Animation Game

## Sung Joe KIM

PROG8150 Final Project

Agenda

- **Introduction**

- **Sketched Designs**

- **Simple Game Scenario**

- **Objects and Class Files**

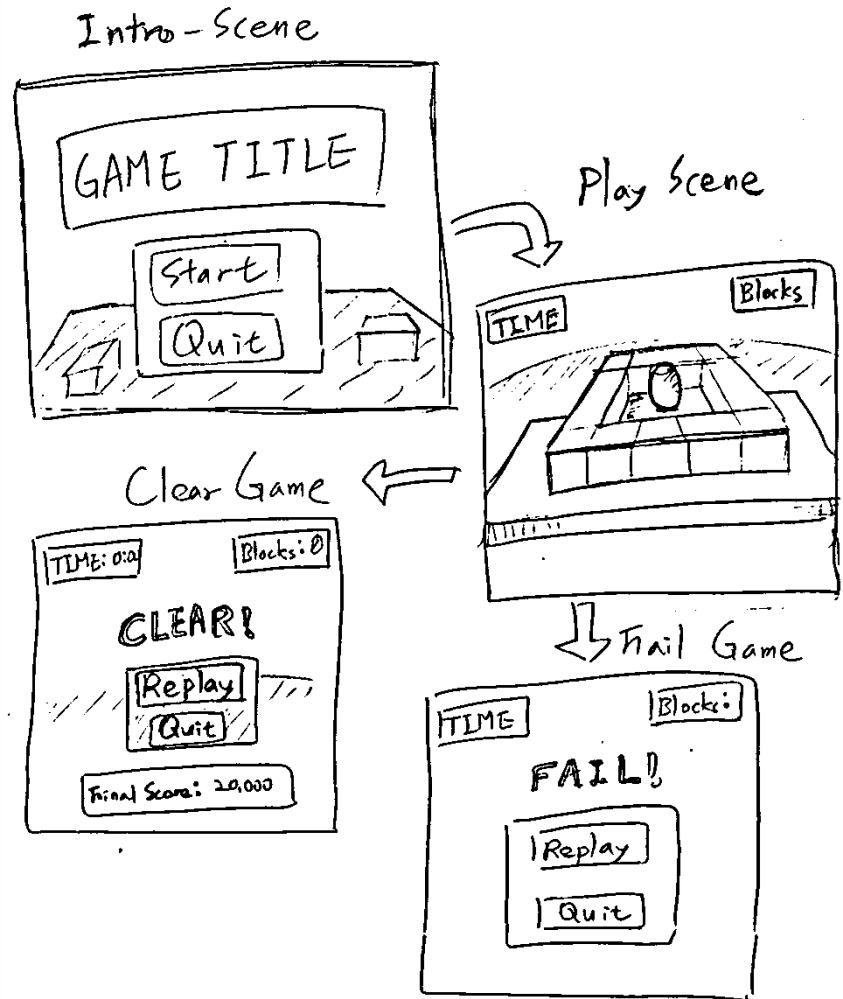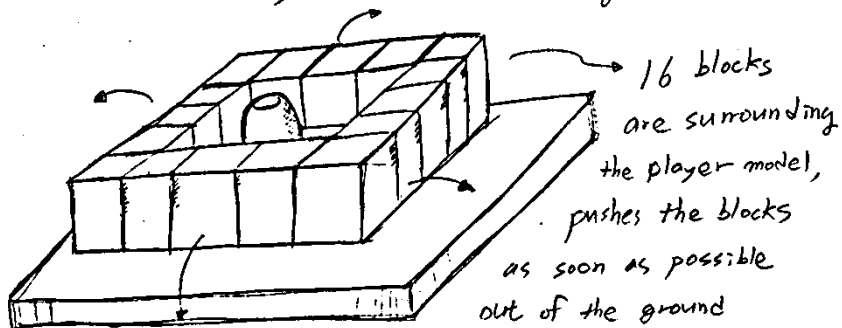- **Making Process of the Game**

- **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
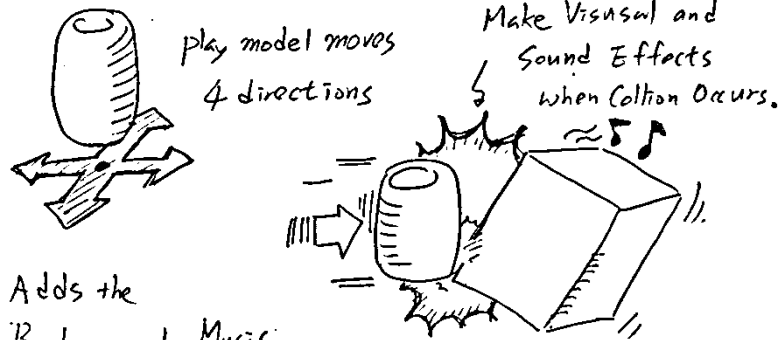 - 3rd : multi-scenes and more effect
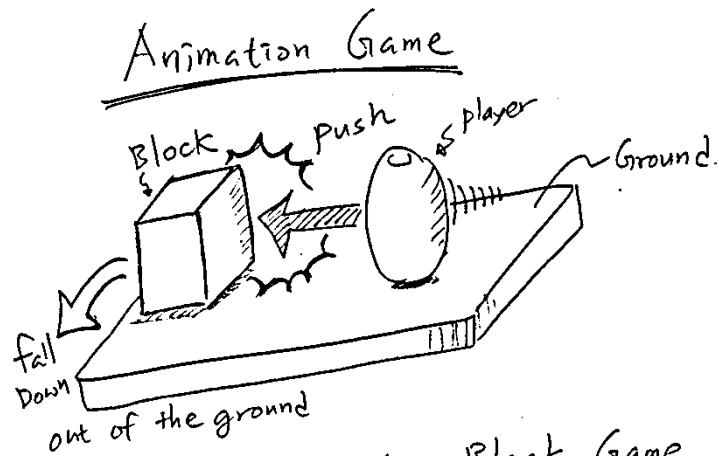
Sketched designs

Sketched designs

Player can get more Score

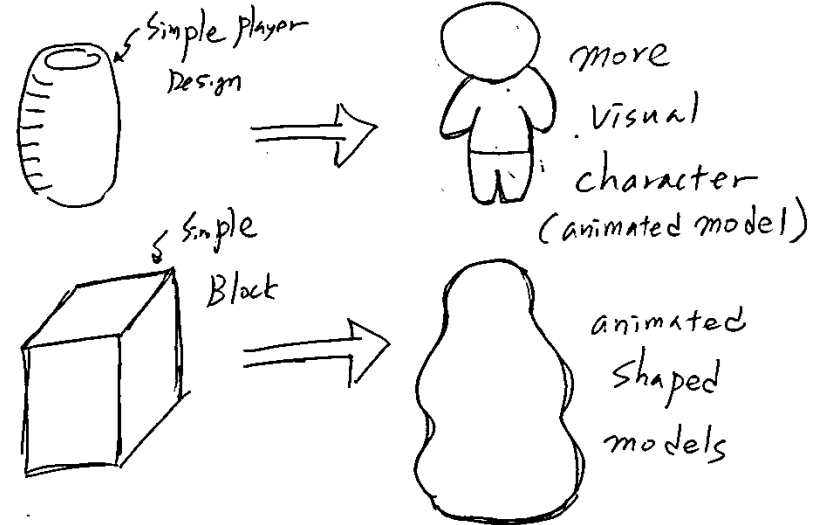play model moves
4 directions

Make Visusal and
Sound Effects
when Collion Occurs.

- Adds the
- Background Music
  throughout the Game

- Further animated Effects;
  not only physical collision, but also shotting Effat.

player can shot bullets
by pressing the space key,
Express the Visnal and Sound Effects When shooting.
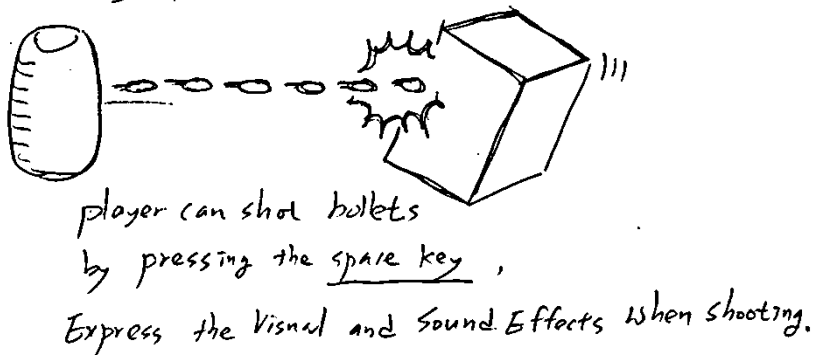
Make the model more Visual

Simple Player
Design

more
Visual
character
(animated model)

Simple
Block

animated
Shaped
models

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

"spawn"

"spawn"
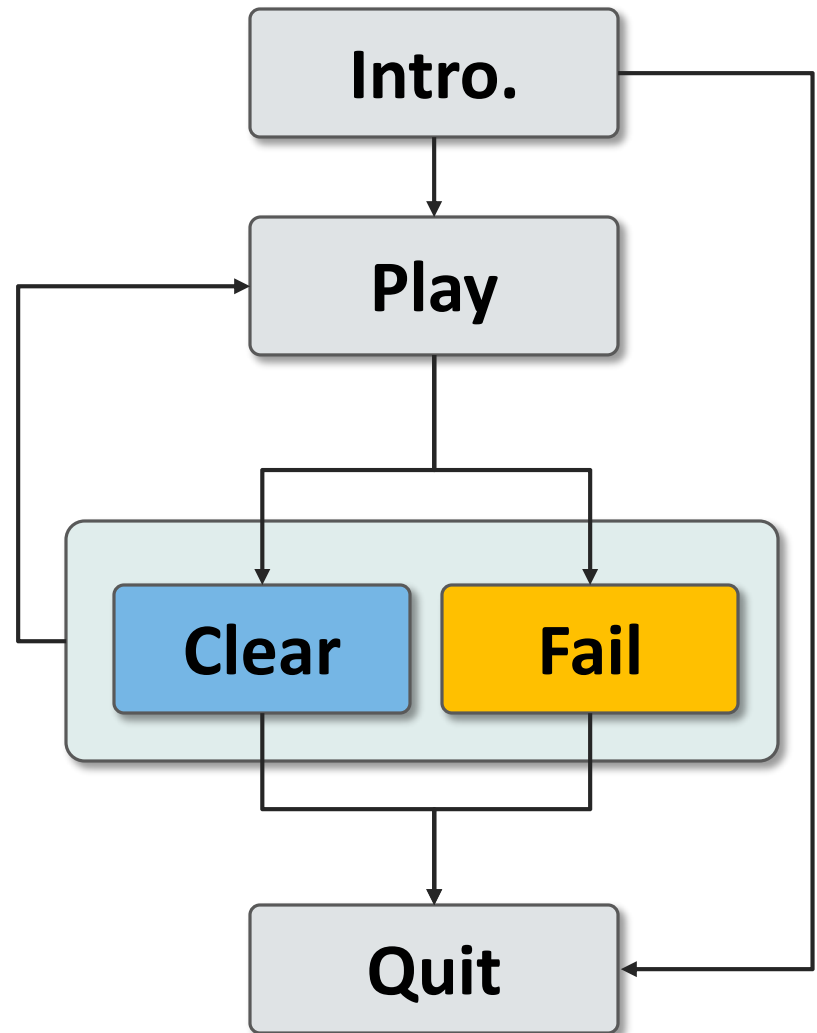
Sketched designs

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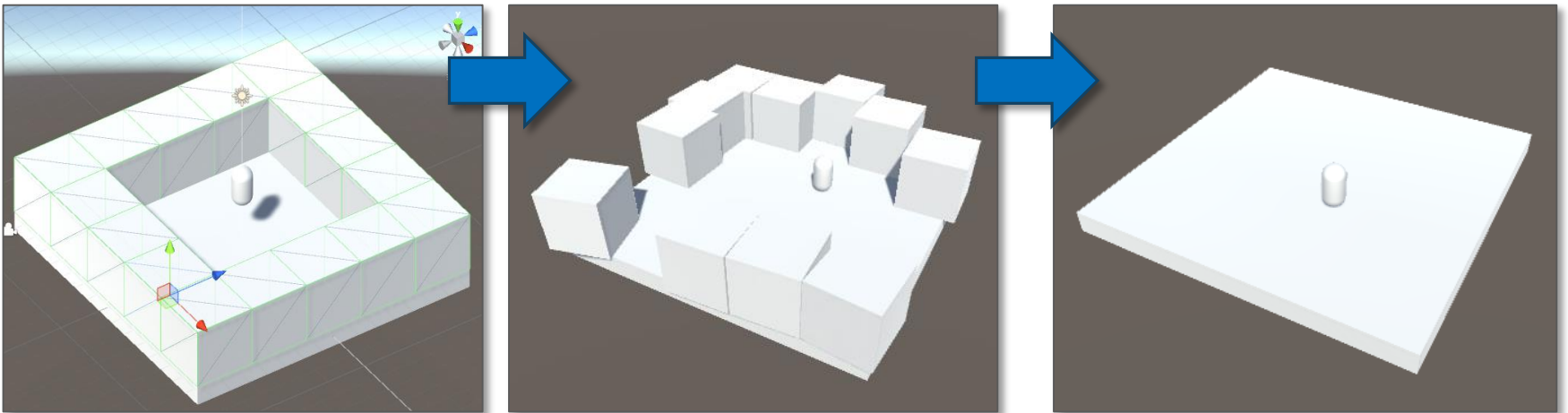
Game Scenario

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

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

Making Process

Simple model and functions

Simple Model
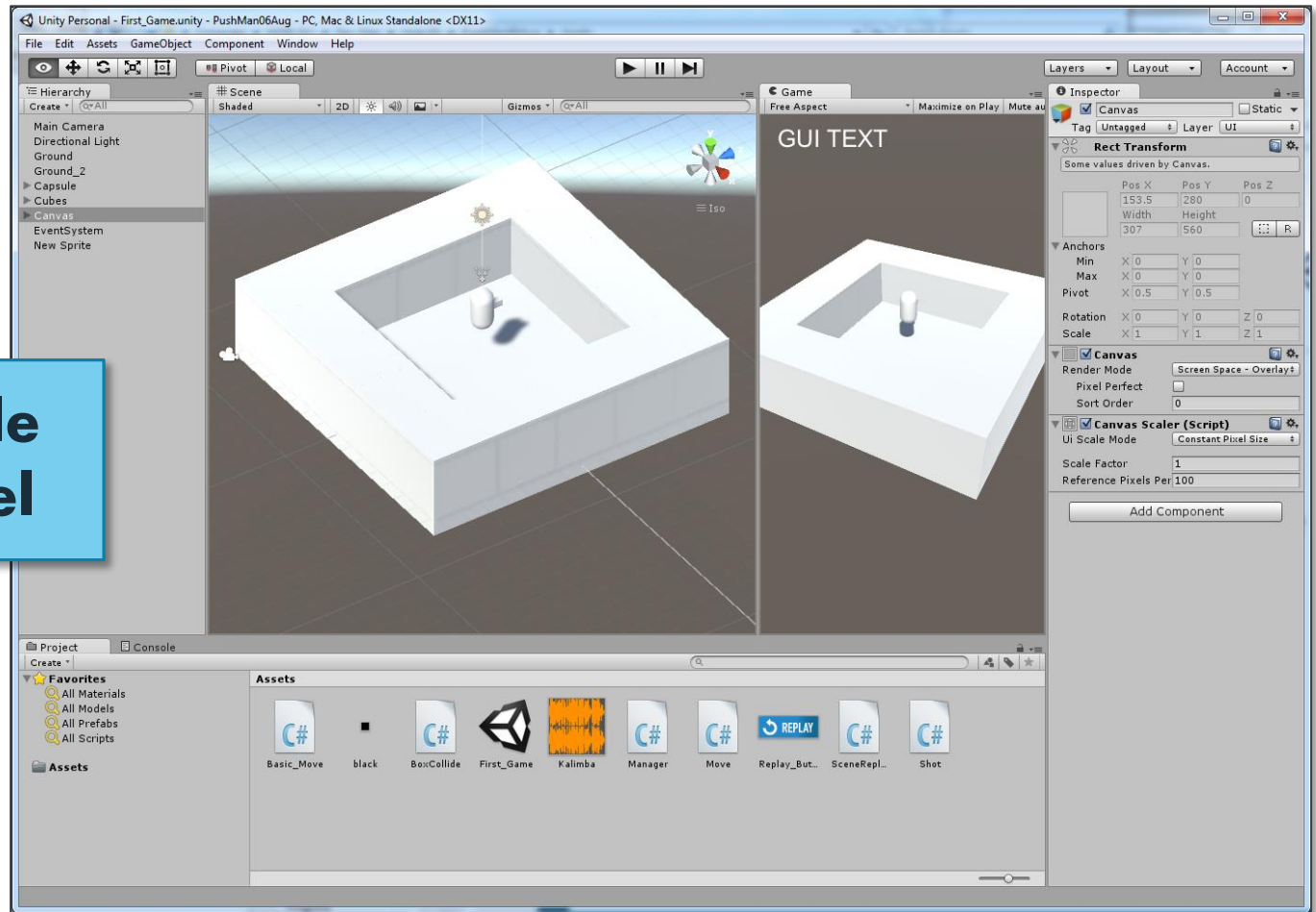
Making Process

Add visual, sound effect, and GUI Text

Effects & GUI Text
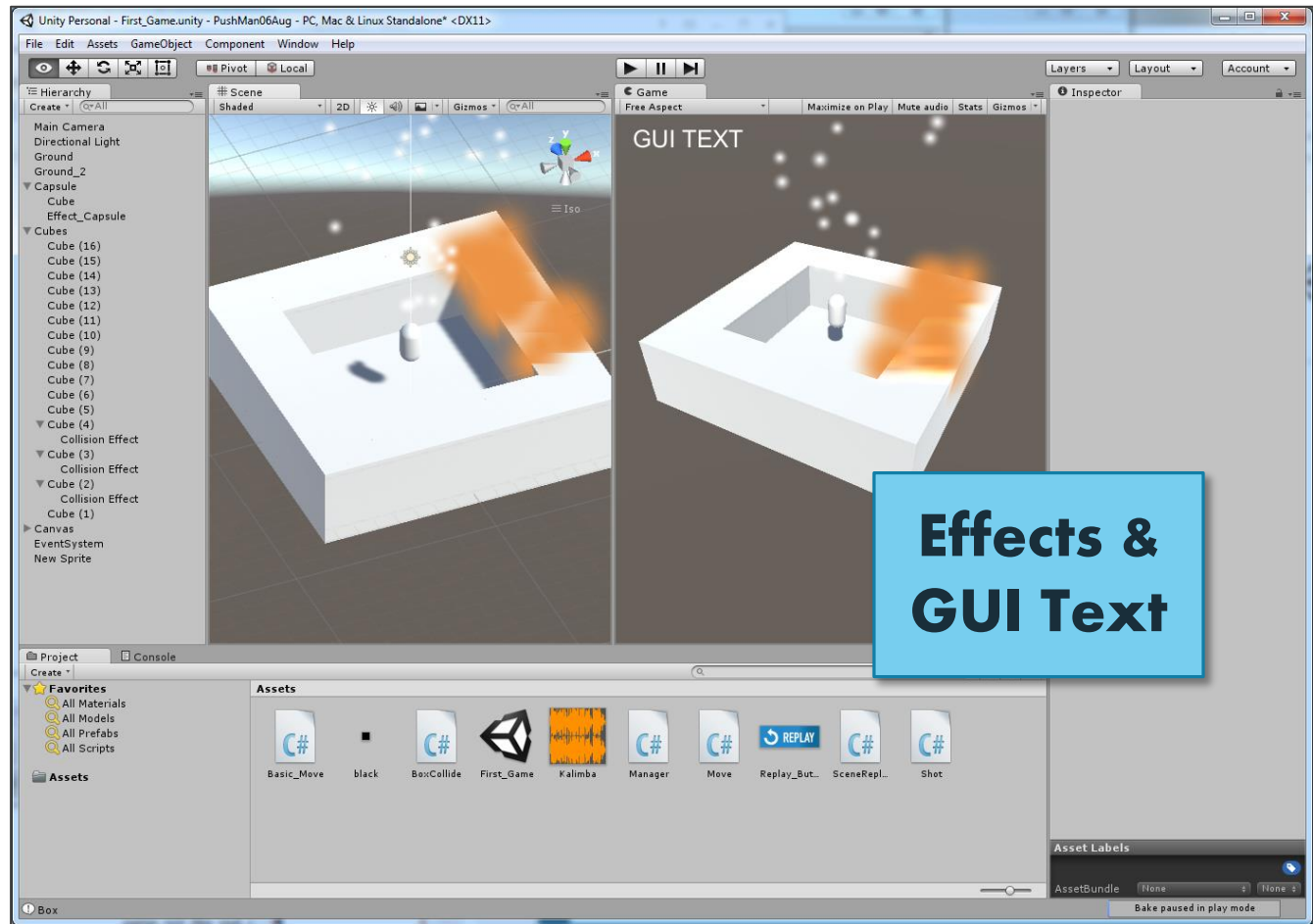
Making Process

Change the models with animations

Animated Models

Making Process

Add more effects and rendering materials
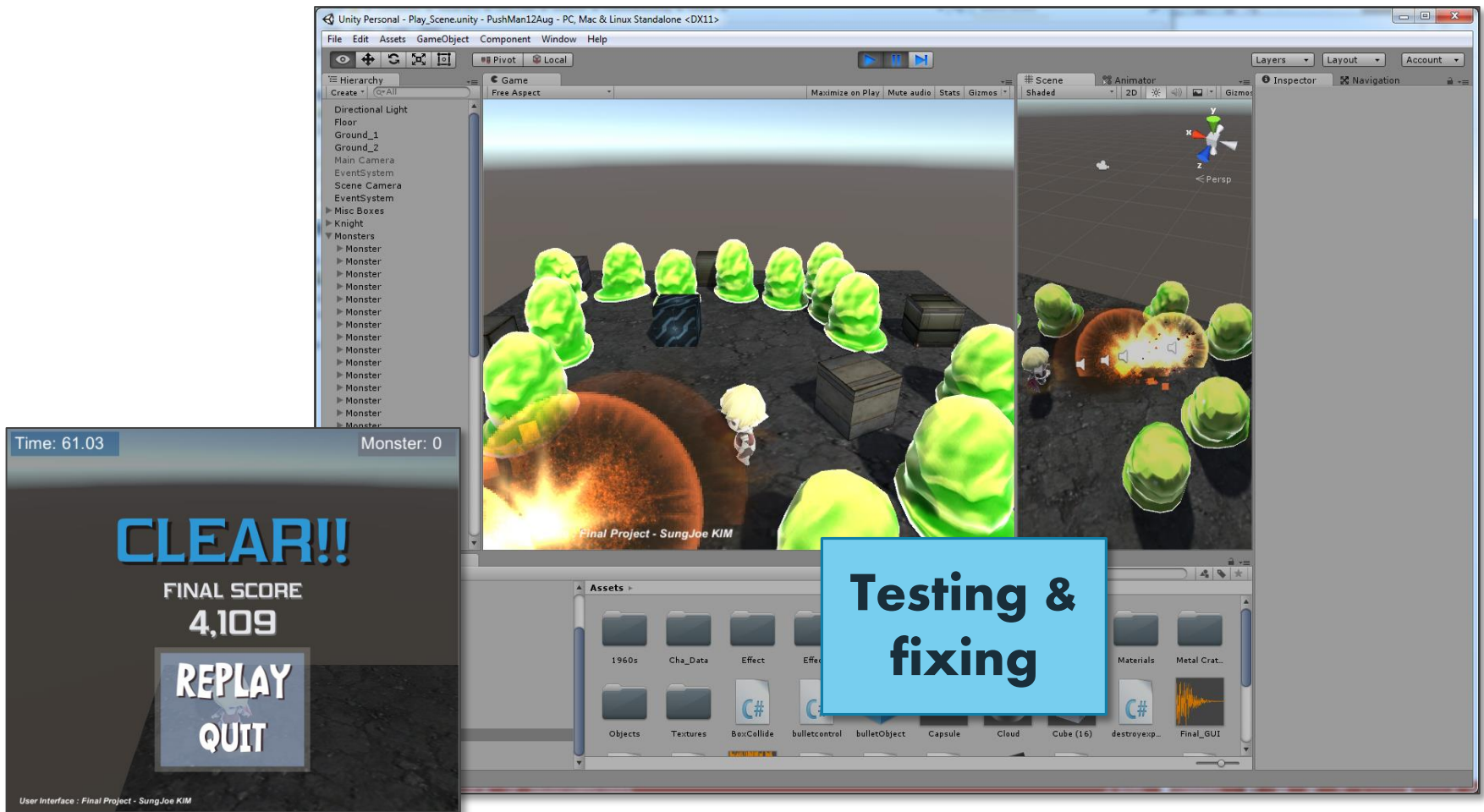

Textures &
More Effects
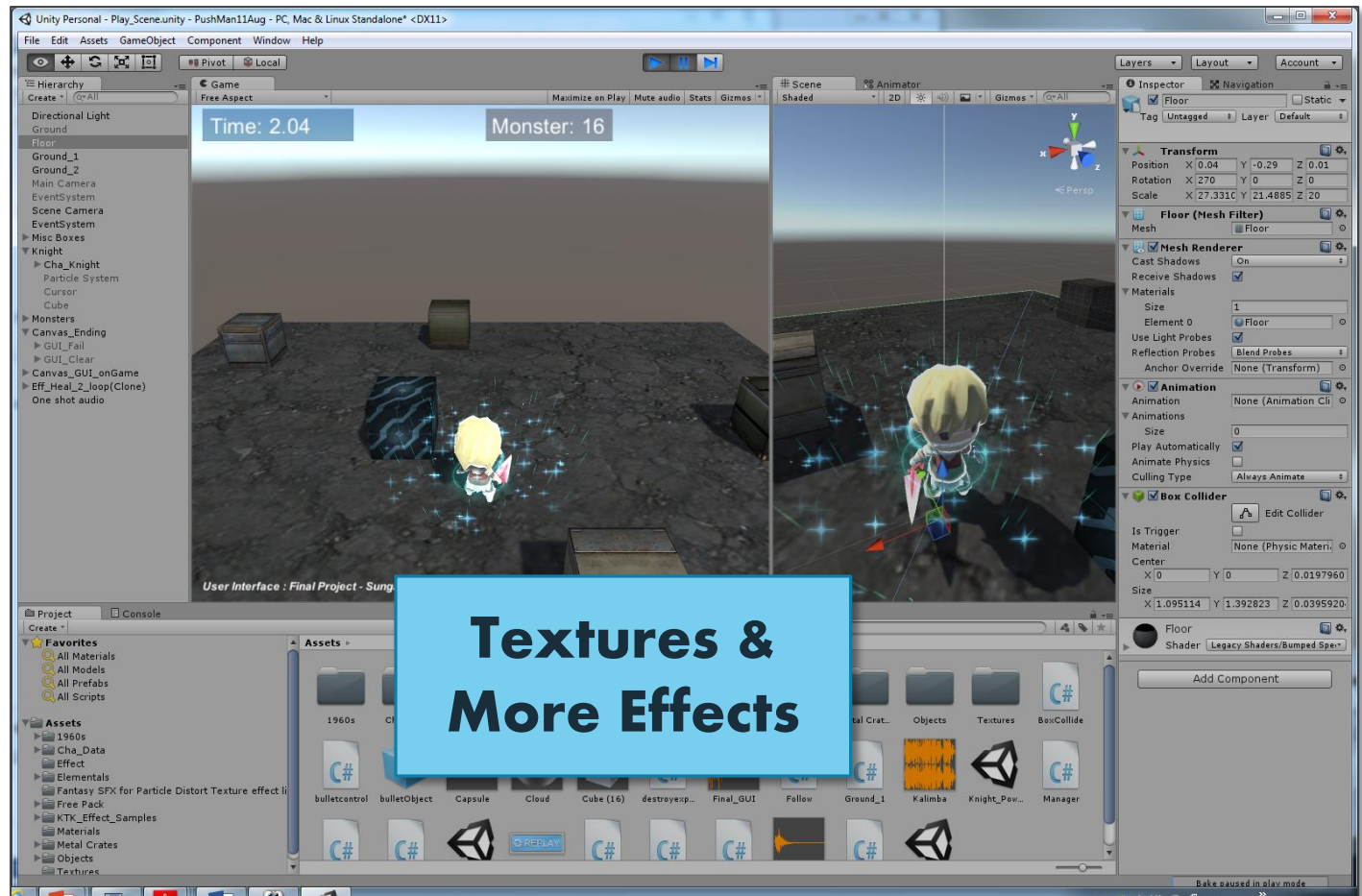
Making Process

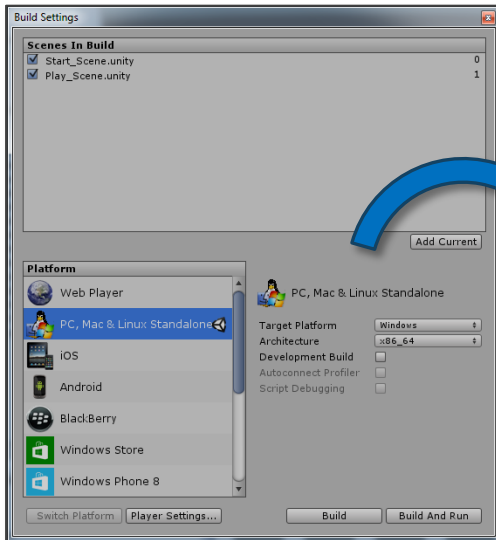## Multiple Scenes (intro, play scene)
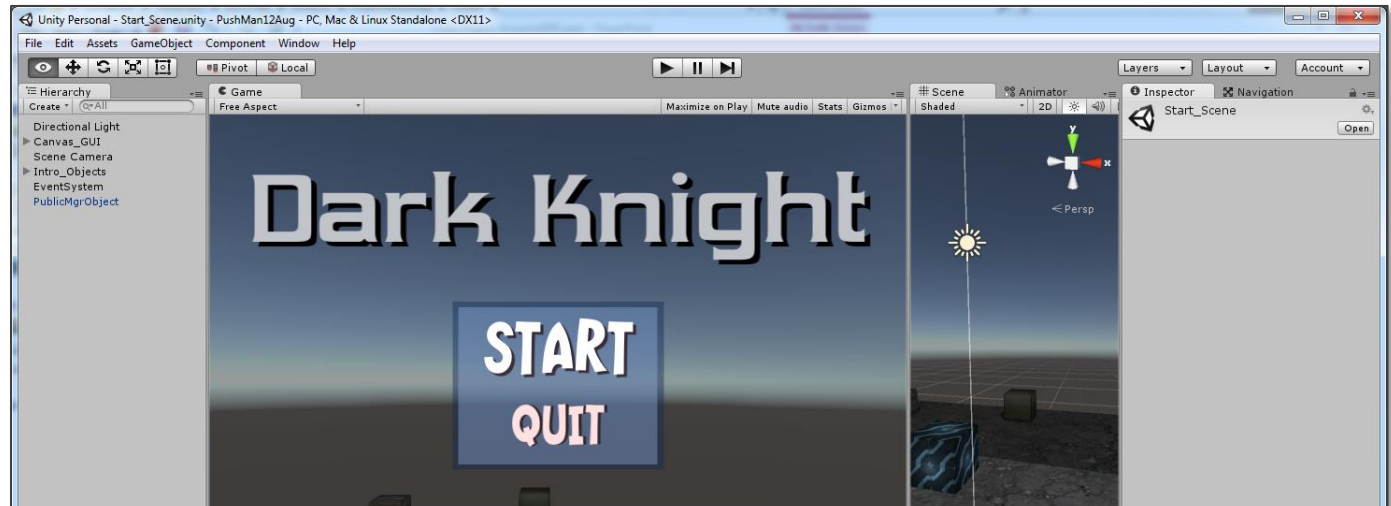
Making Process

Testing, correcting errors, completing

Testing & fixing

Making Process

Build a Game file and execute a game

Build a Game
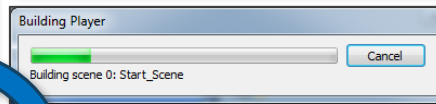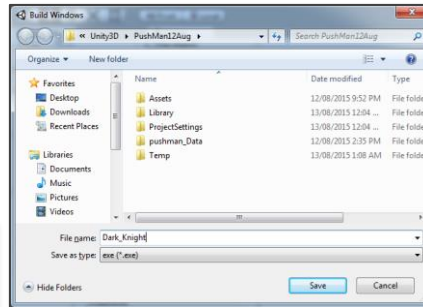
Dark_Knight.exe
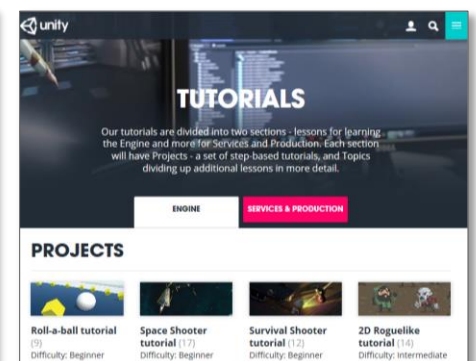
Making Process
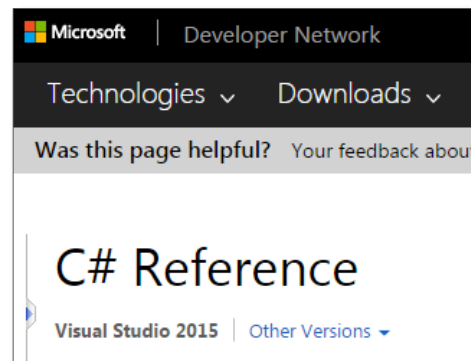
Play and enjoy the game!

Play
Game
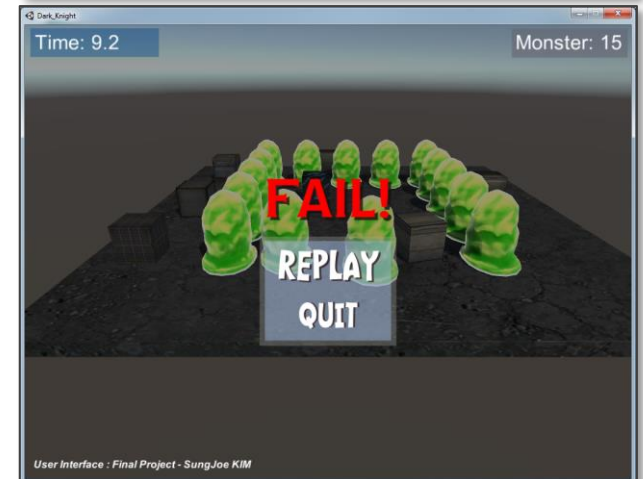
Making Process

Programming Script using C#

C# Code

References

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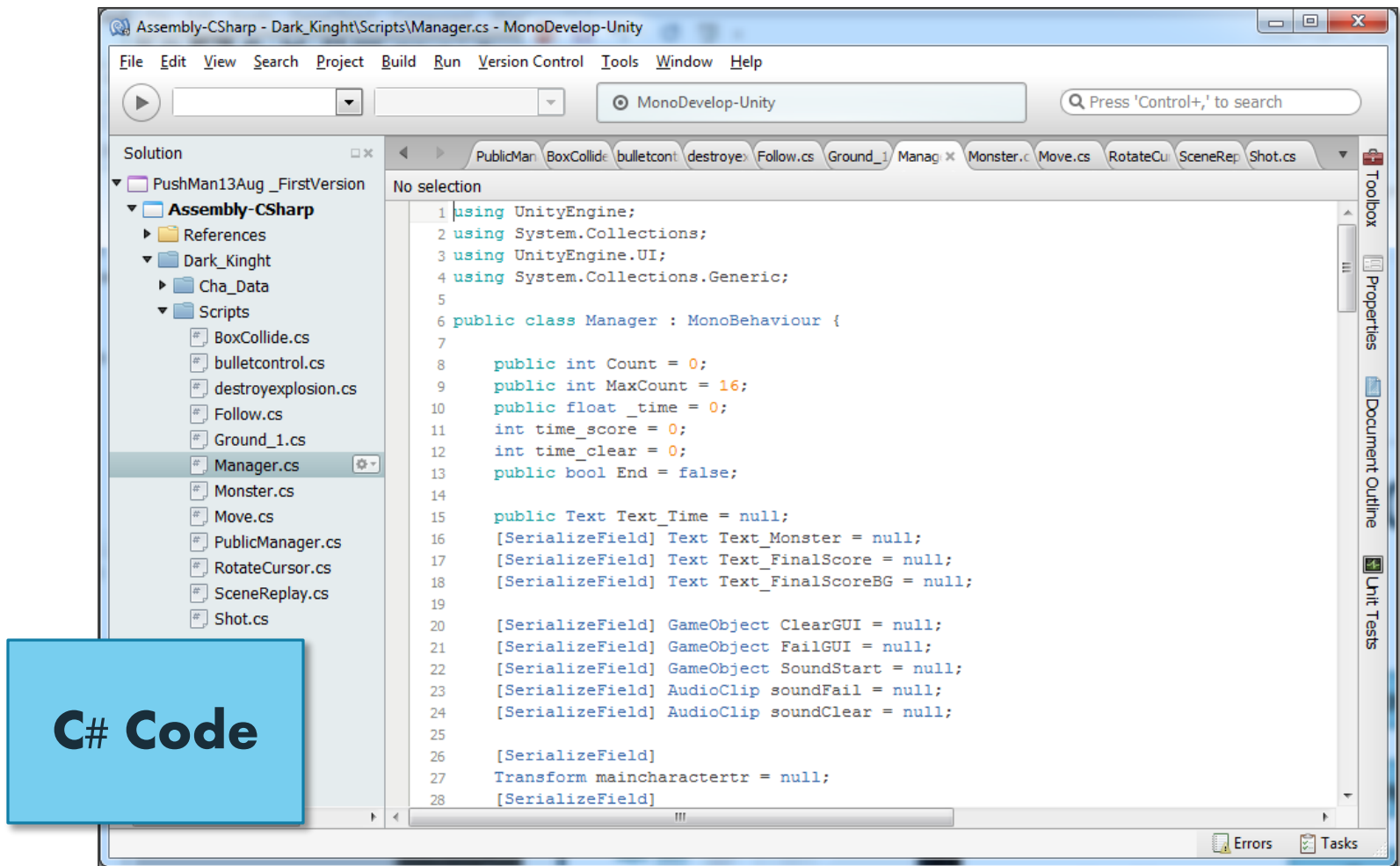
References

Character model from Asset Store

References

Effect objects from Asset Store

References

Effect objects from Asset Store

References

Material objects from Asset Store

References

Sound objects from Asset Store

Fantasy SFX for Particle Distort Texture Eff..

❤ Add to Wish List ⚑
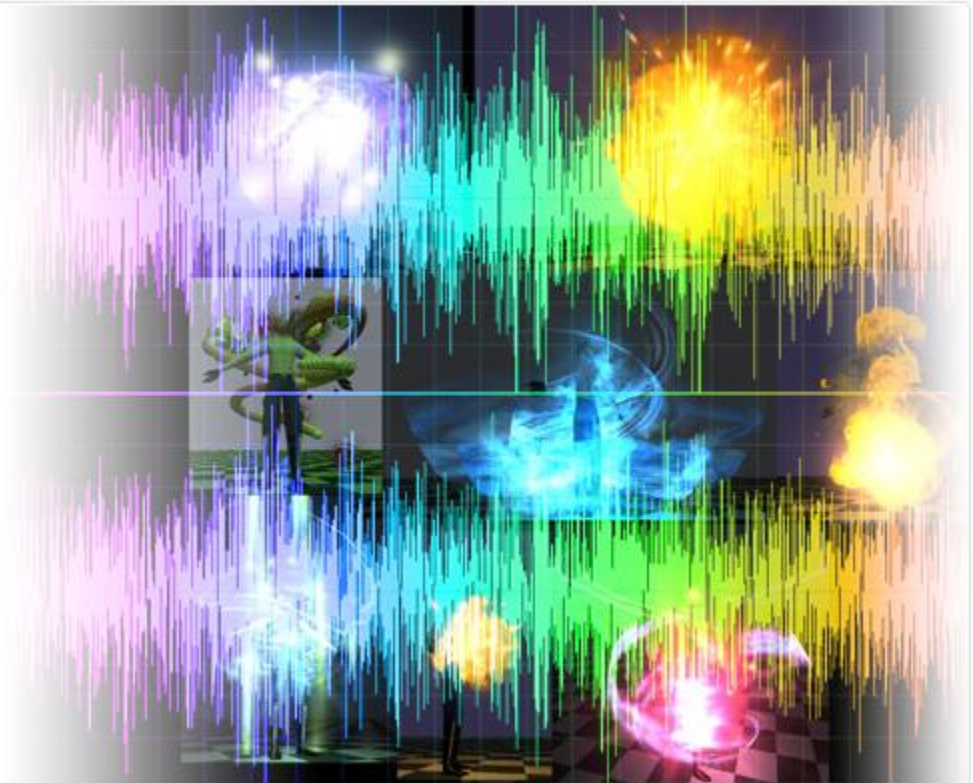
Category:	Audio/Sound FX/Foley
Publisher:	Moonflower Carnivore
Rating:	Not enough ratings
Price:	Free

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

References

Fonts objects from Asset Store

1960s Font Pack

❤ Add to Wish List ▢

Category: Textures & Materials/Fonts
Publisher: Ray Larabie
Rating: ★★★★★ (👤 21)
Price: Free

Import   🔗 🐦 f g+

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

1960S

TYPODERMIC FONTS

Thank you!