

# Sem 3 group project(Development)

Friday, October 20, 2023



## Sound Effect

0 of 5



player Damage



Day



Night



Game Over



Player Low



## Partical system

1 of 4



Enemy Take Damage



Player Take Damage



Building Destroy



Game Over



## Building system

4 of 5



Decide all the type of buildings



Hover UI



Door



Slow Trap



Magma Trap



## In game UI

3 of 6



Mini map



Day and night UI



Weapon in hand



# Sem 3 group project(Development)

Friday, October 20, 2023

- ✔ Enemy HP UI
- ✔ Player HP UI
- Fix Shop UI

## Completed

---

- ✔ ~~Score board~~
- ✔ ~~Weapon System~~
  - ✓ 2 of 2
  - ✔ Animation
  - ✔ Upgradable
- ✔ ~~Difficulty Management~~
- ✔ ~~Different Type of Enemy~~
- ✔ ~~Enemy Attack Changes~~
- ✔ ~~Player Movement~~
  - ✓ 1 of 1
  - ✔ Health
- ✔ ~~Drop/collection system~~
- ✔ ~~Spawn manager~~
- ✔ ~~Day and night system~~
- ✔ ~~Grid system~~

