

Animation Game

Sung Joe KIM

PROG8150 Final Project

Agenda

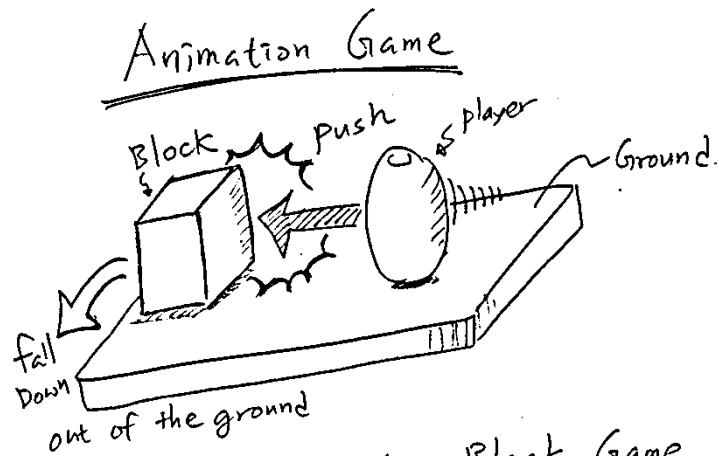
- **Introduction**
- **Sketched Designs**
- **Simple Game Scenario**
- **Objects and Class Files**
- **Making Process of the Game**
- **Reference**

Introduction

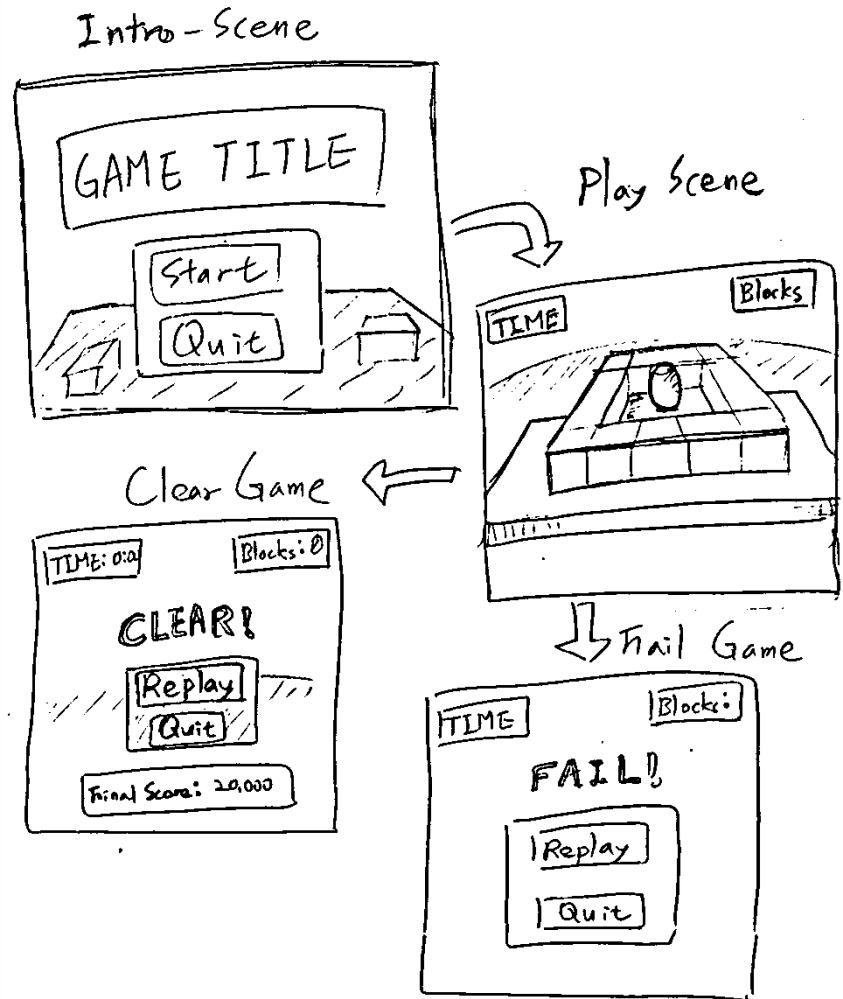
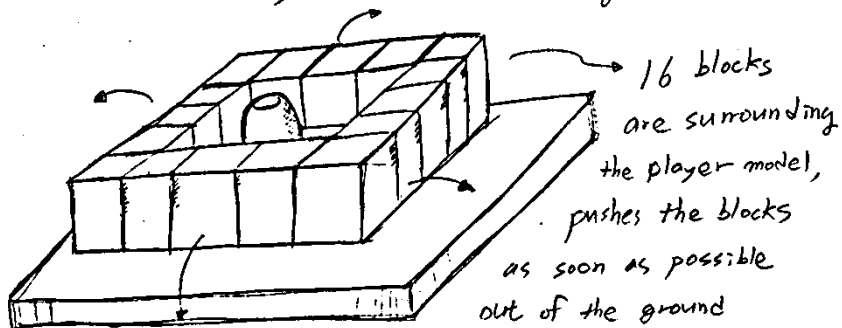
Final Project for a term capstone

- Making an animation game
- Unity 3D ver. 5 (personal edition)
- C# language for development
- Used free models from Asset Store
- Using iterative development method
 - 1st : make simple model, less effect
 - 2nd : changing models with animation
 - 3rd : multi-scenes and more effect

Sketched designs

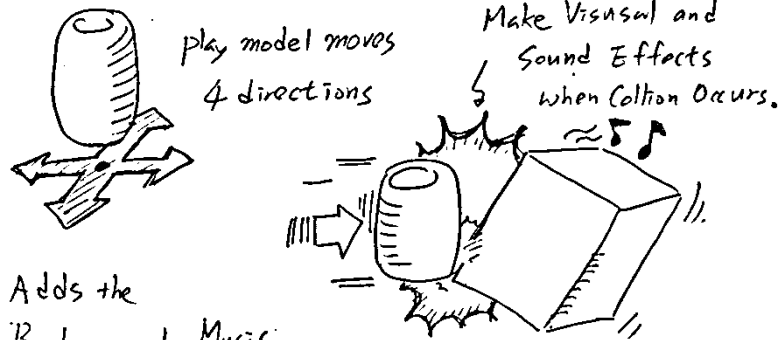


Concept: Simple Pushing Block Game
out of the Ground
Only using Key Arrow (up, down, right, left)

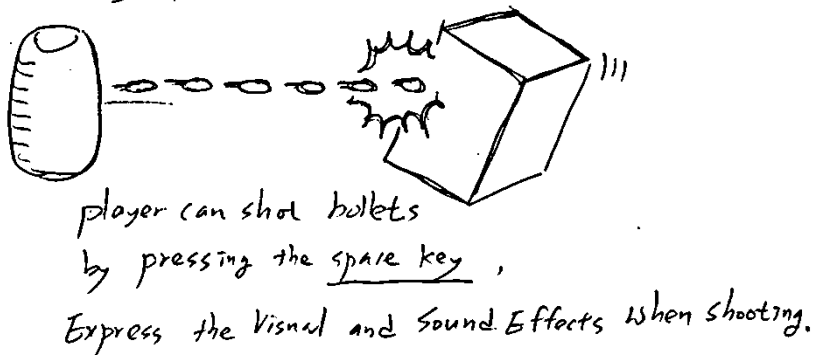


Sketched designs

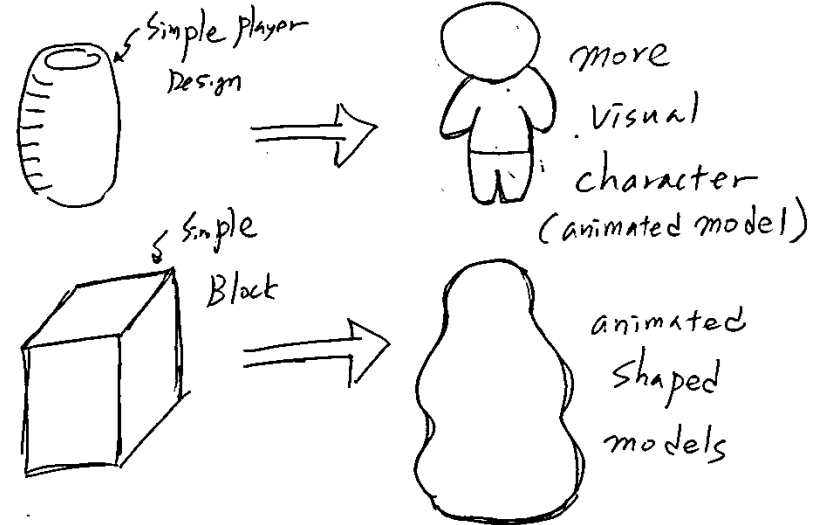
Player can get more Score



- Adds the Background Music throughout the Game
- Further animated Effect is: not only physical collision, but also shooting Effect.



make the model more visual

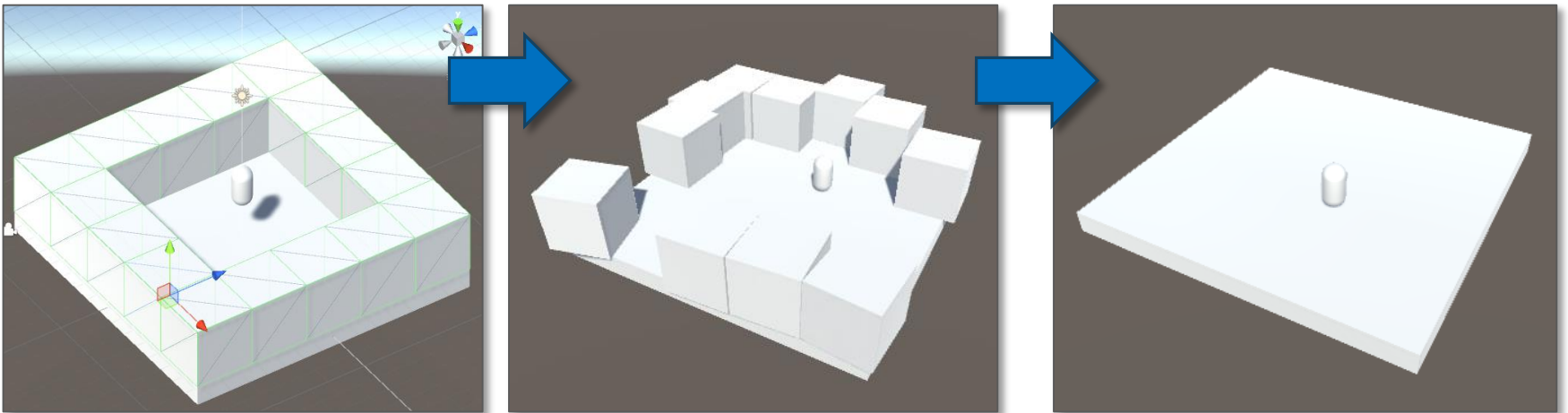


When player and target shaped models spawn, give visual and sound effect.



Sketched designs

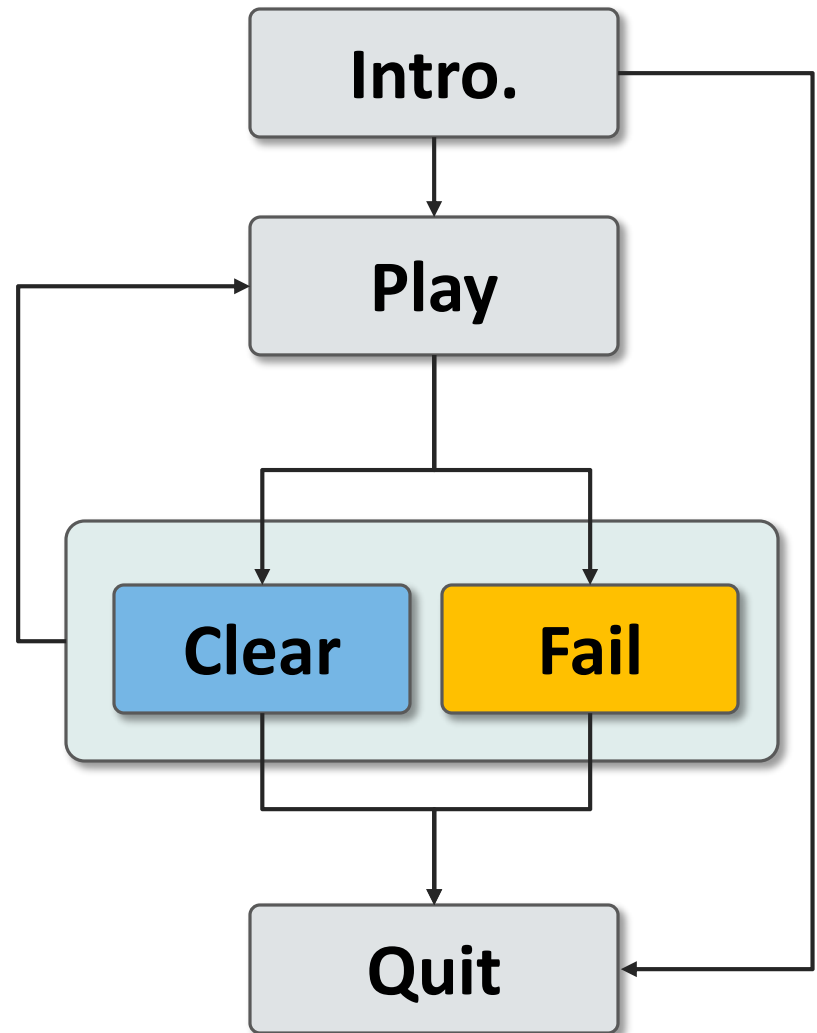
- Pushing or shooting the blocks
- 16 blocks fall down out of the ground
- Finish shorter time, get more score



Game Scenario

Flow chart

- Intro-Scene (Start)
- Play the Game
- Clear/ Fail
- Replay/Quit



Objects & Class Files

Main Game Object

- Player
- Monster
- Floor
- Box
- Bullet
- Audio
- GUI
- Camera
- Particle System

Class Files

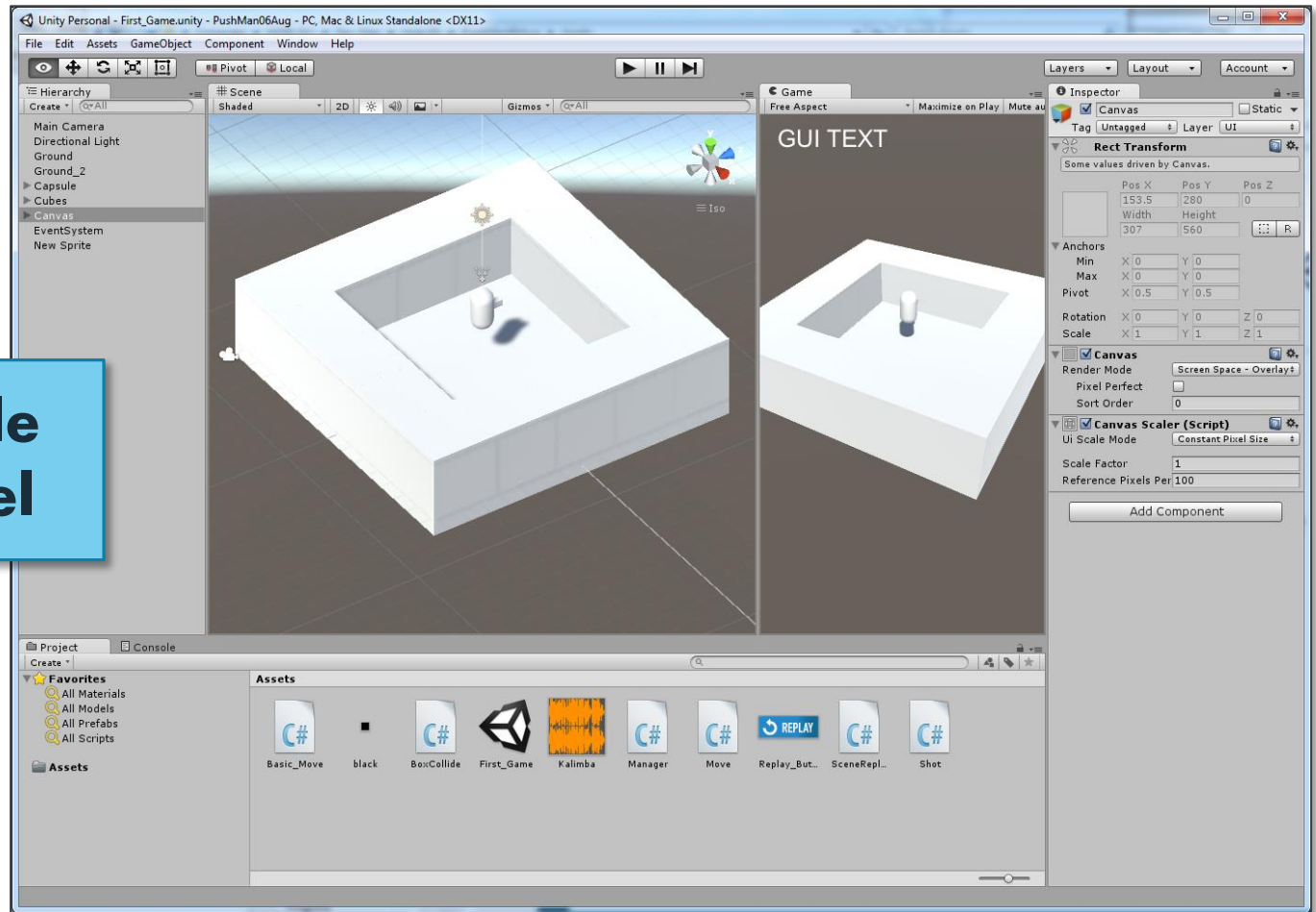
Control and interact with each object by implement of C# scripts

- C# BoxCollide.cs
- C# bulletcontrol.cs
- C# destroyexplosion.cs
- C# Follow.cs
- C# Ground_1.cs
- C# Manager.cs
- C# Monster.cs
- C# Move.cs
- C# PublicManager.cs
- C# RotateCursor.cs
- C# SceneReplay.cs
- C# Shot.cs

Making Process

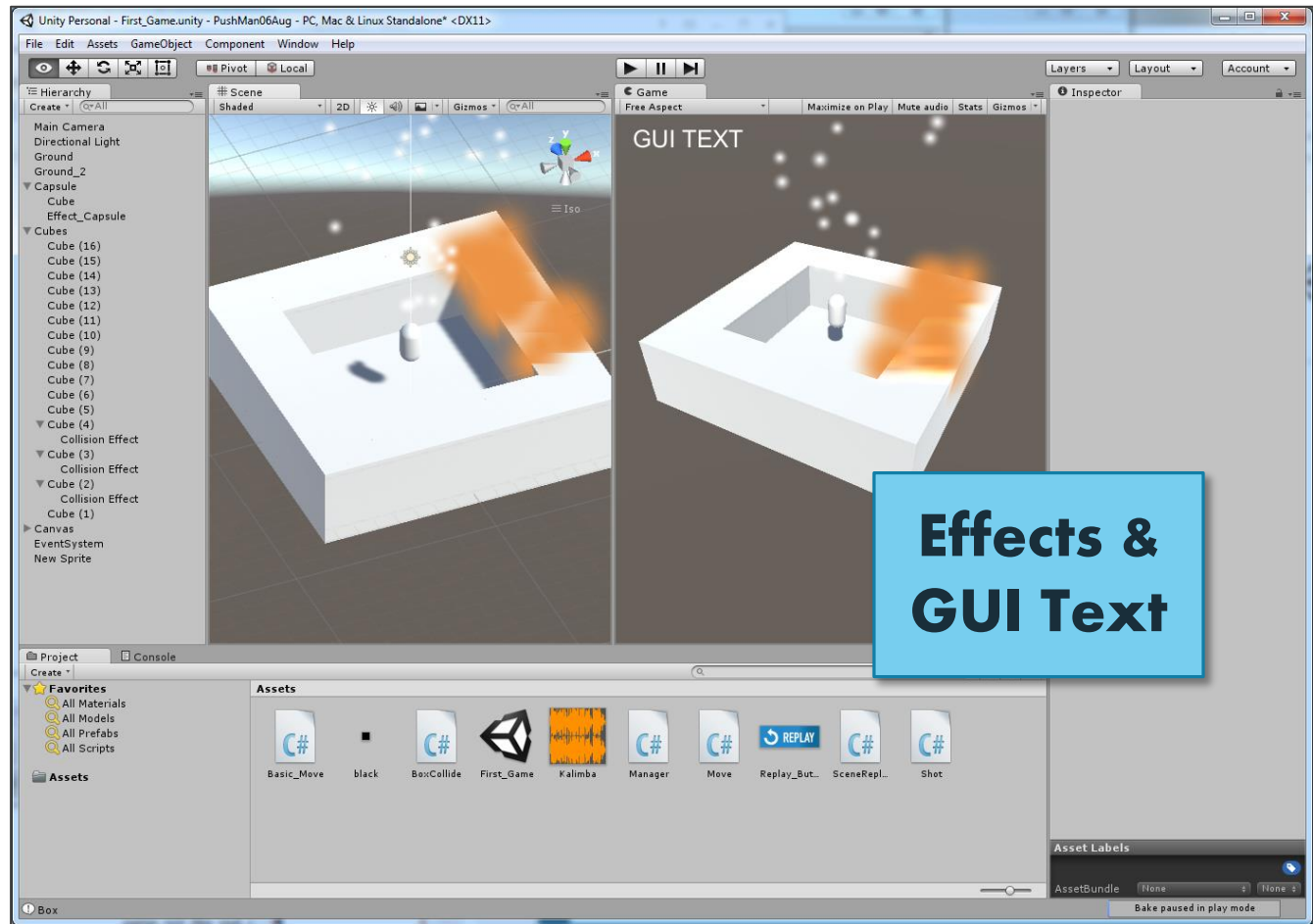
Simple model and functions

**Simple
Model**



Making Process

Add visual, sound effect, and GUI Text



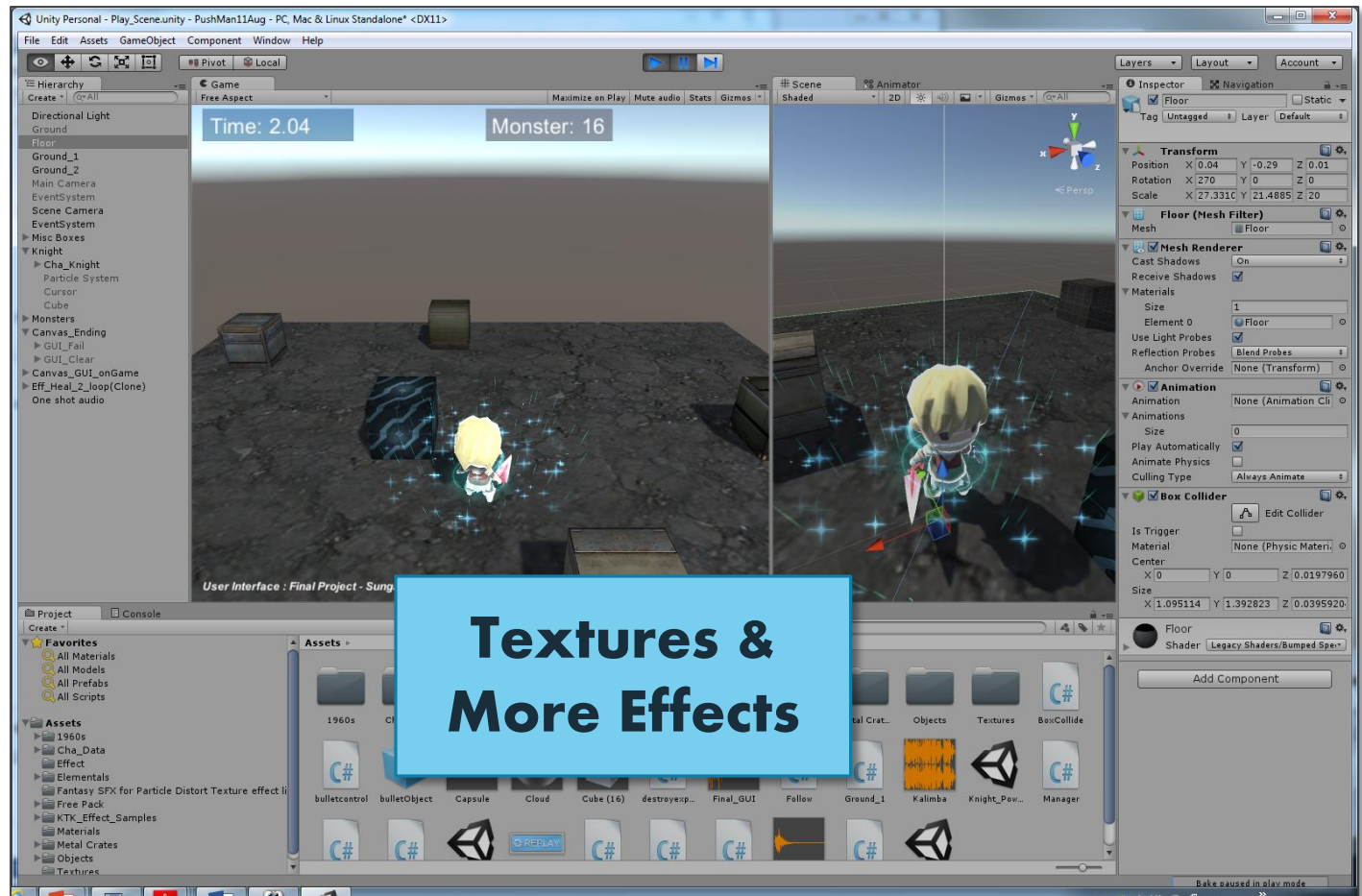
Making Process

Change the models with animations



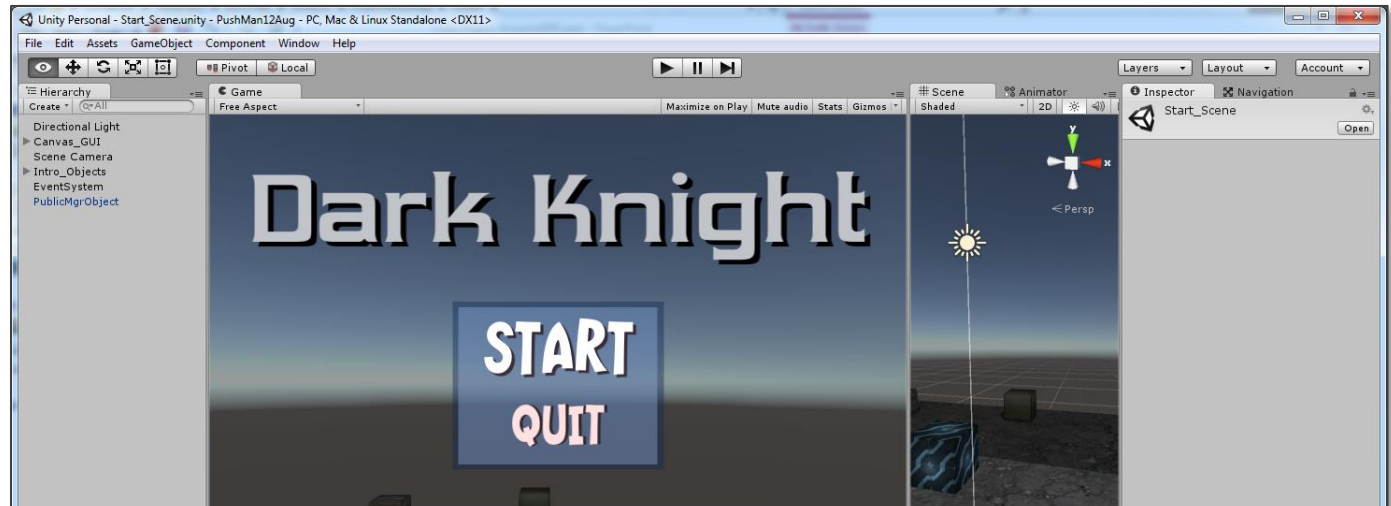
Making Process

Add more effects and rendering materials



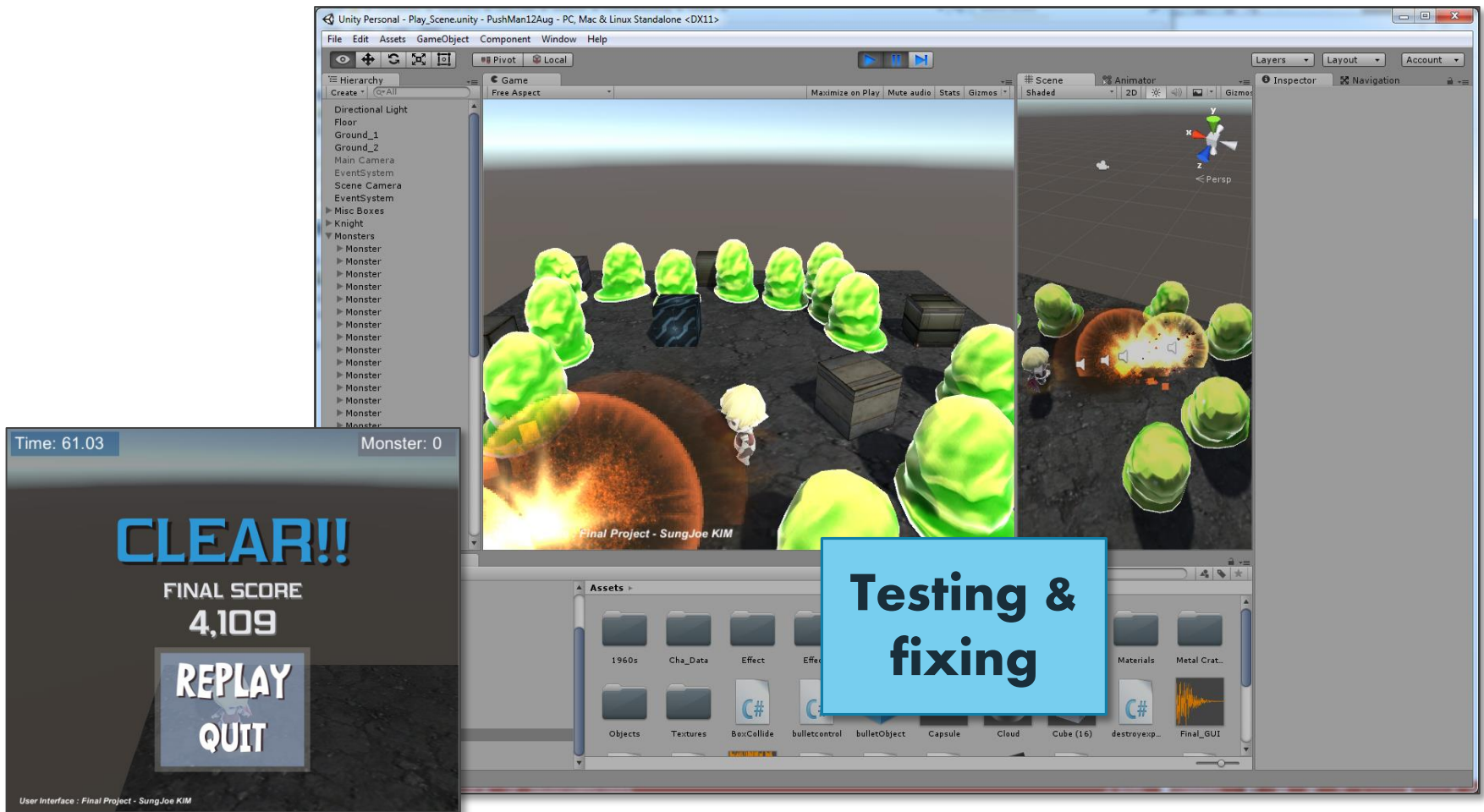
Making Process

Multiple Scenes (intro, play scene)



Making Process

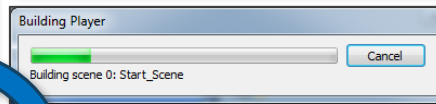
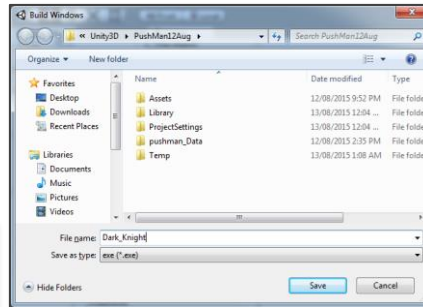
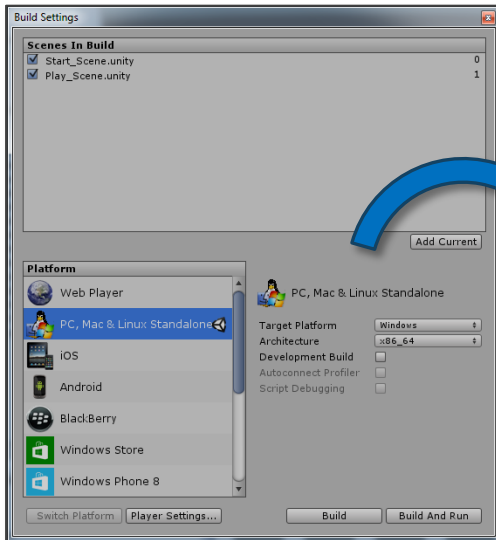
Testing, correcting errors, completing



Making Process

Build a Game file and execute a game

**Build a
Game**



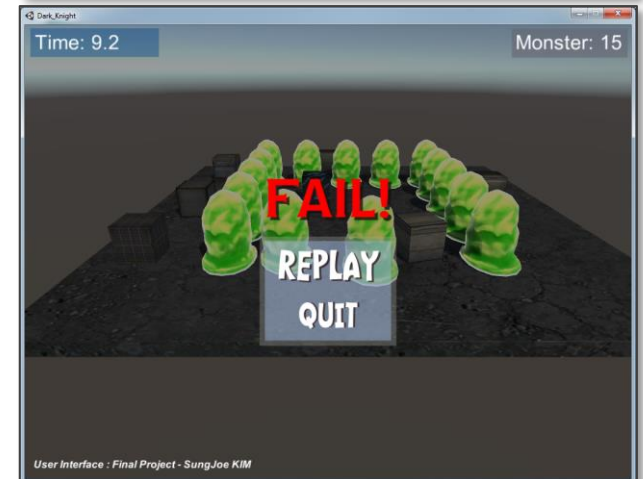
Dark_Knight.exe



Making Process

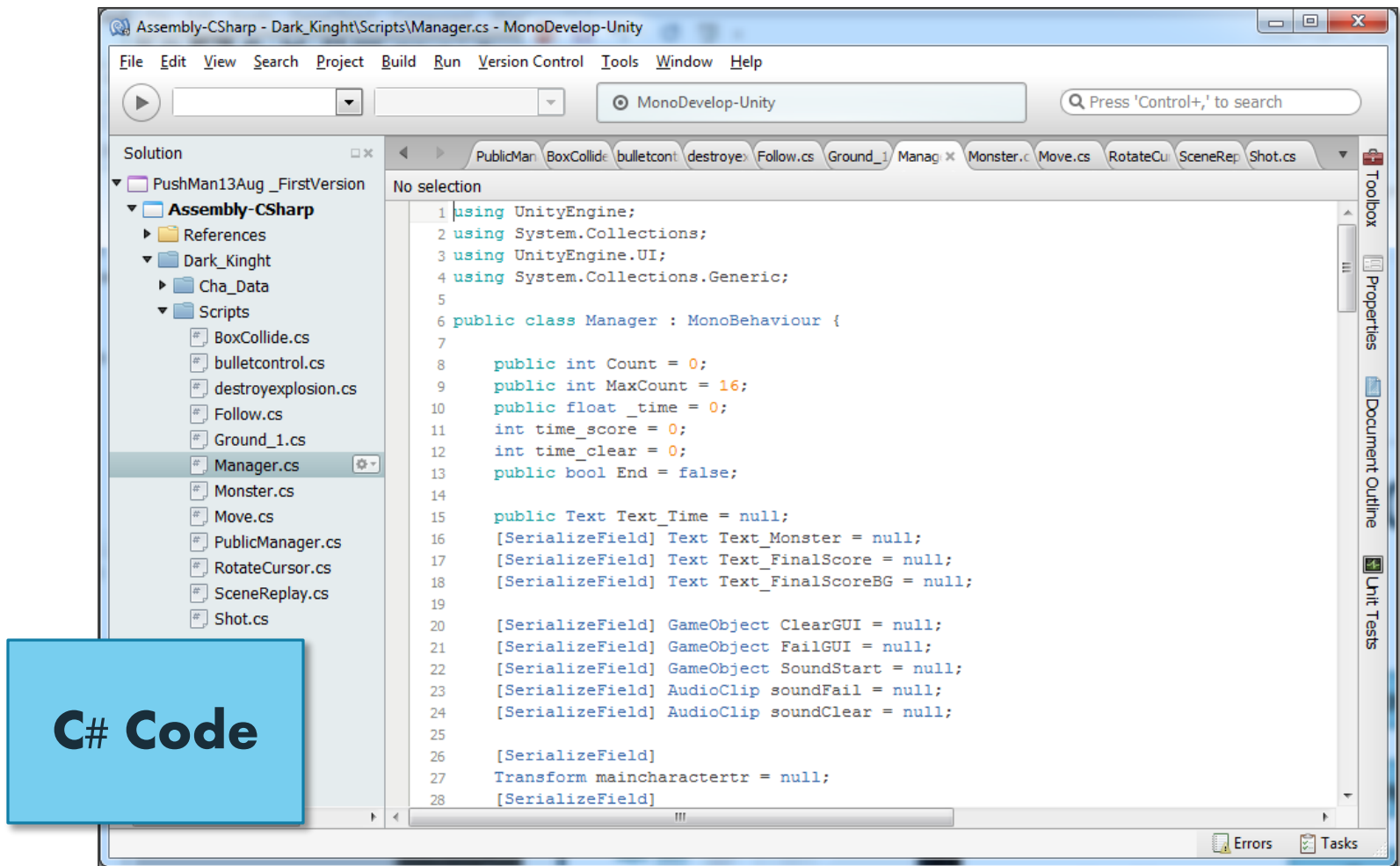
Play and enjoy the game!

**Play
Game**



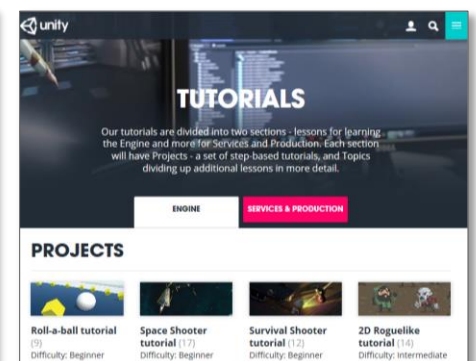
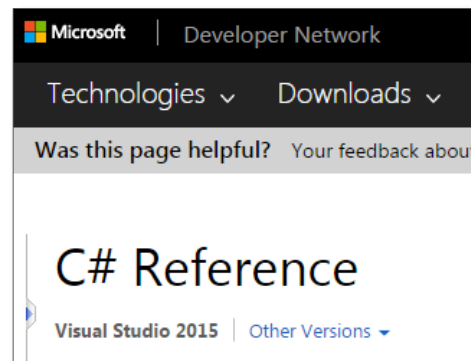
Making Process

Programming Script using C#



References

- <http://unity3d.com/>
- <https://www.assetstore.unity3d.com/>
- <http://unity3d.com/learn/tutorials>
- <https://msdn.microsoft.com/en-us/library/618ayhy6.aspx>



References

Character model from Asset Store

Animated Knight and Slime Monster



References

Effect objects from Asset Store

Elementals



The screenshot shows the Unity Asset Store page for the 'Elementals' package. The left sidebar contains metadata: Category (Particle Systems), Publisher (G.E.TeamDev), Rating (5 stars, 376 reviews), and Price (Free). A 'Download' button and social media links are also present. The main description states that the package contains 53 fantastic Shuriken particles from eight kinds of elements. Below this are links for 'Web demo', 'Change logs', and 'Products'. A note mentions that users with 'First Fantasy for Mobile 1.3' or higher do not need this package. The 'Features' section lists 53 particles from 8 elements: Fire (28 effects), Water (5 effects), Wind (2 effects), Earth (3 effects), Thunder (5 effects), Ice (4 effects), and Light (4 effects). The right side of the image is a large, vibrant preview of the particle effects, featuring the title 'Elementals' in a stylized font and 'version 1.1.1' below it. The G.E. TEAM logo is in the bottom right corner of the preview.

Category: Particle Systems
Publisher: G.E.TeamDev
Rating: ★★★★★ (376)
Price: Free

[Download](#) [Share](#) [Twitter](#) [Facebook](#) [Google+](#)

Elementals is a package of particle effects for Unity. It contains **53 fantastic Shuriken particles** from **eight kinds of elements**.

[Web demo](#) | [Change logs](#) | [Products](#)

Note: You do not need this package if you already have **First Fantasy for Mobile 1.3** or higher.

Features:

- 53 particles from 8 kinds of elements.
 - Fire (28 effects)
 - Water (5 effects)
 - Wind (2 effects) • Earth (3 effects)
 - Thunder (5 effects)
 - Ice (4 effects)
 - Light (4 effects)

Elementals
version 1.1.1
G.E. TEAM

References

Effect objects from Asset Store

KY Magic Effects Free



Category: Particle Systems/Magic
Publisher: Kakky
Rating: ★★★★★ (184)
Price: Free

Download



Unity5 support!

This package includes 10 game effects! This is the free version!!
Uses the system of shuriken mainly.
Also include primitive types reduced [Draw calls] for mobile.

[----- pick up -----]

KY_Quest and RPG FX1
KY_Quest and RPG FX2
KY_Magic Effects Pack 5

[----- MagicFX series -----]

Magic Effects Pack1
Magic Effects Pack2
Magic Effects Pack3
Magic Effects Pack4

Please refer to the demo scene



References

Material objects from Asset Store

Metal Crates Pack

♥ Add to Wish List

Category: Textures & Materials/Metal

Publisher: Eldanu Games Studio

Rating: ★★★★★ (26)

Price: Free

Download



Seven Metal Crates

7 different metal crates for your game

Poly count: 6 polys each crate

Textures: Color and normal maps 1024x1024

For request or critique: eldanu1@gmail.com



References

Sound objects from Asset Store

Fantasy SFX for Particle Distort Texture Eff..

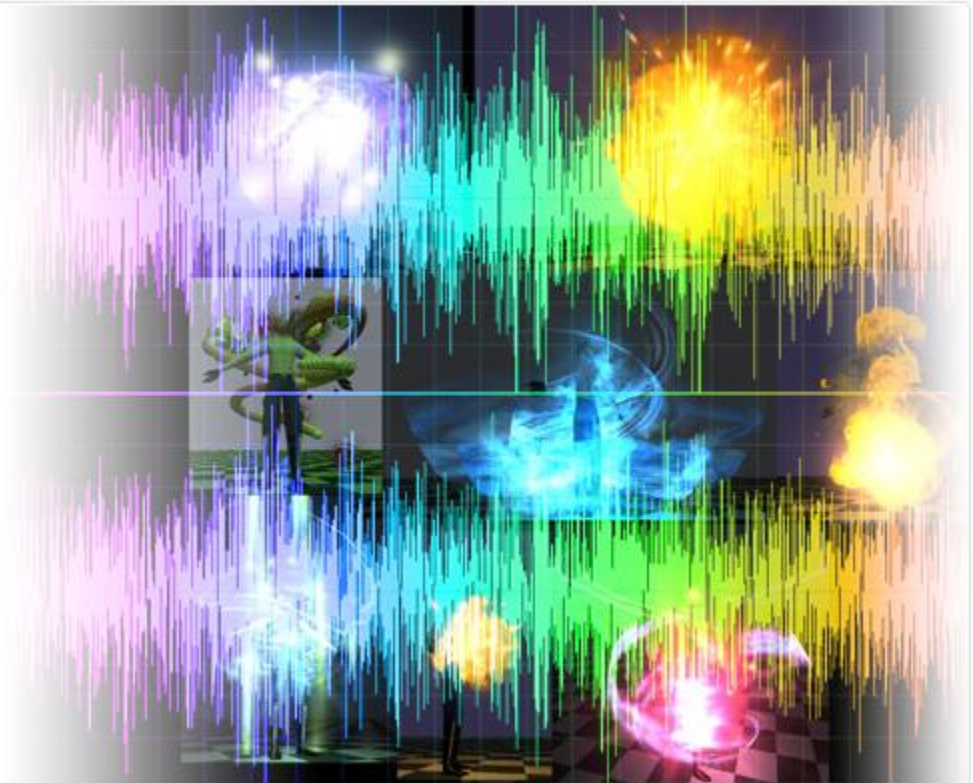
♥ Add to Wish List

Category: Audio/Sound FX/Foley
Publisher: Moonflower Carnivore
Rating: Not enough ratings
Price: Free

3%



This audio package is a free gift which contains 40 fantasy sound effects and 1 bgm (all in 44.1 kHz 16 bit stereo PCM WAVE format) used in the demo video for the particle effects of our **Particle Distort Texture** (shader and particle effect library) package which is being sold separately. If you have already purchased the visual effect package, the sound effect in this audio package can be used straightaway for the particle effect prefab of namesake. If you don't have that visual effect package you can still use all sound resources of this package freely.



References

Sound objects from Asset Store

The Combat Collection STARTER edition

♥ Add to Wish List

Category: Audio/Music/Orchestral
Publisher: John Leonard French
Rating: ★★★★★ (159)
Price: Free

Import



CD quality 100% 44.1 kHz 2-way format,
ready for import

- Unique instruments
- Epic main theme

Tracks included in the STARTER edition:

- Big Battle 2
- Close Combat 1
- Espionage 1
- Main theme 1 'The Combat Collection'
- Pursuit 1

The Combat Collection. *Music for violent games.*

For more information, tutorials or to give some feedback on this collection or future packs, visit: johnleonardfrench.com

THE
**COMBAT
COLLECTION**
professional videogame music pack

- John Leonard French -



References

Fonts objects from Asset Store

1960s Font Pack

♥ Add to Wish List

Category: Textures & Materials/Fonts

Publisher: Ray Larabee

Rating: ★★★★★ (121)

Price: Free

Import



This font pack contains 12 fonts with a theme from the 1960s. The fonts included are, Heavy heap, King Richard, Living by numbers, Massive retaliation, Po beef, Quixotic, Shifty chica 2, Stereofidelic, Styrofoam feelings, Velvenda, Vibrocentric, and Wee bairn



Thank you!