

Action RPG

JACKSON SKINNER

Main Goal

- Player will be able to open a menu and change their weapon and armour.
- Weapons and armour will have different stats.
- Basic combat with an enemy to showcase stat changes.



Week 8: Scene Set-Up

- Research necessary material.
- Acquire Assets from unity store.
- Set up project folders and singleton scripts.
- Add Player and Enemy model to scene.

Week 9: Player Movement

- Incorporate player movement using WASD keys.
- Allow the player to attack when the left mouse button is clicked.
- Add animations to player movements.

Week 10: Enemy Al

- Set up Enemy patrol pattern and colliders.
- have enemy to attack player.
- Have enemy follow player once combat has started.
- Add enemy animations.

Week 11: Ul and Weapon Change

- Add a UI that allows player to open a menu to swap weapons.
- Each weapon will change the player's damage output.

Week 12: Armour Change

- Add the ability for player to change armour.
- Each armour will change damage amount of damage the player takes from enemy attacks.
- Debug issues before submission.

Tutorials

https://www.youtube.com/watch?v=jQmtBvxclI4

GitHUB Link

https://github.com/Valgius/Skinner_J_AGA307_Assessment-3