War Run

By Adrian Zahra, James Mogg, Kyle Hess and John Davies

Style: 3 Dimensional side scroller  
Theme: Tropical,jungle , Cartoony

**FINAL SUBMISSION GITHUB LINK:**

<https://github.com/adrianZahra/GameDesign3408FINAL->

**FINAL SUBMISSION GITHUB CLONE LINK:** <https://github.com/adrianZahra/GameDesign3408FINAL-.git>

LIKNS USED WHILE WORKING ON THE PROJECT

Github Link: <https://github.com/adrianZahra/GameDesignCP3408>

Clone link: <https://github.com/adrianZahra/GameDesignCP3408.git>

**Premise of the game:** The premise of war run is that the player will play as a soldier fighting in a jungle. You are all alone and you are unarmed. Your mission is to deliver supplies to your allies at a camp on the other side of the jungle while avoiding enemy fire and attacks from above.

Once you successfully reach one end of the map, you must then turn around and run back for more supplies. As you continue to run back and forth between the start position and the end position the game will increase in difficulty. Each time a player runs up and back once it will count as one wave.

With the increase in difficulty there will be more enemy fire and enemy AI such as helicopters will spawn in and begin to attack you. There is no winning condition for the game and the game can go on for as long as the player can stay alive. The only ending condition of the game is that the player will die from being damaged by incoming attacks.

**The Player**

The player will have a health bar that when damaged by an attack his health bar will deplete. When his health bar has been completely emptied the game will end. The action a player can perform will be running and jumping

* The player controls  a soldier running supplies in a jungle war zone
* The basic controls are are manipulated with the keyboard A to move left D to move right and space for jump, arrow key also work. As the character was a free imported asset from the unity store, it did not come with a jumping animation, it look like he's running in the air. The player character has  health and will take damage when hit by an explosion

Game Environment: The game scene has been done in multiple different iterations each changing an aspect of the environment. The assets used in the environment where prefabs found from the asset store. The terrain is separated into different sections by the different painted textures on the terrain object. Modeled the terrain manually using the lift terrain tool to make the terrain look more realistic. Created and textured the bunker within maya then turned it into a prefab into the game scene to use it as a end point for the character. Included triggers for the beginning of where the player starts and at the bunker as to add count to the round score.

**Enemy Types**

**Enemy Bomb:** This is the basic enemy that the player will have to face. In the scene the enemy bombs will be falling from above the player. As the difficulty increases different size bombs will spawn. These sizes include a Small medium and large bomb.

**Enemy Helicopter:** This enemy will appear when the character has progressed by a certain amount. The helicopter will be Ai controlled and will appear every 3 waves and will stay in the level during that wave then at the end of the wave it will disappear. When the next 3 waves have passed the helicopter will spawn again but an additional helicopter will spawn with it. This will increase by 1 helicopter every 3 rounds it spawns in.

**Free assets**

Soldier

<https://www.assetstore.unity3d.com/en/#!/content/85702>

<https://www.assetstore.unity3d.com/en/#!/content/69684>

Beach:

<https://www.assetstore.unity3d.com/en/#!/content/62362>

<https://www.assetstore.unity3d.com/en/#!/content/56989>

Tropical Rainforest:

<https://www.assetstore.unity3d.com/en/#!/content/13540>

<https://www.assetstore.unity3d.com/en/#!/content/60504>

Fire effects

<https://www.assetstore.unity3d.com/en/#!/content/73777>

Helecopter

<https://www.assetstore.unity3d.com/en/#!/content/27229>

<https://www.assetstore.unity3d.com/en/#!/content/13448>

Guns

<https://www.assetstore.unity3d.com/en/#!/content/20611>

Rockets/ grenades

<https://www.assetstore.unity3d.com/en/#!/content/73141>

<https://www.assetstore.unity3d.com/en/#!/content/83440>

**Creation tasks for each group member**

**Adrian:** Creation of the enemy rockets.

* There will need to be 3 types of rocket big medium and small
* Each rocket will need a fall speed
* Each rocket will have spawning conditions
* Each rocket will need to spawn in relativity to the location of the player character
* Work with john to Include some explosion effect on impact
* Work with john on a script that holds game data
* Make sounds for use in the game

**John:** Creation of the helicopter Ai

* Create a system that determines when the helicopter will spawn(every 5 waves)
* Create a system that determines when the helicopter will leave the scene at the end of every 5th wave
* Make the helicopter follow the player
* Make the helicopter shoot
* Find a way to increase the helicopter spawn amount by 1 by every 5 rounds
* Work with adrian on a script that holds game data

**Kyle:** Creation of the Player character

* The player should move on the x and y axis only
* The player should be able to jump and run
* The player should have health to live off
* The player should have animations for running, idle and death
* The character should be controlled
* Work with James on UI and wave triggers

**James:** Creation of the landscape and the UI

* The land will need to consist of the following areas( Sea/ beach front, leading onto a grass area, leading onto a jungle)
* The sea will be the starting area and there should be a crate there which is the goods (its should be a endzone trigger that counts the rounds when a player returns
* The jungle will also contain an end zone with a trigger to count the rounds
* The UI should display the Round number and the players health
* There also needs to be a game over screen
* Adjust the camera angle so it is appropriate for the game
* Work with kyle on UI and wave triggers