Final Report:

Title: Arcanum Magicka

By: Elisha Rojo

Game Members: Myself

Game Description:

During the development process for my game which transcended for over a one month process a lot of things were compensated and put into account to. While some scripts ended up working, other didn't work as intended and had to be revamped or scrapped. One of them a health bar for my playable character and enemies and a script which destroyed a game object once all enemies were killed within a certain distance and listed in a Game Object. In terms of most models that are in my project were imported online. For assets some were found online where others were made and supplemented to combine with the found one's to cater to a certain aesthetic. There are a few sounds implemented for the title screen, death screen, and finish screen. There are still a few more assets/models that need to be implemented in my level. At the level my game is right now, it's 85% done because there needs to be debugging, playtesting, few more sounds, including the models/assets that I still need to look for. But with the build I have right now it's stable enough to be a playable demo on itch including the final submission. I intend to still work on this project even after finishing the semester and updating with dev logs to supplement what been fixed and changed with the status saying "In-Development". In the end, what you can expect to see from "Arcanum Magicka" is a linear third-person action-adventure game where you cast magic, explore, solve puzzles, and fight enemies.

Credits: Myself since I worked alone and without a group

External Resources:

- "Archi Pillar" - found on Sketchfab

- "Body Lower" - found on Sketchfab

- "Dnk_Dev" - found on Unity Asset Store

- "ErbGameArt" - dunno where that came from

- "LightningBolt" - found on Unity Asset Store

- "m31_teleporter_fx" - found on Unity Asset Store

- my playable mage character renamed "mage 2" found on models resources. Animations and rig were gotten on mixamo

-   unused "mage 1" was found on models' resources which include Animations and Rigs from mixamo

- "Ds Dsi - Final Fantasy III - Black Mage" found on models resources. Animations and rig were gotten on mixamo. This is my first enemy type

- "isaa-hell-breed" my boss in the game which was found on Sketchfab

- "lowpoly turret" second enemy type found on Sketchfab

- "wizard tower" found on Sketchfab

- "Magic Particles Lite" magic attacks for player and enemies found on Unity Asset Store. A lot of it would be used for prefabs.

- "Space Skies Free" found on Unity Asset Store

- Three of my Ost sound files were found on YouTube in which YouTube to wav converter sites were used to convert them to be put in my game. There's another sound there but hasn't been used yet.

-   "Textures folder". Green and Red Health Bars were found in google images. Materials were made and colors were customized. Pictures that are there were found on google images to be used on terrain and combined with the materials

- Anything from the "Project" folder were imported as a package from my previous file done for the FPS Homework