

Hero Project Documentation

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UWB CSS 385 Spring 2023
4/9/23

<https://trentlucas.github.io/CSS385HeroProject/>

Implementations

Scripts:

EggStatus.cs

- Contains the destruction for eggs when they are out of the bounds of the Camera

EnemyUpdate.cs

- Contains collision detection for the player/eggs colliding with enemies
 - If a player collides: the enemy will be destroyed
 - If a egg collides: the egg will be destroyed and the alpha value of the enemy will be reduced
- If the enemy has been hit 4 times by an egg, the enemy will be destroyed

HeroShoot.cs

- If the user presses 'Space' the hero will fire an egg the direction the arrow is facing
 - If the user holds down 'Space', eggs will fire at 5 eggs per second

HeroMovement.cs

- If the user presses 'M', the hero will switch movement modes
 - The default mode is "Mouse", which the hero will be attached to the Mouse's x and y position
 - The secondary mode is "Key", where the hero will move on its own and the user can press 'W' to accelerate the hero forwards and 'S' to accelerate the hero backwards
- If the user presses 'A', the hero will rotate to the left
- If the user presses 'D', the hero will rotate to the right

GameRun.cs

- Contains the on-screen text implementation
 - Uses global count variables to track all of the objects and statuses necessary
- If the user presses 'Q', the application will quit
- The program will maintain 10 enemies on the screen at all times. If the count of enemies is lower than 10, enemies will be spawned.

Prefabs:

Egg

- Default Layer | Egg tag
- Uses given egg png
- Size = 1x1
- Has box collider
- Runs EggStatus.cs

Enemy

- TransparentFX Layer | Enemy tag
- Uses given enemy png
- Size = 5x5
- Has box collider
- Runs EnemyUpdate.cs

GameObjects:

Hero

- UI Layer | Hero tag
- Uses given hero png
- Size = 5x5
- Has box collider and rigid body
- Runs HeroShoot.cs and HeroMovement.cs

EventSystem

- Runs GameRun.cs

Canvas

- UI Layer
- Height = 100

ALL REQUIRED FUNCTIONALITIES WERE IMPLEMENTED