CS585 Game Programming

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Aurelio Arango

This game has two playable scenes, collecting coins and destroying asteroids with a robot.

The purpose of the first game is to collect all the coins located in the playable area. Once all the coins are collected, the player will be notified that they won.

The second, game is a space shooter game and the purpose of this game is for the player to shoot down asteroids/rocks the game ends when the player is destroyed. The player is given the choice to restart the game by pressing “R” once the game finishes. Additionally, the user can select to go back by pressing “B” at any time during the game. In this part of the game, the game tracks the number of asteroids destroyed.

To start playing the game

Double click on the executable, windowsgame.exe in the build folder.

Navigate to any of the two games by using the arrow keys or click on the game by using the mouse. The first game uses arrow keys to control the ball and the second uses the mouse to shoot lasers, B to go back, R to restart the game, and arrows to move around.

In this assignment, I made my own coins out of cylinders, added a background to the first game, and changed some of the colors. On the second game, instead of using a spaceship I use a flying robot that shoots asteroids. The view is not from top but rather from the side view. I am using the same scrips and some I had to make a few modifications to accommodate the different view.

I learn to make my first game, how to make prefabs, add music, and most importantly how to update old code that is out of date. Working on making the game a VR is bit more complicating than what I thought. However, on the next game I plan to include a VR feature.

I made a version for the VR but the view was from the other side of the background. I want to make sure it runs on android. Also, I would add music to other areas of the game and have the same font across different scenes.

References

How to Create a Menu, Unity 3D, September 18, 2017. <https://unity3d.com/learn/tutorials/topics/user-interface-ui/creating-main-menu>

Space-Shooter Tutorial. Unity 3D. September 18, 2017. <https://unity3d.com/learn/tutorials/projects/space-shooter/introduction?playlist=17147>

Roll-a-ball tutorial. Unity 3D. September 18, 2017. <https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>