

# Notes for my "Little Game"

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## Platform & Environment

- The full game was designed on:
  - Unity 19.3.11f
  - Windows 10 : 1903
- It should run well on any windows 10 PC;
- It does not need extra environment.

## Softwares (used to build it)

### Unity

- version : 19.3.11f
- The game is based on Unity. Apart from using it as a physical engine, I used it to create the scene, some of the characters and the particle effects. It was also used to manage the source codes and materials.

### Visual Studio 2019 Community

- It was used for programming. (I used C#)

### PhotoShop

- The face of the main character is drawn with PS.

### Blender

- Part of the characters' body was built by this.

## The work I did

- In all, the full game was built by myself (Except for those provided by Unity). Therefore I tried to simplify all parts of this prototype except for the programming part.

## Description of the gameplay

### Control

- Move : W/A/S/D
- Face(Attack) Point : Mouse Move
- Open Fire : Mouse Left
- Attack : Mouse Right
- Pause : P
- Start : E/R(in start menu)
- Resume : E(in pause menu)
- Restart : R(in pause/died menu)
- End Game : esc(in any menu)

## Enemys

- Enemy has two types;
- Created randomly every 2 seconds according to the level;

## Special Items

- Hp item adds hp for player.
- Def item makes player's hp fixed for several seconds.

## Levels

- Levels upgrades itself ever 10 seconds with a upper limit.

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**Thanks for viewing the first game I made.**