

Board ▾ **Jordan Akehurst** ★ Public | JA TK Invite

Week 1

Week 2

Week 3

Week 4

Week 5

Week 6

Game Review Essay Submission
⌚ 5 Nov 2021 ⏸ 1

Week 7

Week 8

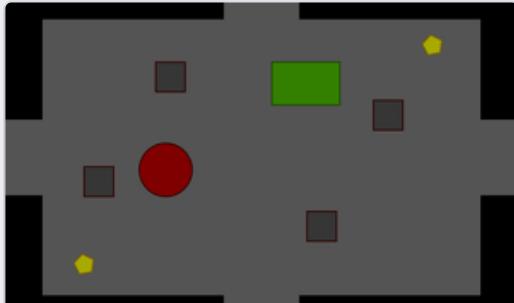
Week 9

Week 10

Maze Puzzle.png
📎 1

https://trello.com/b/dIPjgj01/jordan-akehurst

Week 11



Labyrinth.png

0 1

Initial game ideas:

the Empty labyrinth & the box of hopes

= ~~the labyrinth of lost hopes~~

→ Pandora's Labyrinth

1.png

0 1

Short Description:

Search the labyrinth for pandora's box by solving puzzles to unlock new rooms. Once found, get out quick before the minotaur catches you.

2.png

0 1

Stage 1:
Solve puzzles → unlock rooms

Stage 2:
Unlock rooms → find pandora's box

Stage 3:
find box → exit labyrinth

3.png

0 1

When the player finds Pandora's box, minotaur gets activated, chasing the player until they exit

4.png



- strategic play
- 1) find box & exit
 - 2) Pickup box \rightarrow activated minotaur
 - 3) exit before caught by minotaur

5.png



Open door to next room by completing puzzle in current room

Minotaur roams labyrinth chasing player
- Solve puzzle increases speed of minotaur

If minotaur > 2 rooms away, minotaur jumps to player's previous room

Player has to find Pandora's box before the labyrinth

6.png



Labyrinth of lost hopes

Puzzle [Rogue-like]

Puzzle

move barrel over empty
Space to create bridge
1-3 block spaces

dropdown

- Pre-made large lvl
- multi puzzle labyrinth
- Search for exit
- Some puzzles summon minotaur

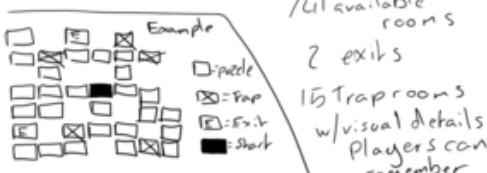
7.png



~~What~~ Room grid?

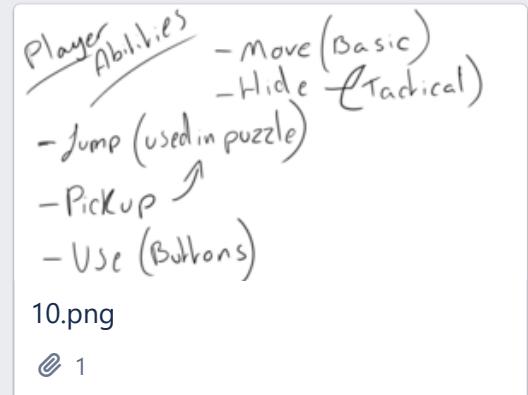
9x9

$$= 81 \text{ Total rooms} / \text{Blocked rooms} = 110 / 41 \text{ available rooms}$$

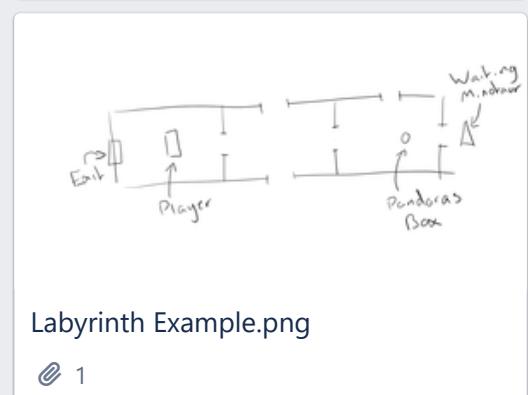
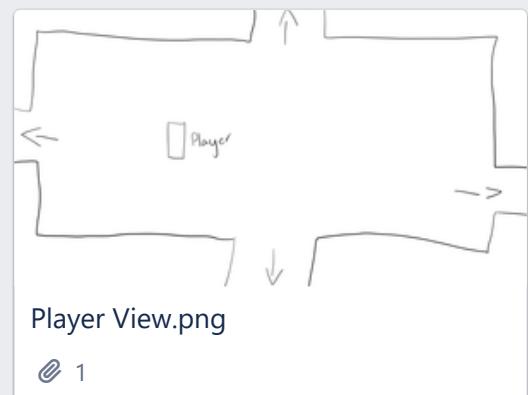


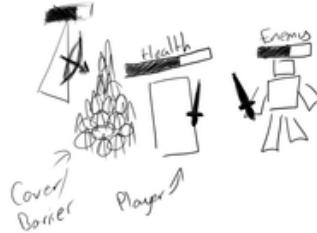
8.png





Week 12





Combat Example.png

1

Week 13

Random Grid Generation

2

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```
CSharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class CollisionController : MonoBehaviour
{
    GameObject player;
    PlayerController playerScript;
    SpriteRenderer playerBounds, thisBounds;
    // Start is called before the first frame update
    void Start()
    {
        player = GameObject.Find("Player");
        playerBounds = player.GetComponent<SpriteRenderer>();
        playerScript = player.GetComponent<PlayerController>();

        thisBounds = GetComponent<SpriteRenderer>();
    }

    // Update is called once per frame
    void Update()
    {
        if (thisBounds.bounds.Intersects(playerBounds.bounds))
        {
            print("COLLIDING");
            player.transform.position += playerScript.pushBack;
        }
    }
}
```

Started pre-development of collision component

5

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```
CSharp
using System.Collections.Generic;
using UnityEngine;

public class PickupController : MonoBehaviour
{
    public GameObject player, connectedBlock;
    SpriteRenderer playerSprite, softFerite, blackFerite;
    bool isCollected, isComplete;
    enum State { Dropped, Collected };
    currentstate state;

    // Start is called before the first frame update
    void Start()
    {
        player = GameObject.Find("Player");
        playerSprite = player.GetComponent<SpriteRenderer>();
        blackFerite = connectedBlock.GetComponent<SpriteRenderer>();
        softFerite = GetComponents<SpriteRenderer>[1];
        state = currentState.Dropped;
        Gameobject.Find("GameManager").GetComponent<GameManager>().totalBlocks--;
    }

    // Update is called once per frame
    void Update()
    {
        if (currentState == currentState.Dropped)
        {
            if (softFerite.Bounds.Intersects(playerSprite.Bounds) && Input.GetKeyDown(KeyCode.Space))
            {
                if (state == currentState.Dropped) state = currentState.Collect;
                else if (state == currentState.Collect) state = currentState.Dropped;
            }
            if (state == currentState.Collect)
            {
                transform.position = new Vector3(player.transform.position.x + 0.1f, player.transform.position.y);
            }
        }
        if (state == currentState.Dropped)
        {
            transform.position = new Vector3(transform.position.x, transform.position.y);
            if (softFerite.Bounds.Intersects(blackFerite.Bounds))
            {
                isComplete = true;
                transform.position = connectedBlock.transform.position;
                Gameobject.Find("GameManager").GetComponent<GameManager>().totalBlocks++;
            }
        }
    }
}
```

Pickup/Drop Mechanic

1

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```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

// Unity Script | References
public class CameraMovement : MonoBehaviour
{
    public int camSensX, camSensY;
    Vector3 roomCentre, playerCentre, positionUpdate;
    GameObject player;

    // Start is called before the first frame update
    @UnityMessage | References
    void Start()
    {
        player = GameObject.Find("Player");
        camSensX = 10;
        camSensY = 10;
    }

    // Update is called once per frame
    @UnityMessage | References
    void Update()
    {
        playerCentre = player.transform.position;
        positionUpdate.x = ((playerCentre.x - roomCentre.x) / 100) * camSensX;
        positionUpdate.y = ((playerCentre.y - roomCentre.y) / 100) * camSensY;
        transform.position = new Vector3(positionUpdate.x, positionUpdate.y, -10);
    }
}

```

Camera Movement

0 1 0 1 JA

Week 14



EnemyFSM.png

0 1

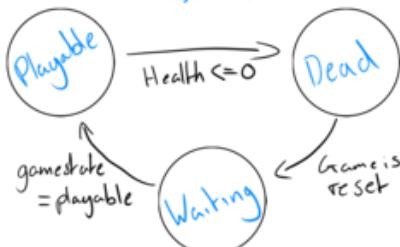
Minotaur - FSM



MinotaurFSM.png

0 1

Player - FSM



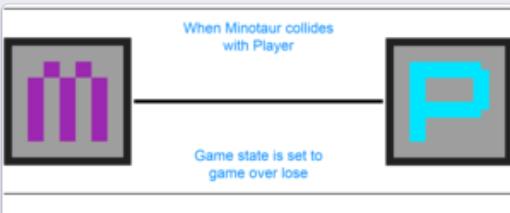
PlayerFSM.png

0 1



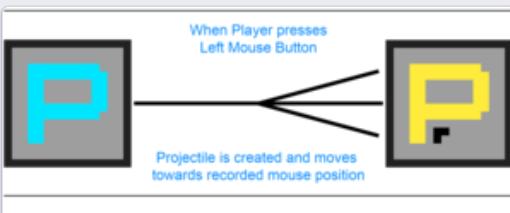
GameManagerFSM.png

1



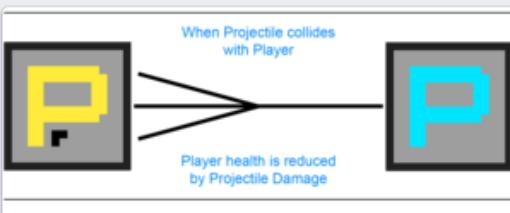
Minotaur-Player.png

1



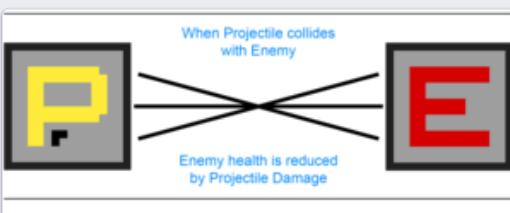
Player-Projectile.png

1



Projectile-Player.png

1



Projectile-Enemy.png

1

Week 15

NEED TO DO



Week 16

Week 17

Week 18

Week 19

Week 20

Week 21

Week 22

Week 23

Week 24

Week 25

Week 26

Week 27

Week 28

Week 29

Week 30