Default Company’s Developer Manual

Environment Setup: https://unity.com/download

1. Download Unity from their website for windows machines.

2. You will have to choose your package on their website, I

recommend it to be personal, as it is free.

3. Once you have downloaded Unity Hub, you will have to

choose which version of unity to install, the version that

this project is made on is called 6000.2.1f1. (At the time of

this document’s creation, that is the base and recommended

version.)

4. You will have to choose any base modules you want for

unity, but you need Microsoft’s Visual Studio. Also,

windows build support. You can always add packages later,

if it isn’t working for you.

5. It may ask you questions about what you are using this for,

such as windows or android devices.

6. Open Unity and extract the zip file attached to this

document into a new file.

7. Open the file using Unity’s engine.

8. Select build and run, and it will create an application file

for you to use.

High Level View of Code:

A diagram of a game

AI-generated content may be incorrect.

Class Diagram for weapons/abilities

A diagram of a diagram

AI-generated content may be incorrect.

Class Diagram for playerA diagram of a computer

AI-generated content may be incorrect.

Class Diagram for room development

A diagram of a computer

AI-generated content may be incorrect.

Class Diagram for enemies

A diagram of a computer game

AI-generated content may be incorrect.

Class Diagram for Boss

A diagram of a game

AI-generated content may be incorrect.

How to create a prefab:

1. In the hierarchy build a game object and put it into a folder.
2. Right click on the folder and choose Create -> Prefab
3. Drag the object from the hierarchy into the new prefab asset in the inspector.
4. Drag the prefab into the project window.
5. The name should change to blue inside of the window.

Where to find design patterns for the project: <https://sourcemaking.com/design_patterns>