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Summary

Game Overview

Heavenly bullet; Hellish life is a single-player, third-person bullet-hell game in which you'll need to survive as long as possible in order to score more points. The goal is to score enough points to be sent to your preferred instance of the afterlife. You score heaven-points by killing demons and hell-points by killing angels; both these monsters can be shot down with your almighty gun.

The player can boost his chances by collecting power-ups. These will not only provide a special kind of bullet which might do more damage to certain types of enemies, but also an extra powerup. These powers might include a floatier jump or the ability to build a block underneath yourself.

Evaluation

Development stack

- **Unity 2019.4.013f LTS**
This version of Unity is used because this was required for the exercise.
- **C#**
Unity does not support other languages, thus I use this one.
- **Visual Studio 2019**
This IDE is the only one I have used until now, so it seems logical I also use it for this exercise.
- **Blender 2.83**
Seeing as I have accidentally uninstalled 3DSMax and Blender is the industry standard, I will use Blender.
- **Photoshop 2020**
Photoshop is the only decent program for image drawing and editing that I know of and/or have access to, thus I will use it.

Target Platform

Our target platform is anything that works with a controller. This means mostly consoles like Xbox and Playstation, but also PC. The reason for this is that a controller input system is required for the exercise.

Conventions

Standard Coding Conventions

Local	myVariable
Private Variable:	_myVariable
Public Variable:	MyVariable
Bool Variable:	isHit
Function:	MoveBall()
Bool Function:	IsHit()

File Structure

Assets/GameDesign	Asset Bundle maker.
Assets/Input	InputActions files.
Assets/Materials	Materials and textures used to make materials.
Assets/Models	Models.
Assets/Prefabs	Container for all prefabs.
../Prefabs/Enemies	Subdivision for prefabs of different kinds of enemies.
../Prefabs/PowerUps	Subdivision for prefabs related to the powerup system.
Assets/Scenes	Container for all scenes, starting with gamename_info.
../Scenes/bulletheaven_GameScene	Contains the navmesh for the bulletheaven_GameScene scene
Assets/Scripts	Container for ALL scripts in the project, EXCEPT the Assetbundle scripts. Must also contain the assetbundle assembly definition
Assets/URP	Folder made by Unity. Allows the use of the Universal Rendering Pipeline.

Asset Names

bulletheaven_name

MAT_Name

EnemyAdjectiveAdjective

PowerUpColor

Scenes

Materials

Enemy Prefabs

PowerUp Prefabs