Contents

1   Introduction

This initial report will function as anoverview of the tasks that have been completed so far.

Robin Hood: New generation is a 2D game made with unity and C#.

The player's (Robin) objective is to collect money (which will later on be implemented) while trying to dodge opponents and hurdles (AI).

Before the first presentation of the project, we wanted to set a base for our entire game: implement the most important parts and set the main direction of movement and progress

We embarked on developing the basics of the gameplay for this project's first stage, including a functioning model for the level and the soundtrack. After finishing the core mechanics of the game, we started working on the more focused elements such as multiplayer and AI.

This report will discuss the team's challenges as well as the percentage of work accomplished.

Description

Robin Hood: New Generation is a platform game that puts the player in the shoes of the legendary hero, Robin Hood. As they make their way through the levels, the player will face a variety of challenges, including enemies, traps, and obstacles that they must overcome in order to complete their mission of collecting money for charity.

To succeed in their mission, the player has several controls at their disposal. The right and left arrow keys on the keyboard allow the player to move their character in either direction, giving them full control over their movement within the game environment. This is essential for navigating through the levels, avoiding obstacles, and getting past enemies.

When facing enemies, the player can use the "s" key on their keyboard to initiate a sword attack. This is a vital tool for the player, as they will encounter enemies and obstacles throughout the game that will require them to defend themselves in order to progress. With practice, the player can learn to use different sword techniques and combos to take down enemies more efficiently.

In addition to movement and sword attacks, the player can also use the space bar on their keyboard to initiate a jump. This is another important movement tool that allows the player to avoid obstacles and reach new areas within the

game environment. By mastering jumping, the player can access secret areas and collectibles that are hidden throughout the levels.

But the controls of Robin Hood: New Generation go beyond just the basics. The player can also use combinations of buttons to perform advanced moves. For example, if the player jumps and then hits the attack button, the character will perform a powerful downward strike that can defeat multiple enemies at once. Similarly, if the player hits the attack button while running, the character will perform a running slash that can cover a large distance and defeat enemies in its path.

The player can also use the environment to their advantage. For example, by jumping on top of crates or barrels, the character can gain a height advantage and attack enemies from above. In some levels, there may be objects such as ropes or levers that the player can interact with to open up new paths or defeat enemies.

It's important for the player to master these moves and utilize the environment effectively in order to progress through the game. As the levels become more challenging, the player will need to use all of their skills and strategy to overcome obstacles and defeat enemies.

Overall, Robin Hood: New Generation offers a fun and engaging platforming experience with a unique twist on the classic Robin Hood story. With a variety of moves and abilities at the player's disposal, there are endless ways to approach each level and defeat the enemies that stand in their way. So grab your sword, practice your moves, and get ready to take on the role of Robin Hood and save the day!

2   General progression

Task	Expected	Completed
UI	35%	70%
UX	35%	70%
Character actions	20%	60%
Multiplayer	30%	
AI	20%	70%
Tutorial	30%	30%
Level design	15%	40%
Level implementation	20%	45%
Object implementation	20%	35%
Particle effects	5%	50%
2D Modeling	40%	50%
2D Animation	40%	50%
Music	10%	40%
Sound effects	10%	40%
Writing (storyline)	50%	55%
Website	40%	

3   Additional details

As we move forward towards the upcoming defenses, we understand that time management is critical for the success of our project. We have learned from our mistakes and are determined to be more efficient in our planning and execution.

To ensure that we stay on track, we have created a detailed project plan with specific timelines for each task, making sure to allocate enough time for revisions and adjustments. We have also identified potential obstacles that may arise, such as unexpected setbacks or delays, and have developed contingency plans to address them promptly.

Moreover, we have been regularly communicating with each other, making sure that everyone is aware of their respective roles and responsibilities. This has helped us to avoid any misunderstandings and has ensured that everyone is working towards a common goal.

Overall, we feel confident about our progress and are determined to make the upcoming defenses a success. By learning from our mistakes, staying organized, and communicating effectively, we are confident that we will be able to accomplish our goals and deliver a high-quality project within the given timeframe.

4 Task distribution

The division of tasks based on individual interests is an effective approach to ensure that everyone in the group is contributing to the project in a meaningful way. By allowing each member to work on tasks that align with their interests and strengths, we can tap into their motivation and creativity, which can lead to a more engaging and exciting final product.

In this case, Hana, as the group leader, plays a critical role in coordinating the different tasks and ensuring that everyone is working towards the same goal. By understanding each member's strengths and interests, Hana can effectively assign tasks and monitor progress to ensure that the project is completed on time and to a high standard. Her leadership skills are essential in ensuring that the team functions smoothly and that everyone is motivated and engaged throughout the project.

Hana's role in implementing the game's user interface is critical in ensuring that players have a seamless and engaging experience while playing the game. She is responsible for creating and designing various elements such as screens, buttons, toggles, icons, and other visual elements that make up the game's user interface. She also has to consider the user experience (UX) while developing these elements to ensure that they are intuitive and easy to use.

Moreover, she has to incorporate artificial intelligence (AI) into the game to make it more sophisticated and exciting. This may include creating AI-controlled characters or integrating AI algorithms into the gameplay mechanics to create challenging situations for the players.

To help new players understand the game mechanics, she has also developed a tutorial that provides step-by-step guidance through the game's various situations. Assigning each game asset's 2D model, along with a few traits and properties, is another responsibility that she has in order to implement the game objects. Overall, Hana's tasks are crucial in creating a game that is both visually appealing and engaging for the players.

Isha's responsibility in the project is to focus on the gameplay mechanics and ensure that the player's character can perform all the necessary actions such as jumping and walking smoothly. She is also responsible for enhancing the overall gameplay experience by improving the character's behavior and movements. In addition to this, she is also in charge of the game's website, ensuring that it is user-friendly and provides players with all the necessary information about the game. Isha is also contributing to the tutorial, ensuring that it provides step-by-step guidance for players new to the game.

In addition to her role in level design and particle effects, Jessica has taken on the task of creating convincing 2D animations for the game. This involves

rigging the skeletons in the game's models to ensure that they move in a realistic and believable way. Her animations will bring the game's characters and objects to life, adding an extra layer of immersion for players. On top of that, she is also responsible for producing high-quality and diverse particle effects, which will enhance the game's visual appeal and add to its overall atmosphere.

In addition to her responsibilities, Andilath has been working tirelessly to create 2D models that can help the game's environment feel immersive and realistic. Her attention to detail has allowed her to create intricate designs for each level of the game. She also has been responsible for the inclusion of the background music and sound effects to enhance the player's experience while playing the game.

Furthermore, she has been responsible for crafting engaging storylines that can serve as a support to the game. She has been working closely with the rest of the team to ensure that the narrative is cohesive and aligns with the overall vision for the game. Her creativity and storytelling skills have been invaluable in making the game more than just a collection of levels and challenges but a truly immersive experience.

5 Individual tasks

5.1 Main menu

Main menus are an essential part of both casual games and video games. They serve as the first point of contact between the player and the game, allowing the player to navigate various options such as starting a new game, continuing a saved game, adjusting game settings, accessing additional content, and more.

Each game series typically has its own unique main menu design, often incorporating elements and themes from the game itself. The main menu is usually located at the beginning of the game and can be accessed from the title screen.

The control buttons and options within the main menu are typically located at the bottom or sides of the screen, allowing the player to easily navigate through the menu options.

As a result, at the beginning of the game, we have a splash screen with a knight sign on it followed by our main Menu. Our Main menu contains the following buttons:

TUTORIAL
START GAME
SOUND
EXIT

5.2 Storytelling

Having a clear narrative guide is essential for creating a cohesive and engaging game. By outlining the story, we were able to identify key themes, characters, and plot points that would inform the design and gameplay of each level. This allowed us to create levels that not only fit within the overall story but also helped to advance it.

Additionally, having a story guide helped us to ensure that the game's mechanics and challenges were integrated into the narrative in a natural and seamless way, making the game more immersive for the player.

We have written the narrative up to level four as of the first defense. After the second level, the plot is still open to change and is not yet finalized. The reason why we decided to keep the plot open for changes after the second level is that we want to make sure that the game remains engaging and challenging for the players. We want to keep the players on their toes, and we believe that by making adjustments to the storyline as the game progresses, we can achieve

that. We plan to gather feedback from players as we release the game and use that feedback to inform any changes we make to the storyline. This way, we can ensure that the game is always fresh and exciting for both new and returning players.

Integrating the tutorial with the gameplay and the story is crucial for providing a seamless and engaging experience for the player. By introducing the tutorial in a natural and contextual way, the player can learn the mechanics of the game without feeling overwhelmed or bored.

For example, if the player needs to learn how to jump over obstacles, the tutorial can be introduced as part of the narrative, such as the character needing to jump over a chasm to escape an enemy. This not only teaches the player the mechanic but also enhances the story and adds to the overall immersion of the game.

Story:

Robin Hood: New Generation is a game that not only provides players with a fun and immersive experience, but also challenges them to think strategically and act fast. As the master thief Robin, players must navigate through a maze of traps and obstacles while avoiding the police and rival thieves. But Robin's mission is not just about collecting treasure for himself, it's about using his skills to help those in need.

To achieve his goal, Robin must strategically choose which houses to rob and which items to steal to maximize his points. In the single-player mode, players face increasingly difficult challenges, including new types of traps and enemies that are constantly changing the game's environment. But Robin isn't alone in his mission. He has his backup team, the Merry Men, who are skilled in various areas such as lockpicking, hacking, and parkour. Together, they are able to overcome the most challenging obstacles and steal the most valuable treasures.

In addition to the single-player mode, Robin Hood: New Generation also offers a multiplayer experience that lets players compete against each other in a race to collect the most money. This mode adds an extra level of excitement and competition to the game, as players strive to outdo their opponents.

For those who want an even more immersive experience, the game features a co-op story mode with house setup editing, in-engine cinematics, and artificial intelligence. This mode allows players to work together to overcome challenges and complete missions, further enhancing the game's collaborative aspect.

As Robin progresses through the levels, he discovers that the police are not the only obstacle in his path. He encounters rival thieves who are also attempting to steal from the same houses. The thieves are not afraid to use dirty tactics,

such as setting traps to slow Robin down or using decoys to mislead him. To make matters worse, Robin's arch-nemesis, the Sheriff of Nottingham, is hot on his trail. The Sheriff dispatches his most skilled deputies to pursue Robin through the levels, making it increasingly difficult for him to complete his mission.

Despite the challenges, Robin is determined to succeed and continues to press forward. As he reaches the later levels, he finds himself facing increasingly complex challenges. The houses he needs to steal from become more difficult to break into, and the traps become more elaborate. But Robin is always up for the challenge and discovers new and innovative ways to outsmart his adversaries.

In the end, Robin emerges victorious, having successfully completed his mission and outsmarted his adversaries. He is hailed as a hero by the people, who are grateful for his selflessness and dedication to their cause. Robin and his Merry Men continue to fight for justice and help those in need, inspiring future generations to do the same. In Robin Hood: New Generation, players not only have fun, but they also get to be a hero and make a difference in the game's virtual world.

5.3   Tutorial

Building a tutorial for a 2D game can be a complex process that involves multiple steps. First, the team needs to identify the essential elements of the game that players need to know to progress through the tutorial. This could include basic controls, the objective of the game, and any special abilities or power-ups that are available.

Once the key elements have been identified, the team needs to design the tutorial sequence. This typically involves creating a series of levels or challenges that gradually introduce the player to the game's mechanics, one step at a time. The tutorial should be designed in such a way that players can learn by doing, rather than simply reading or watching.

Next, the team needs to implement the tutorial in the game engine. This can involve creating new game assets, programming new game mechanics, or modifying existing elements to make them more tutorial-friendly. Testing is an important part of this process, as the team needs to make sure that the tutorial is clear, concise, and easy to follow.

Finally, the team needs to refine the tutorial based on feedback from playtesters. This could involve tweaking the difficulty of certain sections, adding more explanation to certain mechanics, or simplifying the overall flow of the tutorial. It is important to iterate on the tutorial until it is as polished and effective as

possible.

While building a tutorial for a 2D game can be a challenging process, it is an essential component of creating a game that is accessible to players of all skill levels. A well-designed tutorial can help to onboard new players quickly and efficiently, ensuring that they have a positive experience with the game from the very beginning.

5.4   UI

UI components play a crucial role in guiding the player's behavior and ensuring that they follow the intended course of action. They are a powerful tool in a game developer's arsenal, enabling them to provide players with clear directions and feedback on their progress. In addition to their functional role, UI components can also be used to present players with optional challenges, providing them with additional goals to strive for and increasing their overall enjoyment of the game.

To create an effective user interface, game developers must carefully consider the icons and visual elements that they use. These should be clear and easily recognizable, helping players to quickly understand what actions are available to them. Developers may also use color and animation to draw attention to important UI elements and provide feedback on player actions.

Once the UI design has been finalized, developers can begin to create a prototype. This typically involves creating a basic version of the UI with simple button interactions, allowing them to test the design and make any necessary adjustments before moving on to more complex features. In the case of our game, we have already created a unity prototype with basic button interactions, which will allow us to test and refine the UI design as we move forward.

We made an effort to match the game's theme and visual as closely as feasible with the ui design. Hence , we have tried our best to implement UI which consists of:

A health bar
A message when u loose
A try again button

5.5   UX

In game development, UX is crucial to ensuring that players are engaged and satisfied with the overall experience. This involves not only creating a user-friendly interface, but also designing levels and challenges that are intuitive and enjoyable. For example, a good UX design for a platformer game would take

into account the player's movement abilities and design levels that allow them to fully utilize those abilities. Similarly, incorporating appropriate sound effects and particle effects can enhance the player's immersion in the game world and contribute to a positive overall experience.

In addition to designing for the user's immediate experience, UX design also involves considering the user's long-term engagement with the product. This includes creating incentives for players to continue playing, such as unlocking new levels or earning rewards. It also involves designing for accessibility and inclusivity, ensuring that the game can be enjoyed by a diverse range of players.

Ultimately, the goal of UX design in game development is to create a product that not only meets the player's needs and preferences, but also provides a memorable and enjoyable experience that keeps them coming back for more.

5.6   2D modeling

Creating a captivating and visually appealing 2D environment is crucial in game development, as it immerses players into the game world and helps them connect with the characters and storyline. The process of 2D modeling involves designing and creating detailed graphics that showcase the game's art style, color palette, and overall aesthetic. This includes creating background scenery, buildings, characters, items, and other in-game elements.

In our game, Robin the thief is the main character, and we put a lot of effort into creating a character that players can relate to and root for. With the use of 2D modeling, we were able to create a unique and dynamic character with a striking appearance and personality. We wanted to ensure that every aspect of Robin's design was perfect, from his movements and animations to his appearance.

Furthermore, 2D modeling also plays a vital role in the gameplay mechanics of our game. We carefully crafted every obstacle and challenge that Robin will face in the game, with a focus on ensuring that each element fits seamlessly into the game's environment. By using 2D modeling, we were able to create intricate and detailed levels that will provide players with an engaging and challenging experience.

In conclusion, 2D modeling is a crucial component of game development, and it requires a lot of creativity, attention to detail, and technical skill to get it right. With our dedication to creating a game world that immerses players and our focus on creating a compelling main character, we are confident that our game will be a success.

5.7   2D animation

In-game animation is a crucial component of modern video games. It enables game designers to create immersive and engaging game worlds that players can lose themselves in. In addition, animation can also help to convey important information to the player, such as the movement of enemies or the direction of a player's movement.

The process of creating in-game animation typically involves a series of steps, from sketching out the basic concept to creating a detailed storyboard, to finally bringing the animation to life in the game engine. Once the animation has been created, it can be integrated seamlessly into the game world, adding a new layer of depth and realism.

While there are many different types of animation techniques used in video games, one of the most popular is 2D animation. This technique is ideal for side-scrolling games, where the movement of the player is limited to a single plane. It is also often used for games with a retro aesthetic, as it can create a sense of nostalgia and familiarity for players.

In our game, we decided to use 2D animation and chose a knight component from the Unity asset store. This allowed us to create a character with a range of animations, from walking and running to attacking and jumping. By using pre-made assets, we were able to save time and focus on other aspects of the game design.

Overall, in-game animation is a powerful tool for game designers, allowing them to create engaging and immersive game worlds that players will remember long after they have finished playing. Whether you choose 2D animation or a more advanced technique, it is essential to pay attention to the details and create animations that are fluid, realistic, and add to the overall player experience.

5.8   Character movement

Character movement is an essential component of any game, as it can greatly impact the overall player experience. The ability to control your character in a way that feels natural and responsive is key to creating an engaging and immersive gameplay environment. Movement can also be a means of self-expression for players, allowing them to showcase their skill and style.

To achieve smooth and realistic character movement in our game, we utilized a combination of 2D animation, C# scripts, and camera movement. We carefully crafted animations that would seamlessly transition between movements, such as walking, running, and jumping, to create a fluid and responsive gameplay experience. Additionally, we used C# scripts to implement controls that would allow the player to move their character in a way that felt intuitive and natural.

One of the most important movements in our game is jumping, as it allows the player to traverse obstacles and reach new areas. We put a lot of effort into making the jumping animation look and feel as realistic as possible, taking into account factors such as gravity, acceleration, and deceleration. We also included camera movement to enhance the sense of height and momentum, making the player feel as though they are truly jumping through the game world.

In addition to jumping, we also implemented controls for moving forwards and backwards using the A and D keys, respectively. The S key was used for striking or killing adversaries, adding an element of combat to the game. We also included the ability to interact with barriers, allowing the player to navigate through the game world and overcome obstacles.

Overall, character movement is a vital aspect of any game, and we believe that we have successfully created a gameplay experience that is both smooth and realistic. By combining 2D animation, C scripts, and camera movement, we were able to create a responsive and intuitive control scheme that allows players to fully express themselves through movement.

5.9   Object implementation

In order to fully utilize all of the resources available to improve the quality of the game, we have decided to implement various obstacles. These obstacles will not only make the game more challenging and interesting for players, but they will also enhance the overall gaming experience. The following obstacles have been chosen for implementation:

Medieval Spike: These spikes are sharp, pointy objects that players must avoid. They can be placed on the ground, on walls or on other objects to create a challenging and dangerous environment for players.

Bushes: These thick, prickly bushes can slow down players as they try to pass through them. They can also be used to hide enemies or other obstacles, making the game more unpredictable. Trees: These tall, sturdy trees can be used as barriers, forcing players to navigate around them. They can also provide cover for enemies or other obstacles, making them more difficult to see.

Stones: These heavy, solid stones can be used to block paths or to create obstacles that players must climb over or navigate around.

Mushroom: These mushrooms can be used to create a bouncing effect, allowing players to jump higher or further. They can also be used to create a slippery effect, making it more difficult for players to maintain their footing.

Sign Panels: These sign panels can be used to provide players with useful in-

formation or to create a sense of direction. They can also be used to mislead players or to create confusion.

Crates: These crates can be used to create barriers or obstacles that players must navigate around. They can also be used to hide enemies or other obstacles, making them more difficult to see.

By implementing these obstacles, we believe that we can greatly improve the quality of the game and provide players with a more challenging and interesting gaming experience. We are excited to see how these obstacles will be received by players and are committed to continuing to explore new ways to improve the game's quality.

When implementing the various assets in Unity, we faced the challenge of ensuring that they were appropriately scaled for each level and that they were consistent throughout the entire game. This required a great deal of effort and collaboration to resolve various issues that arose during the implementation process.

Despite these challenges, we were able to gain valuable experience and knowledge on how to effectively manage assets in Unity. This experience will be invaluable as we continue to work on the game, as we now have a better understanding of what to expect and how to effectively manage assets in the future.

Moving forward, we are confident that we will be able to implement assets more efficiently and effectively, which will ultimately lead to a better quality game for our players. We are excited to continue improving and refining the game, and look forward to the future challenges and opportunities that lie ahead.

5.10   Level design

During the design process of the current implemented level, our team recognized the importance of providing a smooth experience for first-time users. We wanted to make sure that the game was easy to play and engaging, while also avoiding repetitive gameplay.

Since our game is 2D, we found it easier to avoid confusion with directions, as players can only move left, right, or jump. We made sure to utilize this simplicity to our advantage, creating a smooth and intuitive experience for the player.

We also wanted to add an element of surprise to the gameplay. To achieve this, we decided to include a "boss" at the end of each level in the form of a house that the player must steal. This adds a sense of accomplishment and excitement for the player as they progress through the level.

Overall, our team is dedicated to creating an engaging and memorable experience for players, and we will continue to refine our design process to achieve this goal.

5.11   Level implementation

To make our game more appealing and engaging, we made the decision to include multiple levels. We recognize that the implementation of these levels is crucial to the success of our game, as each level must be unique, challenging, and enjoyable for the player.

During the design process, we focused on creating a prototype that incorporated fundamental gameplay and allowed for iterative changes. This allowed us to test different ideas and mechanics to see what worked best for our game. Additionally, we included a tweak screen that allowed players to alter gameplay variables in real-time. This feature accelerated our gameplay iteration process, making it easier to fine-tune the gameplay experience.

As we continue to implement new levels, we are focused on creating a cohesive experience that builds upon the previous levels while also introducing new challenges and mechanics. We want our game to be enjoyable and rewarding for players of all skill levels, while also providing a sense of accomplishment as they progress through each level.

Overall, we are committed to creating a game that is engaging, fun, and memorable for players. Through careful level implementation and iteration, we believe we can achieve this goal and provide a unique and exciting gameplay experience.

5.12   AI

In our game, we understand that AI plays a crucial role in providing an engaging user experience. Game bots are responsible for performing a wide range of tasks, from simulating player actions to controlling NPCs that perform tasks such as farming or driving.

To further enhance the user experience, we decided to create an AI enemy bot that would add an extra layer of challenge for the player. The AI controls the movement, attack patterns, and responses of the enemy, allowing us to create a dynamic and challenging gameplay experience.

To implement the AI enemy bot, we wrote a script in C# that outlines the behavior and actions of the enemy. This script takes into account various factors such as player proximity, health, and attack patterns to determine the most appropriate course of action for the enemy. We also tested and iterated on the script to ensure that the enemy behavior was challenging yet fair for the player.

Overall, we believe that the addition of an AI enemy bot adds an exciting new challenge to our game and enhances the overall user experience. We will continue to refine and improve the AI to ensure that players have a fun and engaging gameplay experience.

5.13 Multiplayer

Implementing multiplayer functionality in a game requires a deep understanding of networking concepts and specific algorithms that are tailored to the needs of the game. In our game, we used various documentation and tutorials to implement the multiplayer functionality, which can handle up to 2 players.

In our game, we have designed the multiplayer mode in such a way that it requires teamwork. It is impossible for one player to escape all the obstacles and collect sufficient funds alone, and hence both players must work together to succeed.

We have implemented the basics of multiplayer, including the server-client connection, but we also recognize that there is room for improvement. We plan to make significant improvements and additions to the multiplayer mode between the first and second presentations, with a focus on enhancing the user-friendliness of the interface.

In conclusion, implementing multiplayer functionality in a game is a complex process that requires careful consideration of networking concepts and algorithms. We have taken steps to ensure that our multiplayer mode is engaging and requires teamwork, but we also recognize the need for ongoing improvements to enhance the overall user experience.

5.14 Particle effects

Particle effects are a powerful tool for adding interactivity and responsiveness to a game. They can create movement and impact in ways that other visual effects cannot. In our game, we recognized the potential of particle effects and decided to implement them for our player.

For example, when the player gets hit or dies, we have implemented a particle effect to add visual feedback to the player's actions. These effects help to make the game feel more dynamic and immersive, and can also be used to communicate important information to the player.

While we have already implemented some particle effects in our game, we recognize that there is still work to be done. We are actively working on adding more particle effects throughout the game, including effects for various actions and events. We believe that the addition of these effects will enhance the overall

user experience and make the game more engaging and immersive.

In conclusion, particle effects are a powerful tool that can add a lot of value to a game. We have already implemented some particle effects in our game, but we recognize the need for ongoing work and improvements in this area. We are committed to creating a game that is visually stunning and engaging for our players, and we believe that particle effects will play an important role in achieving that goal.

5.15 Music

Music is an essential element of video games, just as it is in films. It can help to set the mood, tone, and overall ambiance of the game, and can even help to shape the player's performance by creating a memory train. In our game, we recognized the importance of music and decided to incorporate it as the game's background soundtrack.

We selected music that would make the user feel happy and wonderful, with the goal of creating an engaging and enjoyable experience for the player. The music we chose is designed to enhance the player's experience and keep them engaged in the game. We believe that music is a powerful tool that can help to create a memorable and enjoyable experience for the player.

In conclusion, music is an essential element of video games, and we have recognized the importance of incorporating it into our game. We have carefully selected music that will enhance the user experience and keep the player engaged in the game. We believe that music will play an important role in creating a memorable and enjoyable gaming experience for our users.

5.16 Sound effects

Regardless of the type of game, sound effects can enhance the player's enjoyment and potentially improve their performance. Using headphones can fully immerse the player in the virtual environment and further enhance the experience.

In our game, we recognized the importance of sound effects in creating an immersive experience for the player. As a result, we added sound effects for each of the player's movements, as well as those of the bots. For example, we added sounds for when the player jumps, uses their sword to kill, or when they are killed.

These sound effects serve to enhance the player's experience by providing feedback and adding an extra layer of immersion. They can also help to create a sense of tension and excitement during gameplay. We believe that sound effects

play an important role in creating a memorable and enjoyable gaming experience for our users.

5.17 Website

The website has been designed to showcase the game's features and attract potential players. We focused on creating a visually appealing and user-friendly website that accurately represents the game.

The website includes different sections such as Home, About, Gameplay, Download, and Contact. Each section is designed to provide detailed information about the game and its features.

The website is designed using modern web development technologies like HTML5, CSS3, and JavaScript. It is responsive and mobile-friendly, which means it can be accessed on different devices like smartphones, tablets, and desktops.

To enhance the user experience, we included high-quality images and videos of the game, as well as testimonials from players who have tried the game. We also added a FAQ section to answer common questions players may have about the game.

The website consists of 5 webpages in total : Home , Tutorial , Download , About , Contact

The Home page is the landing page of the website where users can get a quick overview of the game. It includes a brief description of the game, along with some screenshots and a trailer video. The page is designed to be visually appealing and engaging to capture the users' attention.

The Tutorial page provides an overview of the game controls and mechanics. It is aimed at helping new players to understand how to play the game effectively. The page includes step-by-step instructions, screenshots, and a video tutorial.

The Download page allows users to download the game directly from the website. It provides links to download the game for different platforms like Windows, Mac, and Linux. The page also includes system requirements and installation instructions.

The About page provides detailed information about the development team and their background. It includes their names, pictures, and a brief description of their roles in the game development process. This page also provides information about the development timeline and the inspiration behind the game.

The Contact page allows users to get in touch with the development team. It includes a contact form where users can fill out their name, email, and mes-

sage. This page also provides links to the game's social media pages so that users can stay up to date on the latest news and updates.

Overall, the website serves as an important platform to showcase the game and provide information to potential players. By creating an engaging and informative website, we hope to attract more users to our game and build a strong community around it.

6   Conclusion

The team is on schedule with most tasks despite the numerous setbacks. We still have a lot of work to do, which is a task that we find to be incredibly exciting. Given that this is each member's first significant development project, learning a lot of material, using a lot of features that are unfamiliar to us, and building necessary skills are unquestionably very difficult but enjoyable tasks. We continually seek to improve our skills in a variety of areas, including using Unity, C# programming, utilizing outside resources to further our vision, and many others. Time management is a crucial component of a job that requires strict attention.

To sum up: the website is live and operational, the initial music implementations were made, and the most crucial assets were produced. We built a strong foundation for the game with all the necessary mechanisms and features, including functional AI, from which we may grow all the way to the last line of defence.

All in all, we know that we need to put a remarkable amount of time and effort into this project because we still have a long way to go finish implementation. So far, we have set a solid base for our further actions.