ReadMe:

GAME 236 Final Project

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Public on GitHub: https://github.com/ShaneGou/Final-Project

Play Instruction:

Use WASD to move player (space to jump)

Use mouse to hold and rotate the camera

Walk around to collect coins, ten coin is the win condition

Avoid from the flower (it will take damage)

Player controller: Used the playercontroller instead of rigid body

(public rigidbody rb → public characterController controller)

Reference:

<https://docs.unity3d.com/ScriptReference/CharacterController.html>

<https://www.youtube.com/watch?v=4HpC--2iowE>

**Credits:**

Take coins:

When the player get touch the coin it will vanish and count 1 gold (two scores)

Coin pick ups:

<https://www.youtube.com/watch?v=XnKKaL5iwDM>

<https://www.youtube.com/watch?v=2UQL97JZXr4> (coin collection)

Take damage:

<https://www.youtube.com/watch?v=MKjEOVvU6ug>

(Unity take damage on collision)

<https://www.youtube.com/watch?v=YXm8F57nqNA>

**Models:**

Visual assets were free and sourced from the Unity Assets Store (https://assetstore.unity.com), retrieved as of 3/24/23. No modifications were made to the assets. See attributions below.

Coin Asset “Pirate Coin”

https://assetstore.unity.com/packages/3d/props/pirate-coin-207743

by DavePixel

License: https://unity.com/legal/as-terms

Dog Character Asset “Dog Knight PBR Polyart”

https://assetstore.unity.com/packages/3d/characters/animals/dog-knight-pbr-polyart-135227

by Dungeon Mason

License: https://unity.com/legal/as-terms

Environment Asset “LowPoly Environment Pack”

https://assetstore.unity.com/packages/3d/environments/landscapes/lowpoly-environment-pack-99479

by k0rveen

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**Sound**:

Audio for this project was sourced from soundcloud.com, retrieved as of 3/24/23. No modifications were made to the audio files. Thank you to the composers and sound designers. You’re cool. See attributions below.

Level 1 BGM “RPG/MMO Sounds » Retro Puzzle Music Loop”

https://freesound.org/people/Sirkoto51/sounds/378110/

by ‘Sirkoto51’ (their soundcloud site is: https://soundcloud.com/sirkoto51)

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Level 2 BGM “Galaga Remake Music and Sound Effects » Galaga Song - 04 The View from Above”

https://freesound.org/people/SgtPepperArc360/sounds/344742/

by SgtPepperArc360

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Level 3 BGM “duskwalkin\_loop.wav”

https://freesound.org/people/supervanz/sounds/428858/

by supervanz

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Coin SFX “8-bit Video Game Sounds » Coins 1”

https://freesound.org/people/ProjectsU012/sounds/341695/

by ProjectsU012

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Hurt SFX “8-bit » 8-bit Hurt.aif”

https://freesound.org/people/timgormly/sounds/170149/

by timgormly

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