
Lab Week 5

50.033 Game Design and Development

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Are you participating in the Weekly Lab competition? No

Provide the YouTube/other platform link to your screen recording:

https://drive.google.com/file/d/1t73uYMwjd44XIQHuBW_9Bq1ZiHRji_3i/view?usp=sharing

Provide the link to your lab repository (video is viewable in repo as well, as .gif):

<https://github.com/arglux/50033-game-dev-lab/tree/main/lab-5>

Describe what you have done to achieve the desired checkoff requirement for this lab:

Implemented all items in lab check-off except for restart which is optional. Now uses entirely scriptable object architecture to accomplish event-based actions and referencing values, including:

- Scene change to MarioLevel2 while retaining score and unused powerups
- Various event scriptable objects and their listeners and the responses (code to run when event is raised)
- Note, for collecting coin and adding the score and spawning new enemy when coin is collected, I just reuse onEnemyDeath event (even though no enemy dies when coins are collected).
- Additionally, for the mario death sound and audio view transition, I also reuse the onPlayerDeath to play to transition and play the source one shot. These are attached in the game manager object.
- The rest of the implementations are pretty much similar to tutorial.

Scripts added:

- o CastEvent.cs
- o CastEventListener.cs
- o ChangeSceneEV.cs
- o ConsummableTriggerChecker.cs
- o EnemyControllerEV.cs
- o GameEvent.cs
- o GameEventListener.cs
- o GameManager.cs
- o IntVariable.cs
- o Inventory.cs
- o MushroomControllerEV.cs
- o PlayerControllerEV.cs
- o PowerUp.cs
- o PowerUpEvent.cs
- o PowerUpEventListener.cs
- o PowerUpManager.cs

- ScoreMonitor.cs
 - SpawnManagerEV.cs
- Assets added
 - BlueMushroomEV prefabs
 - GreenMushroomEV prefabs
 - GameManagerEV prefabs
 - GoombaEV prefabs
 - GreenEnemyEV prefabs
 - PowerUpManagerEV prefabs
 - ScoreEventListener prefabs
 - SpawnManagerEV prefabs
 - Even More Scripts
 - MarioLevel1 Scene
 - MarioLevel2 Scene
- General modifications that you have done:
 - All values references from scriptable objects
 - All events are transmitted through scriptable object which is invoked by some script which then raise some event.
 - These raised invocations are then listened by listeners attached to some other game objects whose response are defined in the inspector
 - Some of these responses include updating the score, using power ups, deleting or adding said power ups to inventory etc and updating UIs in general or playing audio.