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The Beetle Slayer

Description Of The Game

What Is The Objective Of The Game?

The Objective Of the Game is to go through the 3 different levels each of them having a chest that contains a key. Once you gather all 3 keys then a portal in the hub world will appear, once you go through their you will be transported to a world where a giant enemy will be chasing you straight away. Whilst trying to collect the keys you will encounter enemies that you will have to defeat in a turn based battle in order to progress through the level, going back to the giant enemy in the final world, you will have to quickly react and attack it otherwise it will get the advantage.

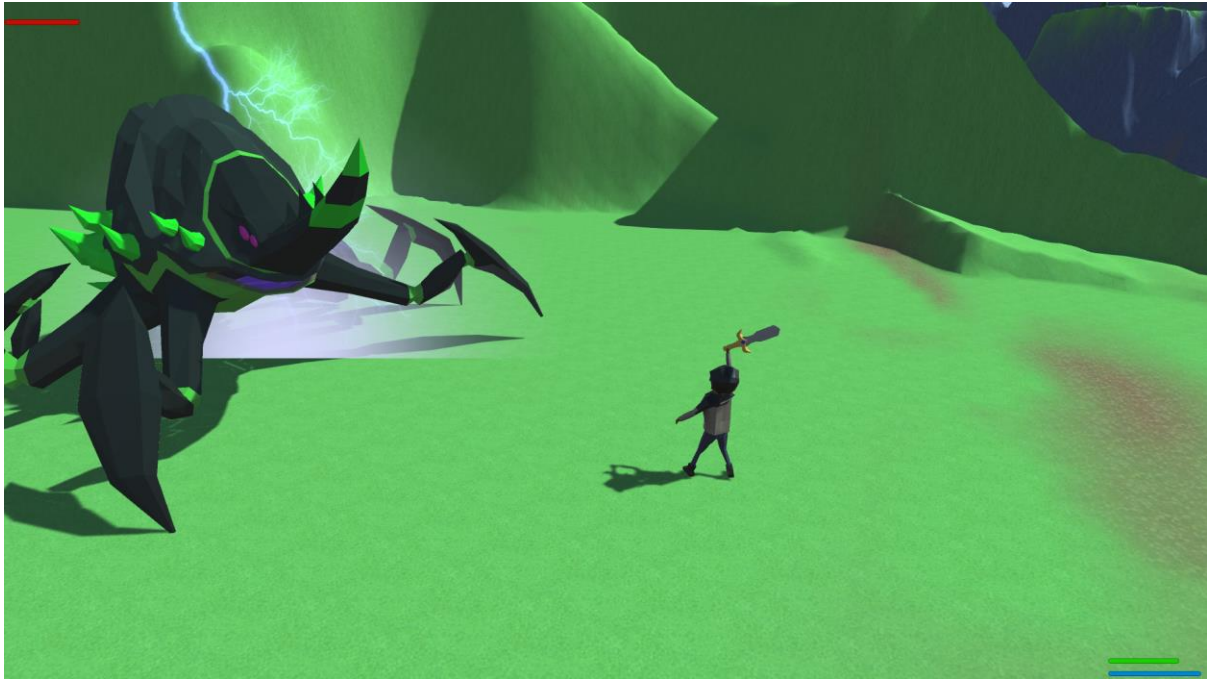
Target Platform: PC

Screenshots Of The Game:









Design

How Do You Know The Game Is Fun?

The game is fun because there is multiple aspects of it for example, there are four different levels that are very different from each other, there is a turn based battle system that uses stamina points so in some fights you might want to use a special skill that costs stamina points whilst in other battles you would want to preserve some stamina points for when you need it the most. If you decide to save stamina not only will you have that stamina but when you go into the final level you get some extra stamina to help you fight the final boss.

There isn't just combat in battle there is also combat outside of the battle, when you see an Enemy the enemy could run at you and attack you first which means that it will have an advantage by having the first go no matter what its speed stat is, if you the player attacks the back of the enemy then you will get to go first no matter what. If you the player hits the enemy but its not the back of the enemy then neither you nor the enemy will have an advantage and whoever has the higher speed stat will go first.

There are keys in the first 3 levels that you must collect in order to progress into the final level to fight the final boss which fights very differently compared to the normal enemies, unlike the other enemies this final boss has a lot of health and it can block, so you have to think about your attacks and which ones work the best against the boss and whether or not you want to block yourself.

Game Mechanics:

- **Turn Based Combat** – This was the main battle system that was used in the game
- **Dungeons** – There will be different levels that are like dungeons where you will have to fight through the enemy and obtain a key at the end of the level
- **Advantage/ Disadvantage Feature** – If the player hits the back of the Enemy first outside of battle then the player will have an advantage when they go into the battle by being able to have the first turn no matter what the enemy speed stat is. If the enemy hits the player first then the enemy will have the first turn no matter the speed stat of the player
- **Weaknesses** – Different Enemies will have different weaknesses and if you hit the enemies weakness then you will do more damage to the enemy
- **Guard Feature**- When it is the Players turn then you can choose to guard instead of attack, when you guard the attack from the enemy will be reduced by 30%
- **Energy Cost** – Certain skills will require you to spend some Energy which is separate from the health bar, if you don't have enough energy then you cant use those skills
- **Third Person Camera** – You will be able to move the camera in the roaming scenes but in the battle scenes it will automatically rotate
- **Key System** – You will need a certain amount of keys to open up the final level, you get these keys at the end of certain levels

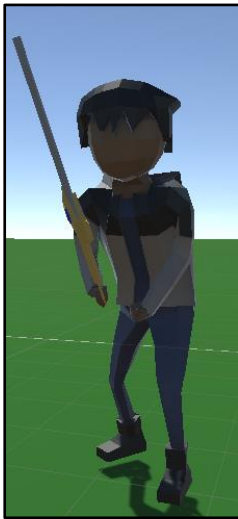
Level Design

The game has 5 different levels, one being a hub level which allows you to access other levels, in this hub level it will be peaceful so there will be no enemies in sight, and it will be a place where the player can fully restore its health. 3 of the levels are going to be levels where you will have to fight through the enemies, get to the end of the level and obtain the key from a chest that is in that level, once you get the keys from the 3 levels then the final level will be unlocked where you will spawn in and you will have to fight the final boss.

For the 3 levels where you will have to collect the keys they are all different from each other one of the levels will be inside a bar which will be the easiest level, a level in a dungeon which is more difficult then the bar level because it has more enemies. For the last one it is a desert level which will be the hardest level out of the 3 because it has more enemies than both the dungeon and bar level, since this level is a desert and will be bigger than the others I decided to add a chest that will contain a thunder skill which will be essential for the final boss fight.

The Final level of the game was decided by what the Enemy Boss looked like, the enemy boss is a giant beetle so the environment of the final level is the mountain.

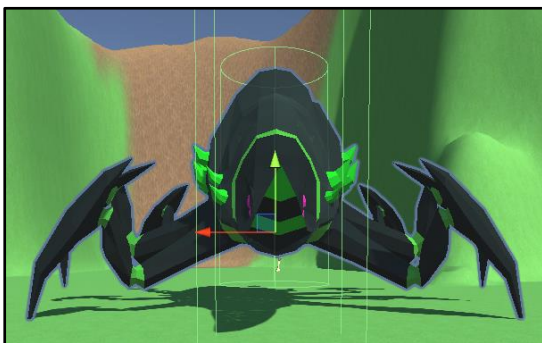
Major Objects:



This is the main object in the game, it is the game object that the player controls throughout the game. This was a model created by me back in College.



This Game object is attached to the player Game Object and its purpose is to start a battle, if it touches the enemys back then the player will go first in the battle if it hits anything else than its back then whoever has the higher speed stat between the player and enemy will go first. This was a model created by me back in College.



This is the Final Boss Game Object, the purpose of this object is that you will need to fight it and beat it in order to complete the game and its purpose is to try and prevent you from completing the game. I got this model from the [Unity Asset Store](#).



This is the Game Object that transports you to the Dungeon level when you open the door and walk through. I created this object using assets from the [Unity Asset Store](#).



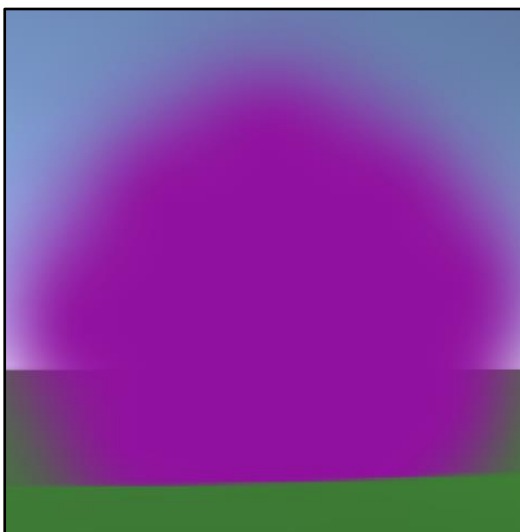
This Game Object transports you to the Desert level when you walk through the passageway. I downloaded the assets from the [Unity asset Store](#) and put them together



This Game Object transports you to the Bar level once you open the door and walk through. I downloaded this object from the [Unity Asset store](#).



This is the main Enemy Game Object that you will encounter the most, its purpose is to try and stop you from completing the game. I downloaded this object from the [Unity Asset Store](#) but I used [Mixamo](#) to add the animations in.



This Object is a portal, the purpose of this is to transport you to the Final Level where you will meet up with the final boss, there are also portals like this in other levels in different colours that transport you back to the hub world. I created this object using the Unity Particle System.



This is a chest, when you open this game object then you will either get a key or in the desert level you will unlock a new skill called “Thunder” which does more damage to the final boss. I downloaded this object from the [Unity Asset Store](#).



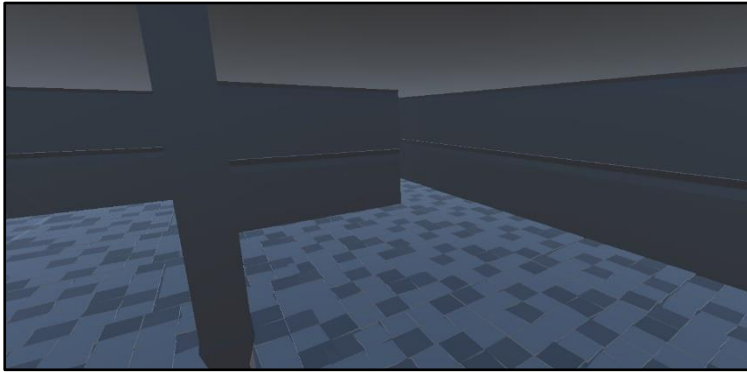
This object was created using the Unity particle system and its purpose is to give the player health whenever they walk over it.



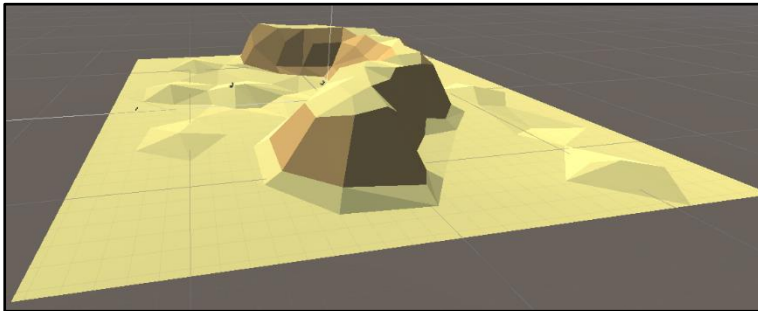
This is the fire object that will appear when you use the fire skill when you are in battle. I downloaded this from the description of a [youtube video](#).



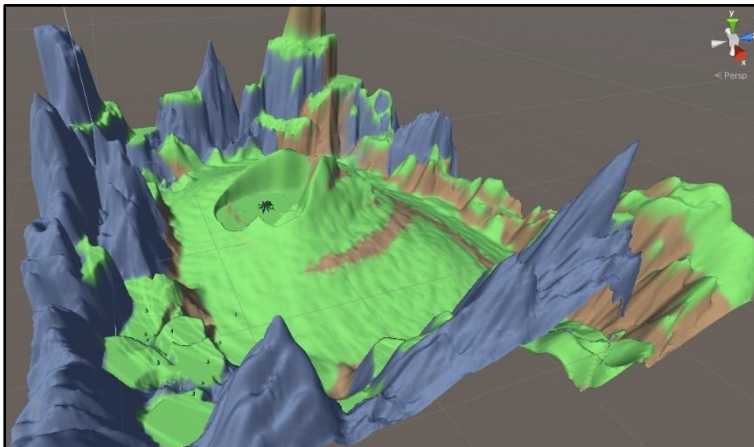
This is the lightning object that will appear when you use the thunder skill when you are in battle. This was made by me using the particle system but I also followed a [youtube tutorial](#) to tell me how to make it.



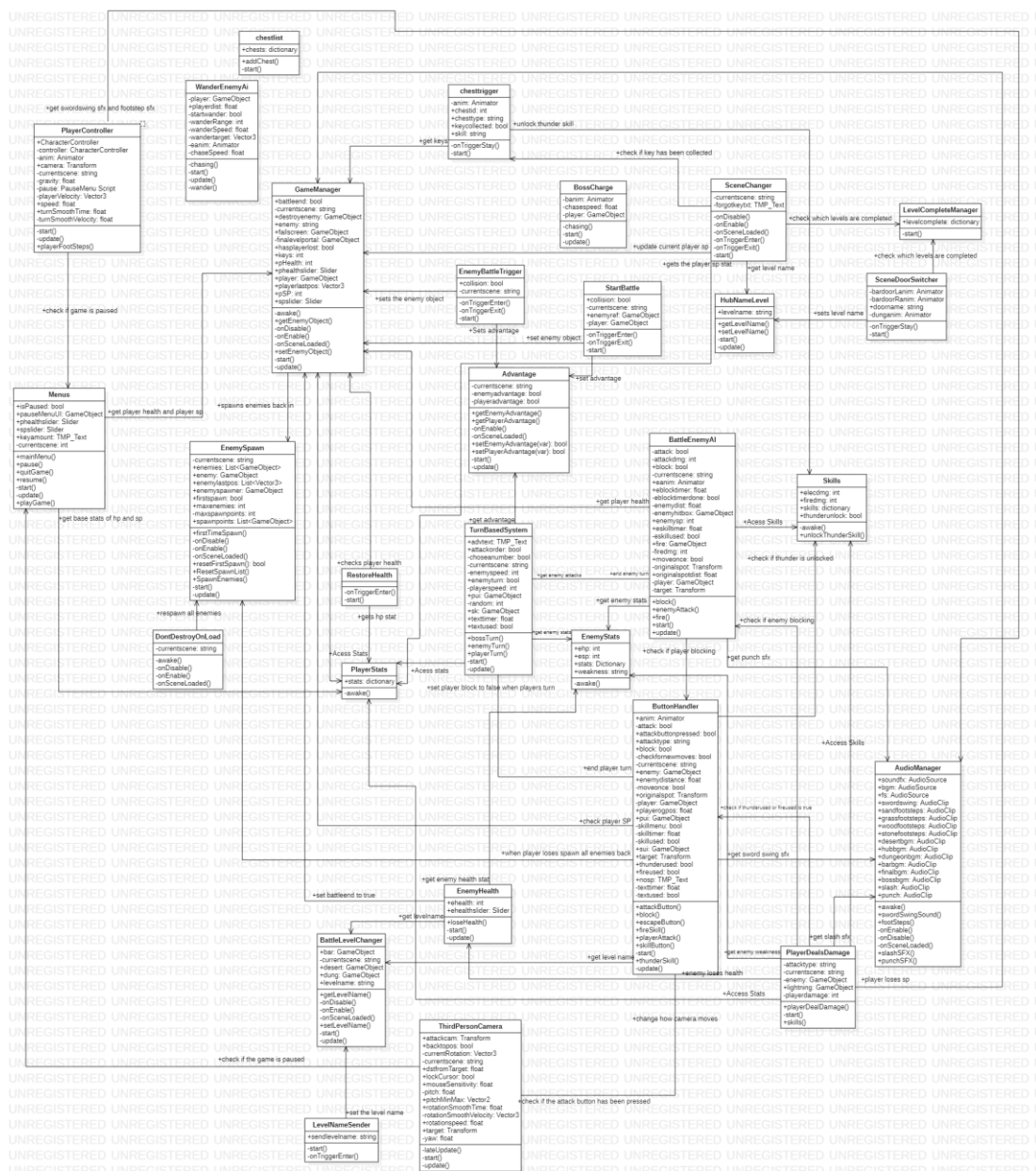
This environment is the inside of the Dungeon level which I created using assets from the [Unity Asset Store](#).



This environment is inside of the Desert Level which I downloaded from the [Unity Asset Store](#).



This environment is for the final level which I downloaded from the [Unity Asset store](#) but I modified it by making the height map larger since before my player was bigger than the environment.



Implementation

Advantage System (In TurnBasedSystem Script)

```
//Enemy Goes First If the speed is higher than the Players And Player Advantage is not true Or If Enemy Advantage is true
if (playerspeed < enemyspeed && !adv.GetPlayerAdvantage() || adv.GetEnemyAdvantage())
{
    enemyturn = true;
}
//Player Goes First if its speed is higher than the Enemys And Enemy Advantage is not true Or If Player Advantage is true
else if (playerspeed > enemyspeed && !adv.GetEnemyAdvantage() || adv.GetPlayerAdvantage())
{
    PlayerTurn();
}
```

In this Code Extract it will deal with the Advantage System. If the Enemy Speed is higher than the player speed and the PlayerAdvantage is not true Or only the enemy advantage variable is true then the battle will start with the enemy turns, if the player has more speed than the enemy and the EnemyAdvantage is not true Or only the player advantage is true then the battle will start with the Players Turn. In conclusion this piece of code determines who gets to go first in the battle.

PlayerTurn() Function (In TurnBasedSystem Script)

```
public void PlayerTurn()
{
    //When Players Turn again then it will no longer be blocking
    bh.block = false;
    pui.SetActive(true);
    sk.SetActive(false);
    //Debug.Log("My Turn");
    //Enemy randomly chooses what it wants to do again in its next turn
    choseanumber = false;
    if (currentscene == "finalbattle")
    {
        if (!attackorderchange)
        {
            if (attackorder == 1)
            {
                attackorder = 2;
            }
            else if (attackorder == 2)
            {
                attackorder = 1;
            }
            attackorderchange = true;
        }
    }
}
```

When it is the Players Turn then first of all the player will not be blocking anymore, then the battle ui (pui) will be set to true which means we will be able to see it, but the skill menu (sk) will be disabled just to make sure it doesn't overlap the main battle ui at first. The choseanumber variable will be set to false (this is used for the normal enemy attack that is randomly decided). When you are in the final battle and the attackorderchange is set to false (Used for the final boss and it means that the

attackorder hasn't been changed yet) then if the attackorder is 1(The final boss will attack) when it is the players turn then the attackorder will be set to 2 (The Final Boss will block) or if the attackorder is 2 when it is the players turn it will be set to 1 then after all that the attackorderchange variable will be set to true which is to tell the game that it doesn't need to change the attack order again.

Player attacking using PlayerAttack(), Update() and attackbutton() function (In ButtonHandler Script)

```
public void attackButton()
{
    Debug.Log("Attack Button");
    attacktype = "Physical";
    attackbuttonpressed = true;
    //Whenever the button is pressed then disable all the other Buttons
    pui.SetActive(false);
}
```

When you press the attack button then the attacktype will be set to Physical, the attackbuttonpressed will be set to true and the battle ui for the player will be disabled

```
if (attackbuttonpressed == true)
{
    PlayerAttack();
}
else
{
    player.transform.eulerAngles = new Vector3(0, 0, 0);
}
```

When the attackbuttonpressed is set to true via the attack button then the PlayerAttack() function will be called, when the attackbuttonpressed is false then the rotation of the player will be set to 0 which will make the player face forward.

```

public void PlayerAttack()
{
    //This if statement acts like a Start() Function but it will only trigger when you press the attack button
    if (!moveonce)
    {
        //When the attack button is pressed then the destination will be set to the target
        na.SetDestination(target.position);
        //This will make the player move
        na.isStopped = false;
        //Running animation is played
        anim.SetBool("running", true);
        //Set this to true because we will not need it anymore
        moveonce = true;
    }
    //When the Player has already used its moveonce variable which is treated like its in the OnStart() function and is not attacking and is already at the original position
    else if (playerogpos < 2.1 && !attack && moveonce)
    {
        //Player will move towards the player
        na.isStopped = false;
        anim.SetBool("running", true);
    }
    if (enemydistance < 3 && !attack) // If the Player is near the Enemy and it hasn't attacked yet
    {
        //Player will stop
        na.isStopped = true;
        //Attack Animation Of The Player Will Play
        anim.SetTrigger("attack");

        //Indicates that the Player has already attacked
        attack = true;

        //Player Damage Is Done In The PlayerDealsDamage script where it will be triggered by the attack animation as an animation event
    }
    else if (enemydistance < 3 && attack) // If the Player has finished his attack and is still near the Enemy, it will go back to its original spot
    {
        na.SetDestination(originalspot.position);
        na.isStopped = false;
    }
    else if (playerogpos < 2.1 && attack) // Once it gets back to its original position after its attack then it will stop and the destination will be set to the Enemy again if it attacks again
    {
        tpc.backtopos = false;
        na.SetDestination(target.position);
        na.isStopped = true;
        anim.SetBool("running", false);
        attack = false;
        attackbuttonpressed = false;
        //When it gets back to position it will be the Enemies turn
        tbs.enemyturn = true;
    }
}

```

This function will be activated when you press on the attack button in the battle scene when it is the players turn. When you press the button and the moveonce variable is false then the player will start moving towards the enemy then moveonce is set to true this is treated like a Start() function I had to add this in since this function is called in the Update() function. If the distance between the player and its original position is less than 2.1 and the attack variable is false and moveonce has already been activated then the player will start moving towards the target (target will already be set by the last if statement) and the running animation will play, this basically makes it so that you can use the attack button multiple times in one battle.

When the distance between the enemy and player is less than 3 and the player has not yet attacked then the player will stop, the attack animation will play and when that animation plays an animation event will trigger a function in another script that will do the damage, also attack will be set to true to tell the game that the player has already done its attack. When the attack variable is set to true and the enemy distance is still less than 3 then the destination of the player will be set to its original spot and the player will begin moving again.

When the distance between the player and its original position is less than 2.1 (which means that the player is at its original position) and the attack variable is still set to true, then the backtopos variable in the thirdpersoncamera script will be set to false (this will be explained in the ThirdPersonaCamera script section), the destination of the player will be set to the target once again also the player will stop and the running animation will be set to false. The attack and attackbuttonpressed variable will be set to false so that the next time you press the attack button all the steps I explained will be repeated and it will be the enemys turn.

Enemy Fire Skill (In BattleEnemyAi script)

```
public void Fire()
{
    if (enemysp > 0 && !attack)
    {
        firedmg = sk.skills["Fire"];
        if (!bh.block)
        {
            gm.pHealth -= firedmg;
            bh.anim.SetTrigger("hit");
        }
        else
        {
            //Reduce Damage by 30% if Blocking
            firedmg -= (firedmg * 30 / 100);
            gm.pHealth -= firedmg;
        }

        enemysp -= 5;
        eskillused = true;
        eskilltimer = 5;
        GameObject fireprefab = Instantiate(fire, player.transform.position, player.transform.rotation);
        Destroy(fireprefab, 5);
        attack = true;
    }
}
```

This function allows the enemy ai to use the fire skill. If the enemy SP is more than 0 (the value in variable SP depends on the “SP” value in the Enemy Stats script) and if the attack is false which means the enemy hasn’t attacked yet then the firedmg variable will be set to whatever is in the skills dictionary named “Fire” in the skills script. Then if the player is not blocking then the player health will be reduced by whatever value is in the firedmg variable and the animation of the player getting hit will be played, if the player is blocking then the health is reduced by 30% of the damage that was supposed to be dealt.

Enemy Spawning for first time

```
public void FirstTimeSpawn()
{
    if (!firstspawn)
    {
        //When its the first time Spawning you need to set the max enemies and max spawnpoints for each level
        if (currentscene == "dungeon") //When in the Dungeon Level
        {
            maxenemies = 3;
            maxspawnpoints = 3;
        }
        else if (currentscene == "desert") //When in the Desert Level
        {
            maxenemies = 4;
            maxspawnpoints = 4;
        }
        else if (currentscene == "bar") //When in the Bar Level
        {
            maxenemies = 1;
            maxspawnpoints = 1;
        }
        //Find the Spawnpoint GameObjects and put it into the spawnpoints list
        for (int i = 1; i < maxspawnpoints + 1; i++)
        {
            GameObject spawnpoint = GameObject.Find("Spawnpoint" + i);
            Debug.Log("Found " + spawnpoint);
            spawnpoints.Add(spawnpoint);
        }

        for (int i = 0; i < maxenemies; i++)
        {
            //Enemy GameObjects will be spawned in using the enemy prefab and the list of spawnpoints
            enemy = Instantiate(enemyspawn, spawnpoints[i].transform.position, Quaternion.identity);
            //Change The Name For Each Object
            enemy.name = "Enemy " + i;
            //The Enemy GameObject Will be added to the enemy list
            enemies.Add(enemy);
            //If Any GameObject is null then it will destroy the last position of that gameObject, this should be done every scene load otherwise it will delete everything in the lastpos list
            enemylastpos.Add(enemies[i].transform.position);
            //see.Add(enemies[i].gameObject.name);
        }
        Debug.Log("First Time Spawning Enemies");
        firstspawn = true;
    }
}
```


This part of the code is for when you are first spawning in the enemies to the scene. If `firsttimespawn` is false which it will be when you first load into a level then the game will check which scene you are in, depending on the scene you are in the `maxenemies` and `maxspawnpoints` will be set to a value so for this case lets say we were in the bar scene, then `maxenemies` and `maxspawnpoints` will both be set to 1. After that the for loop will loop only once since `maxspawnpoint` is 1 and in that loop it will look for only 1 gameobject called `spawnpoint` with a number and that object will be added to the list. After that there will be another for loop that will only run once because the `maxenemies` is 1 and it will spawn in the enemy gameobject which is in the variable `enemyspawner` at `spawnpoint 1`, then that enemy gameobject will be named "Enemy 1" and then it will be added to the list, after all of that first spawn will be set to true and if the enemies need to be respawned after coming back from the battle scene then a different function will be called.

Battle Scene Environment depends on what level you entered a battle in (In `BattleLevelChangerScript`)

```
public void SetLevelName(string name)
{
    levelname = name;
}
```

This is a function that sets the `levelname`, the `levelname` will be set by a different object with a trigger collider, on this trigger collider there is a public string that is different depending on the level.

```

void OnSceneLoaded(Scene scene, LoadSceneMode mode)
{
    //Sets Current Scene variable
    currentscene = SceneManager.GetActiveScene().name;

    if (currentscene == "battle test")
    {
        //Set all the battle environments to false after finding them
        dung = GameObject.Find("Dungeon");
        dung.SetActive(false);
        desert = GameObject.Find("Desert");
        desert.SetActive(false);
        bar = GameObject.Find("Bar");
        bar.SetActive(false);

        if (levelname == "Dungeon")
        {
            dung.SetActive(true);
        }
        else if (levelname == "Desert")
        {
            desert.SetActive(true);
        }
        else if (levelname == "Bar")
        {
            bar.SetActive(true);
        }
    }
}

```

In the OnSceneLoaded() function the first thing that will happen is that the name of the current scene of the player will be put in the string variable currentscene. If the name in the currentscene variable is equal to "battle test" then the game will look for all the GameObjects that are named "Dungeon", "Desert" and "bar" then after finding them they will all be disabled and you won't be able to see them. Then depending on what's inside the levelname variable that would have been set by the trigger object that calls the SetLevelName() function, one of the GameObjects will be enabled again e.g. If levelname is equal to "Dungeon" then the GameObject for the Dungeon battle environment will be set to true.

Testing And Evaluation

No one has tested out the game so I tested it myself. I tested the game throughout the project just to make sure things were working well like making sure I can successfully load between levels and making sure that when I complete one level I cannot go back to that same level.

I started testing out a full playthrough of the game when I was close to completion just to see if there was anything that could be added or fixed that would improve the player experience and this was very effective for example, when you weren't in battle I made it so that you can see your health and SP when you pressed on the pause menu but then when I was testing out a full playthrough it was tedious to have to pause your game to see the health and SP.

Testing also helped make the final boss, originally it was impossible to kill it and complete the game but thanks to testing you are now able to make it easier for the player by adding a skill that it is weak to.

Management Of The Project

Looking back at my Proposal

After looking back at my Proposal I believe I have had done a good job of following my Proposal. I have added almost all the main things that I said I would add in my game e.g I have a mini battle menu when you are in the battle scene that gives you an option of either blocking, doing a normal attack that costs no SP and doing skills that cost SP that can also deal weakness damage, I even added extra button called "Escape" which allows you to run away from the battle and go back to the scene you were in before the battle. The only thing I didn't add that was in my Game Summary was the Enemy Analysis Feature.

Looking back at my MOSCOW

Must Have:

- Turn Based Combat – I was able to fully implement this into the game which I am very happy about.
- Dungeons – By Dungeons I basically meant different levels and I have succeeded in not only adding 1 level but I was able to add 4 different levels, one of them including the Final Boss.
- Advantage/ Disadvantage Feature – I was able to fully add this feature and it is a fun little battle mechanic outside of the turn based battle.
- Roaming Enemies – I was able to add this, the enemies can wander around and when the distance between the player and the enemy is close enough the enemy will start chasing the player until it loses them
- Third Person Camera – I was able to add a Third Person Camera that follows the player in the roaming world and in battle I was able to make the Camera rotation around the player and enemy, when the enemy does his normal attack the Camera will also focus and follow the player
- Elemental and Physical Skills – I was able to add in Elemental Skills such as the Fire Skill and Thunder Skill which can do a lot more damage to enemies that are weak to those elements, the only Physical skill I added was the normal attack
- Normal attack Feature – I was successfully able to make the Normal Attack feature and was able to make a little animation where the player will go towards the enemy, play its attack animation then go back to its original spot and I also did the same for the enemy.
- Guard Feature – I was able to add a Guard feature to both the player and the final boss, when either of them are hit by an attack, that attack damage is reduced by 30%. They will stop blocking in their next turns.

Should Have:

- Elemental/ Physical Weaknesses – As mentioned above I was able to make certain enemies weak to different elemental skills, but I didn't make any enemies that are weak to physical attacks
- Energy and Hp Cost – I was able to add the Energy cost into my game, you will lose energy when you decide to use a skill such as Fire or Thunder. I decided not to add HP cost because that would make the game way too hard especially against the Final boss that has a lot of HP itself
- Different Enemies – I was only able to have 2 different enemies, one of them being a skeleton that can attack and use a fire skill the other one being a giant beetle aka the final boss that can do normal attacks and can block

Could Have:

- Levelling Systems – I was not able to add this
- Inventory - I was not able to add this
- Items – I was not able to add this

Wont Have:

- Multiplayer

Overall I think I did a very good job following my MOSCOW since I got all the main stuff into my game to a very good standard that I am proud of.

How Was The Project Managed

The main way the Project was managed was that it took advantage of GitHub by using it for version control which helped a lot because sometimes something could go wrong so all you have to do is revert back to the previous version or you could test out some code to do something and instead of going through deleting all the scripts that was there for test purposes you would revert back to a previous version.

Another way the project was managed is that Sticky notes was used as a way to write down the tasks needed to be done or any ideas that could be added to the game and once the tasks were done they were crossed out using the strike through tool. Sticky notes also helped implement things like the turn based system and player blocking, it was written in Pseudo code.

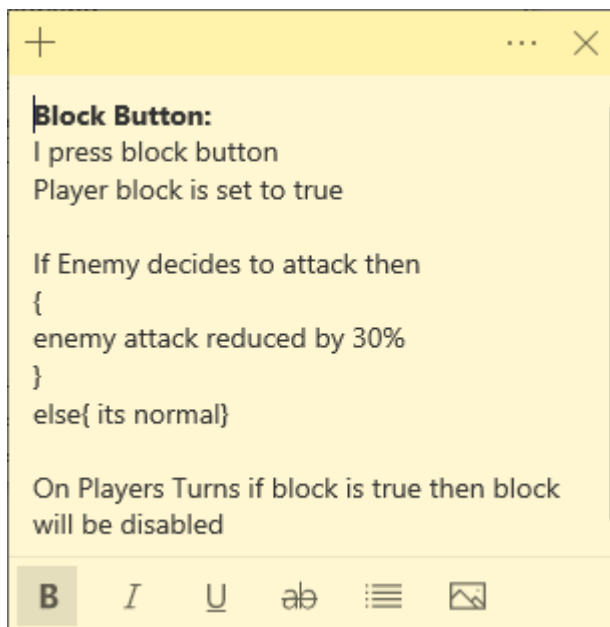
Example Of The Sticky Notes:

Checklist:

Check List:

- ▲ Switching Scene when touching the Enemy
- ▲ Battle UI with Buttons
- ▲ Attack Button Working
- ▲ Skill Button Working
- ▲ Escape Button Working
- ▲ Enemy Health
- ▲ Turn Based System
- ▲ After Battle Ends it goes to the players recent position
- ▲ After Battle Ends then Enemy Game Object shouldn't be there
- ▲ Speed Stats
- ▲ Add Sword
- ▲ Advantage when you hit back of Enemy
- ▲ Multiple Enemies
- ▲ Stamina System for Skills
- ▲ A Text Will Pop Up At The Start Of Battle Telling You If It A Player Advantage Or Enemy Advantage
- ▲ Fixing Fire Animation
- ▲ In The Overworld (Outside Battle Scene) Enemy can follow the Player
- ▲ Enemy Wander
- ▲ Type advantage
- ▲ Enemy Skill
- ▲ Add Block button that reduces damage by 30%
- ▲ Do Environment
- ▲ Rotating Camera
- ▲ Player Gravity (EXTRA STUFF NOT REALLY NEEDED)
- ▲ Dont Forget To Fix Pivot for the Player UI
- ▲ Player Animation
- ▲ Find Actual Enemy Model
- ▲ Add A Boss
- ▲ A death screen when player hp is 0 or less
- ▲ Add Box Colliders to the fences in the Bar Level
- Some Chests allow you to unlock skills (Lightning, Cure)
- ▲ Add Winning Screen
- ▲ Add Main Menu
- ▲ Find A Portal Asset
- ▲ Find A Lightning Effect
- ▲ Make a bool where once a chest is opened it stays open?
- ▲ When the boss blocks add a timer
- ▲ you need SP For the Final Boss battle
- ▲ Pause Menu where you can see health and SP
- ▲ Lightning Animation being played on Animation Event of Cast fix that

Player Blocking:



Keeping Chests Open:

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- Chest has an id
- You open a chest
- Chest id set to open
- Animation plays
- Send that the chest has opened into the GameManager or any Singleton
- When the scene is loaded then if that chest id has already been set to true then the chest will already be open

In the script that stores the chest id:

- Create an empty list for chests that have been opened currently in the scene
- Make a function that has to be called by the chest trigger script

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Type Advantage:

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Type Advantage

- Make a string variable called attack type or something
- When the player fire attack is played, `attacktype = "fire";`
- In the Enemy Stats script create a public stringvariable called weakness and then type in the weakness in the inspector
- When the enemy takes damage if (`attacktype == weakness`) Then do more damage (Maybe Double?)

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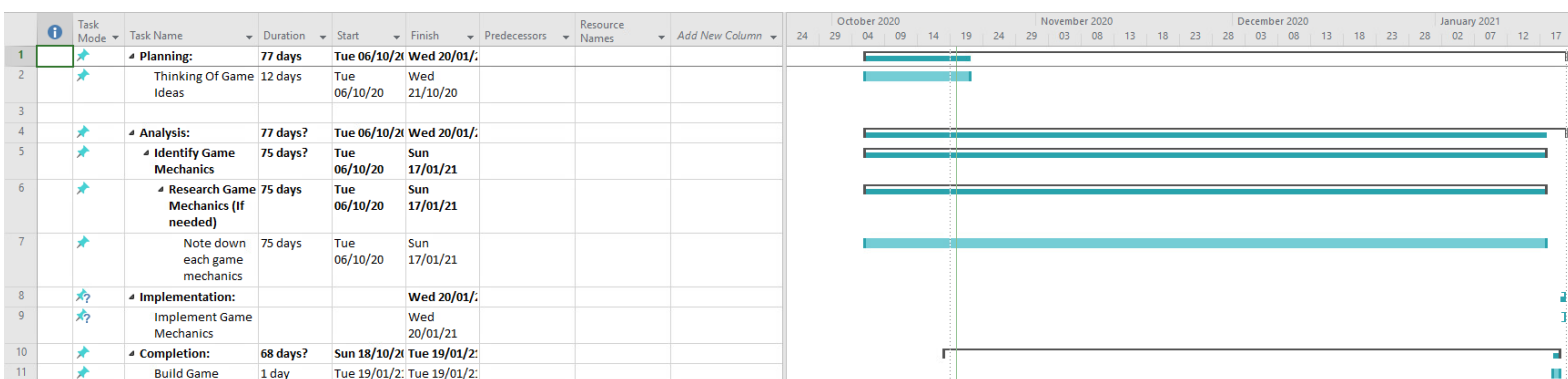
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The Gantt Chart:



Legal, Social and Ethical Issues. Data security issues.

What Would Be The PEGI Rating Of The Game?

Looking at the description of the age rating at [pegi.info](https://www.pegi.info) the age rating for the game would be a PEGI 7. The reason for this is because the game will have “very mild forms of violence” which according to [pegi.info](https://www.pegi.info) means the violence is not very detailed and is not realistic which fits the criteria for the game, along with that [pegi.info](https://www.pegi.info) states that the game sound or scenes can possibly scare children which also fits my game because the only thing that could possibly scare children is most likely the sneak attack of the enemy mainly.

Intellectual Property

The assets that wasn't created by me, most of them came from the Unity Asset Store and all the assets used from the Unity Asset Store were free so this means that there wouldn't be any licensing issues with them. The animations for the models such as the player from the a website that was provided by the University called Mixamo.com.

All the sound in the game I got were from a website called [freesound.org](https://www.freesound.org), all of the sound on there are all free to use but for some of them you must give credit to since they are under the [Attribution License](#), the ones where you don't have to give credit to are under the [Creative Commons 0 License](#) and the ones that you can use but cant use for commercial reasons are called Attribution [Noncommercial License](#). Credit will be given to all the sound assets down below in the [Asset List](#).

Will The Game Store Any Personal Data About The Players?

The game has no need to store any personal data about the players because it is a single player game that is all about enjoying and completing the game.

Conclusion Of Project

I am extremely happy and proud with what I was able to achieve in this project. This was my first time ever trying to even attempt to make a game that includes turn based battles but the main reason I am extremely happy about implementing the Turn Based System is because I didn't watch any Youtube tutorials for it, I was going to at first but I wanted to actually attempt to do it myself before watching a video and thankfully thanks to me writing down my ideas on a sticky note I was able to implement the Turn based battles into my game, also thanks to the sticky notes it helped me have minimal problems.

In the Turn based battle I was able to add an attack feature for both the enemy and player where they will walk over to their target e.g player walking towards the enemy and when they get to their target they will play their own attack animation where the target will then take damage and the player/ enemy that just attacked will walk back to their original position. I was also able to add skills for both the Enemy and the Player both being the Fire Skill, but the Player has an extra Thunder skill that is super effective against the final boss, I was also able to add a block feature for both the player

and the final boss and when they are on guard the damage they would usually take would be reduced by 30%, the guard will go away on the next turn no matter if you were hit or not. I was able to add an Escape feature for when you do not want to be in a fight, you can just run away and you will be put back in the scene where you started the battle in the same position, since just before loading into the battle scene your current position is being recorded. Also for the skills I had to have timers for it so that only after the timer is done then the next turn will happen otherwise as soon as the player/ enemy used a skill it would be the other persons turn even though the animation is still being played.

I was also very happy that I was able to make both the normal enemy AI and Final Boss AI change the move they want to do so for example, my normal enemy which is the Skeleton can randomly choose to either do a normal attack or use the fire skill whilst my Final Boss which is a Giant Beetle will have a sequence where it will first do a normal attack and then in its next turn it will block and it will then loop back to doing a normal attack.

I was able to add my Advantage feature which was an important part of my game, this feature is if the enemy hits the player in the roaming world (the world before going into a battle) then the Enemy will be able to go first when they go into battle no matter what the speed stat of the Player is, if the player hits the back of the enemy with the sword then the Player will have the advantage and the player will go first no matter what. If the player hits anywhere that isn't the back of the enemy then whoever has the higher speed stat out of the enemy and the player will go first.

Another achievement I was very happy with was how I added sound into my game, I made it so that depending on the scene you were the sound of the footsteps will change for example, when you are in the desert level footsteps that sound like your walking in sand will play whilst in the hub level with grass the footsteps sound like your walking on grass. I was also able to change the background music for each level using the same method I used for the footsteps.

One of the main things I learned from this Project is that when wanting to implement a Game Mechanic into my game I should first create a sticky note where I should write down the steps the program should go through to achieve what I want because it helps you think and figure out how you should approach things, before the project I never thought I would be using sticky notes but now thanks to the project I understand the importance of writing pseudo code.

In the future I would not only like to make more Turn based battles type games but I would also like to create a variety of different games just to at least get a feel what it is like of making games of different genres, I would especially like to try and make a fighting game since I play quite a lot of them myself.

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Asset List

Models:

- Character – Created by me
- Sword – Created by me
- [Meshtint Free Polygonal Metalon](#)
- [Lowpoly Dungeon Assets](#)
- [Desert Kits 64 Sample](#)
- [Low Poly Western Saloon](#)
- [Lowpoly Medieval Skeleton - Free Pack](#)
- [3D Chest Object](#)
- [Fire VFX](#) – Created by me thanks to the Youtube Tutorial
- [Lightning VFX](#) – Created by me thanks to the Youtube Tutorial
- [LowPoly Environment Pack](#)
- [Environment Pack: Free Forest Sample](#)

Audio:

- [Sand Footstep SFX](#) – Done by [Coral Island Studios](#)
- [Birds In Spring Music](#) – Done by [BurghRecords](#)
- [Boss Theme](#) – Done by [Dneproman](#)
- [Mazmorra](#) – Done by [CarlosCAV](#)
- [Epic Battle Music](#) – Done by [Airwolf89](#)
- [Fata Morgana](#) – Done by [zagi2](#) (Can't be Used For Commercial Use)
- [Footsteps on Grass](#) – Done by [harrietniamh](#)
- [Footsteps on Wood](#) – Done by [Mydo1](#)

- [Fire Explosion](#) – Done by [ReadeOnly](#)
- [Lightning Strike SFX](#) – Done by [Turrus](#)
- [Music Pop 6](#) – Done by [SkibkaMusic](#)
- [Punch SFX](#) – Done by [newagesoup](#)
- [Slash SFX](#) - Done by [gubodup](#)
- [Swing SFX](#) – Done by [XxChr0nosxX](#)
- [Wind Through Trees SFX](#) – Done by [spoonbender](#)
- [Menu Music](#) – Done by [wi-photos](#)
- [Winning Music](#) – Done by [Tuudurt](#)

Animation:

Player:

- [Attack Animation](#)
- [Block Animation](#)
- [Cast Animation](#)
- [Idle Animation](#)
- [Run Animation](#)
- Player Animator Controller

Enemy(Skeleton):

- [EnemyCast Animation](#)
- [EnemyHit Animation](#)
- [EnemyIdle Animation](#)
- [EnemyPunch Animation](#)
- [EnemyRun Animation](#)
- [EnemyWalk Animation](#)
- Skeleton Animator Controller – Created by me using the Animations from [Mixamo.com](#)
- Skeleton Battle Animator Controller – Created by me using the Animations from [Mixamo.com](#)

Bar Door:

- Ldooridle Animation
- Ldooropen Animation
- Left Door Animator
- Rdooridle Animation
- Rdooropen Animation
- Right Door Animator

All of the Animations and Animators were created by me, for the animations I just added Rotations for both the left door and right door

Dungeon Door:

- Door Animator
- Dooridle Animation
- Dooropen Animation

All of the Animations and Animators were created by me, my animation for the dooropen is just a rotation

Final Boss (Polygonal Metalon a giant beetle):

- [Cast Spell Animation](#)
- [Defend Animation](#)
- [Die Animation](#)
- [Idle Animation](#)
- [Jump In Place Animation](#)
- [Jump W Root](#)
- [Run Backwards in Place](#)
- [Run Backwards W Run](#)
- [Run Forward In Place](#)
- [Run Forward W](#)
- [Smash attack](#)
- [Stab Attack](#)
- [Strafe Left In Place Animation](#)
- [Strafe Left W](#)
- [Strafe Right In Place](#)
- [Strafe Right W](#)
- [Take Damage](#)
- [Turn Left](#)
- [Turn Right](#)
- [Walk Backwards In Place](#)
- [Walk Backwards](#)
- [Walk Forward In Place](#)
- [Walk Forward](#)
- [Polygonal Metalon Animator](#)

All the Animations and Animators I got were from the [Unity Asset Store](#).

Scripts:

- BattleEnemyAI – I created this script myself but I was able to make this thanks to PowerPoints made by [Darrel Greenhill](#) which gave me an idea on how to start it.
- EnemyBattleSpawner – I created this script myself and it basically just spawns the Enemy in when you are in the battle scene.
- EnemyBattleTrigger – I created this script myself.
- EnemyHealth – I created this script myself but I got some help with the sliders from the [Unity Website](#)
- EnemySpawn – I created this script myself but I got some help with the OnSceneLoaded function from the [Unity website](#).
- EnemyStats – I created this script myself
- Advantage – I created this script myself but I got some help with the OnSceneLoaded function from the [Unity website](#).
- AudioManager – I created this script myself but I got some help with the OnSceneLoaded function from the [Unity website](#).
- BattleLevelChanger - I created this script myself but I got some help with the OnSceneLoaded function from the [Unity website](#).

- BossCharge – I created this script myself but I was able to get some help from Powerpoint sprovided by [Darrel Greenhill](#).
- Chestlist – I created this script myself thanks to the help from Powerpoints provided by [Darrel Greenhill](#).
- Chesttrigger - I created this script myself thanks to the help from Powerpoints provided by [Darrel Greenhill](#).
- DontDestroyOnLoad – I created this script myself thanks to the help from Powerpoints provided by [Darrel Greenhill](#) and the [Unity website](#) for OnSceneLoaded.
- GameManager - I created this script myself thanks to the help from Powerpoints provided by [Darrel Greenhill](#) and a few documents from the [Unity website](#).
- HubNameLevel – I created this script myself.
- LevelCompleteManager – I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- LevelNameSender – I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- Menus – I created this script but I got some help for a portion of the script from a [Youtube Tutorial](#).
- PlayerController – Most of the script was from a [Youtube Tutorial](#) but I added some other code to it.
- PlayerDealsDamage – I created this script thanks to Powerpoints provided by [Darrel Greenhill](#).
- PlayerStats – I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- RestoreHealth - I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- SceneChanger – I created this script thanks to the [Unity website](#) about OnSceneLoaded function and a Powerpoint provided by [Darrel Greenhill](#).
- SceneDoorChanger - I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- Skills - I created this script thanks to a Powerpoint provided by [Darrel Greenhill](#).
- StartBattle - I created this script myself thanks to the help from Powerpoints provided by [Darrel Greenhill](#).
- Third Person Camera – I was able to make this script because I followed a [Youtube Tutorial](#) but I modified it so that it would work the way I wanted it to work.
- TurnBasedSystem – I created this script thanks to Powerpoints provided by [Darrel Greenhill](#).
- WanderEnemyAI – This script I found on a [Unity Forum](#) but I modified and added stuff to it so it would work the way I wanted it to work.