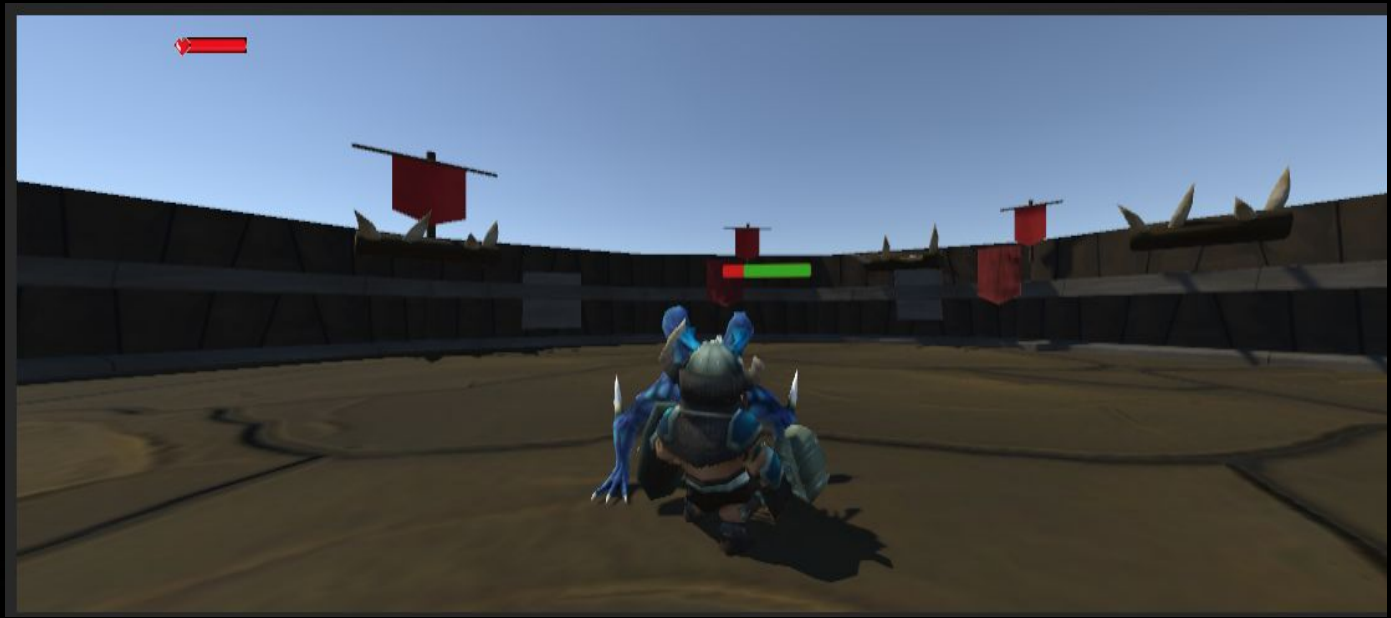
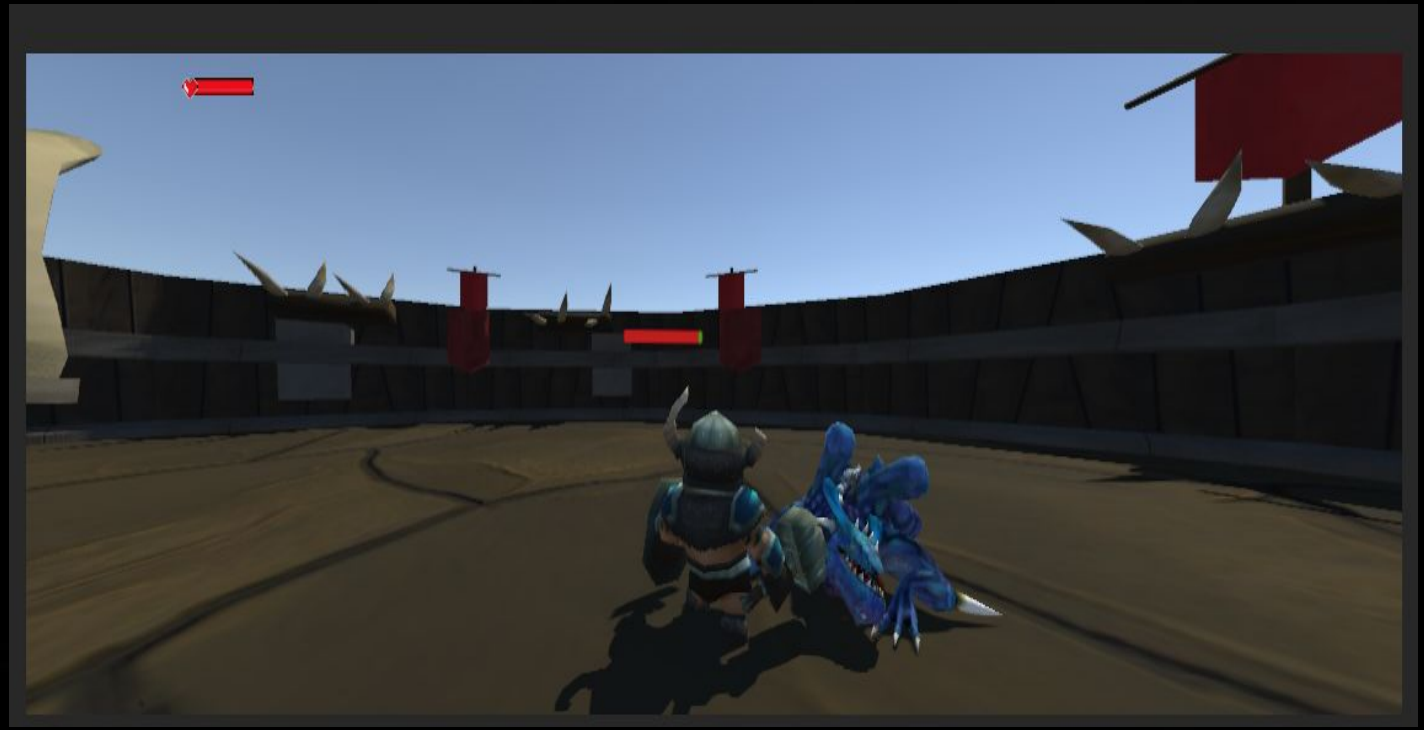
Dragon Model of Enemy AI
-Enemy Script
-Animation Controller
-



NAVIGATION POINTS SYSTEM

NavMeshAgent and Empty Game objects

ANIMATION CONTROLLER

Controlling enemy using boolean parameters and triggers to change states

÷Scripts:
Idle/Patrol/Chase
/Attack/die