

Team SW

# D&L - Postmortem

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## Achievements

### Handle Unity Event System

Before this project, I usually made function-based actions and buttons and texts call the functions in accordance with those. However, at this time, I made this with Unity Event in Combat System Manager. In that script, I made "Action" and "Action Effect" list.

- Action Effect: This means that all small actions like check that enemy is alive, take damage, use skill, etc.
- Action: This contains Action Effects. e.g. "Arrow Shot" action has Action Effects "take damage", "use skill", "check that enemy is alive", etc.

I have never used it before this mechanic so it took a lot of time. I did it after a lot of trial and error.

### Make UI script & apply this on UI

And I mentioned before, at this time, I use Unity Event. At first, in the skill button, there is a trigger action function. When I use the function-based code, the trigger function must call several functions. But now, trigger function just triggers an "Action" then "Action" will triggers "Action Effect"s which it has. And other UI like spawn damage, hp has listeners to those "Action Effect". e.g. "spawn damage" listen "take damage" thus when "take damage" is triggered, the text will show damage.

### Handle Particle System

Unfortunately, I have never used Unity particle system before. It was a good opportunity. I find some pattern images and then use those as material. And the particle system uses those materials. In our game, skills have different floor shape. The particle system also has listeners. Particles emit when a skill that each particle are listening to is used.

### Make Sound Manager

It was also the first time for me. In the sound manager, there are BGM and SFX list. Actually, BGM cannot be overlapping thus I gave just one audio source. But in SFX case, I allocated 10 channels for SFX. When the SFX is started, it finds the empty audio channel and then play. All BGMs in the game are made by ourselves(mus115 assignments).

## **Make Android Installer(.apk file)**

It was a very meaningful challenge for me. In all previous semesters, my game project is for PC. Nowadays, the mobile game is very popular and many developers engage in mobile game industry. Of course, Unity supposes the Android platform thus we can easily access that but I think there is a big difference between trying and not. Actually, I didn't experience making a setup file(but I tried to treat inno setup file). I was happy to see the game I made on my cell phone.

## **Lacks**

### **Simple combat system**

At first, we decided several complex combats. But over time, problems arose within the team and I ended up making only simple things. If I did better, there is a lot of time to make that. However, as I mentioned above, I did it after a lot of trial and error. After I made it, I had to maintain what had already been made and added simple things more. There is much to be desired for this.

### **Limited arts**

I think visualization is important. But our character is just a capsule. I feel bad for this part. I think skill effects are okay but it needs more like shooting fireball and shooting arrow.

### **Limited BGM and SFX**

I think it is also important to listen as much as see. Of course, I think BGMs are good but those are not enough and SFXs are also not. There are not SFX when to hit or hit and skill SFX.