SHIZA VS REALITY

CREATION HISTORY, TECHNICAL INFORMATION, AS WELL AS USEFUL INITIAL INFORMATION

BEGIN

- One day I decided to explore 3D space in Unity, but the project should not have been too difficult for a 2D developer (me), so I decided to choose an isometric style, and since I had previously made a game with abilities, objects and other mechanics, I decided that it needed to be implemented into my game + add mechanics from projects that I abandoned.

CONCEPT CREATION

- I didn't think about the concept for a long time, but still, some plot loomed, because I was creating a game from ready-made assets, I decided that characters from different universes began to enter our world who could use abilities that contradict the laws of physics of our universe, and although you won't see the plot, but this I stuck to the concept until the end of development.

BEGINNERS INFO

- Since the game was created with an emphasis on what you already know about MOBA, RTS, diablo kids, Vampire Survivors and other similar games, there is no clear training for beginners in the game. 1 The game was created by one developer (me), and therefore there may be errors in it, if you find an error, then write to me (information in the main menu). 2 There are 3 types of WASD movement in the game, using the mouse and an automatic engine, the second and third do not work correctly (like many other things in this game), so it is best to use the WASD movement for the main character and not change it through settings. 3 GL HF.

TECNICAL MOMENTS

- WASD movement is done via MovePosition, and everything else is done via Nav Mesh.
- Inventory is a separate canvas inside each character, and objects are abstract objects.
- Abilities and buffs work in a similar way as items.
- The characters have classes with native objects and characteristics.
- Almost any logic that is not directly related to the characters is a singleton.
- The console button in the game settings will soon become functional...
- If you are very interested, you can view the project via GitHub.