

## **Blender/Armory Game Documentation**

The purpose of this assignment is to create a “game” using blender/armory. For this assignment, my initial plan was to build a “soccer game” with a character, ball, a goal, and grass for the ground. However, things didn’t go as planned.

I have a soccer player character with UV texture on it. It has armature, and collisions. I have used another way of collision in this assignment. I have created a bounding box object and made the armature its child. The bounding box is a rigid body and it is also used for movement. Movement is supported with a haxe script. It is called Move.hx.

I have tried using procedural textures and I have created some interesting textures with it. Also, I baked them as separate images. However, I had some errors due to the procedural texture.

The character also has a running animation, which is created by using the armature to move the mesh.