

# Outside Skyline

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- DATT3300 23W
- Game Milestone 2
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## What I have done

Because in Game Milestone 1, the code implementation of some features is too messy. So at the beginning of Phase 2, I spent a lot of time refactoring and adding new features. I completely refactored my dialogue system, goal guide, and level flow management system, while also modularizing common features for further development and maintenance. At the same time designed the true and false ending. The player can easily follow the level flow to achieve the fake ending, but if you want to discover the hidden level of the true ending, you may need to pay attention to the dialogue with the NPC.

So far, the development on Godot is relatively smooth, but Godot does have difficulties in post-processing due to the lack of resources like Unity store. GDScript's syntactic sugar gives me good positive feedback, and I also like how lightweight it is. But next time I might still choose Unreal or Unity as the representative engine, which has a perfect resource store and a strong community culture.

## Tutorial Used

- [Juiced Up First Person Character Controller Tutorial - Godot 3D FPS](#)
- [Godot 4.X : Ultimate First Person Controller Tutorial \( 2023 \)](#)
- [【Godot教程】教你用全局脚本优化代码](#)
- [How To Create A Pause Menu In Godot 4](#)
- [Welcome to Shaderland - An introduction to shaders in Godot](#)
- [在 Godot 引擎中制作 AAA 图形非常简单！](#)
- [【Godot教程】如何实现对话系统](#)
- [Godot 4 创建3D离屏和屏上目标指示器，用HUD标线跟踪屏幕上和屏幕外的敌人位置！](#)
- [GODOT VFX - Stylized Fire Effect Tutorial](#)
- [Godot 4: Visual Shader Introduction \(beginner-friendly tutorial\)](#)

## Resources Reference

- Texture
  - [Greybox Texture](#)
  - [Crosshair Pack](#)
  - [Fire Texture](#)
  - [material\\_wall](#)
  - [Aerial Grass Rock](#)
- Models
  - [Car Kit](#)
  - [City Kit \(Suburban\)](#)
  - [City Kit \(Roads\)](#)
  - [Helicopter v2](#)

- Sound
  - [通用警笛音效-终极合集-视频编辑制作-Police Siren - Ultimate Collections \\_ Sound effects](#)
  - [【绿幕素材】直升机旋转视频素材，带音效，无水印](#)
  - [燃烧 #01 着火 火焰 环境音 音效 \(HQ\)](#)

## Creative Idea Reference

- [【基德】困扰人类2万年的难题：全息宇宙理论](#)
- [Maldacena, J. The Large-N Limit of Superconformal Field Theories and Supergravity. International Journal of Theoretical Physics 38, 1113–1133 \(1999\).](#)