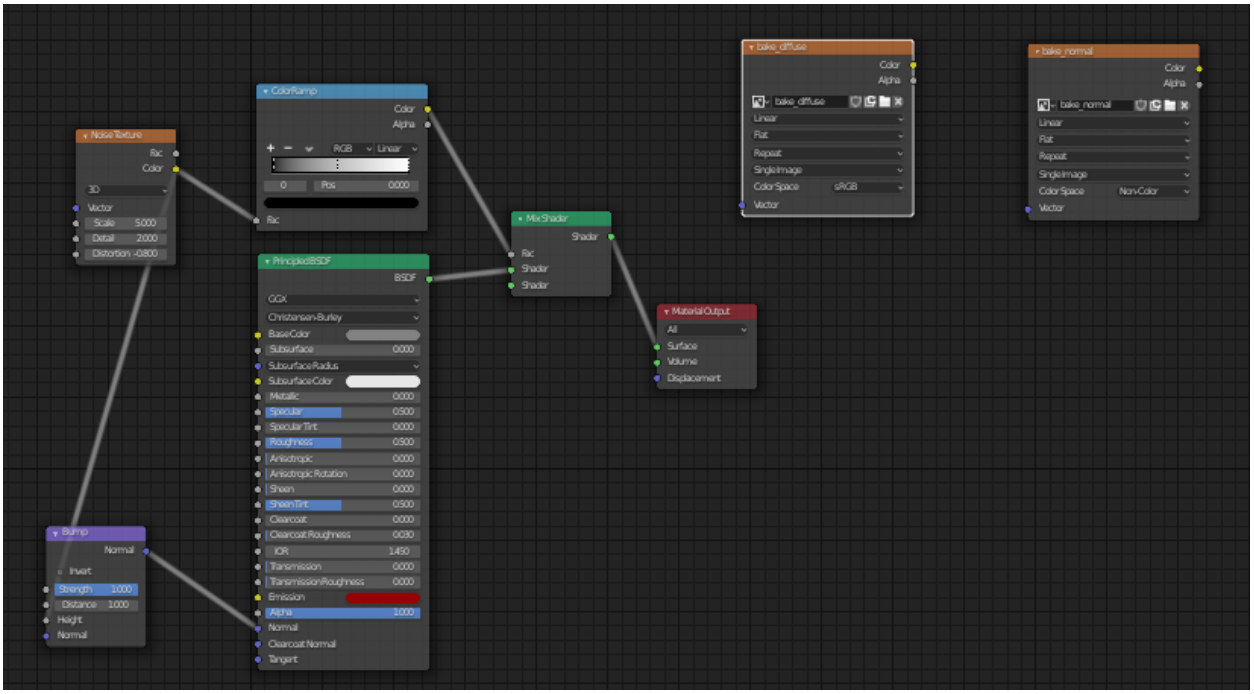
Blender/Armory Game Documentation

The purpose of this assignment is to create a “game” using blender/armory. For this assignment, my initial plan was to build a survival game with a character, corona virus, and grass for the ground. Although I managed to get the most of it done, I couldn’t manage to have the corona virus to follow the player.

I have a character with 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 node tree called CharacterMovement.hx.

I have tried using procedural textures and I have created some interesting textures with it. I decided that I can get a pretty good texture for my corona virus object.



The above screenshot is the procedural texture I have created for my corona virus object. The baked textures are also included in github repo, under the images folder.

The player has two animations which are called “idle” and “runAway”. Animation playing functionality is implemented in the AnimationHaxe.hx script. “idle” is the default animation, “runAway” animation starts playing when “w” key is pressed the first time and it stops on the release of “w” key. Player can move only forward and can rotate to left or right.

Camera follows the empty object which is a child of the player to support camera movement with the player.

Corona virus spawns in a random location every time the game starts. This functionality is supported by a nodeTree called “Corona”.

As far as the physics goes in the game, floor, player and corona virus is a rigid body but floor is not a dynamic rigid body as opposed to the player an corona virus.

This assignment can easily be a really fun game with multiple corona virus instances on the scene that follow the player and kills the player when it touches him.