

Platform Game

Ahmad Hajjo

SAE Institute Dubai

Assignment - 1

GAM111

Student Details

Ahmad Hajjo DUB11529 GAM111

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Introduction

A Platform 3D Game with a simple goal, a player in small basic platform running away from enemies to reach the win point of game.

How to play

The player will start out from the main menu, he will then be able to play button. And the final option is the quit option where he can quit the application.

When the player goes to game scene he will start with 10 Health.

There will be two kinds of enemies, light enemy and heavy enemy (both are animated to walk)

There's Also added coins with rotation vector (golds) to pick up GUI score will be increase by collecting them

Also required a movement platform with specific speed

Final of destination you win the game.

Starting To Code

Main Menu

This where the player will able to choose from different options on the scene. The player will have two options (play, Quit).

Player Movement

Moving the kitten player is pretty much the only thing that player can control in the game. The way I made the kitten player movement was by adding force to kittenPlayer's rigid body. It

moves along the horizontal axis, Vertical axis also there's jump force. The way I specified the kittenPlayer to move by using function called "GETAxis"

Score and Health

As for score and health count are both using GUI system with counting tag

Each coin Pickup Count +1

As long for health, light enemy decrease from health -1, and Heavy enemy decreases from health -3

Enemy

Light enemy , Heavy enemy are animated walking, required collision and game object target to walk between two targets.

Transitions

The player will be able to go from scene to scene using buttons on a canvas.

Reference

ASSETS

Kitten Moodle

<https://www.assetstore.unity3d.com/en/#!/content/33121>

Ground Moodle

<https://www.assetstore.unity3d.com/en/#!/content/46974>

6 SIDES SKYBOX

<http://custommapmakers.org/skyboxes.php>

Skeleton Moodle (Enemy)

<https://www.assetstore.unity3d.com/en/#!/content/35635>

Coin (Gold)

<https://www.assetstore.unity3d.com/en/#!/content/16965>