**Student ID: 1651076**

**Full name: BÙI QUỐC HUY**

**REPORT MIDTERM**

**Kirby in SunnyLand**

**Ideas**

My favorite character is Kirby. Kirby is extremely greedy, he eats everything. Thus, the main skill of Kirby is absorbing enemy. Besides, Kirby’s favorite is exploring new things. SunnyLand is a undiscovered world. I come up with an idea to combine more realistic world – SunnyLand – not magical with the imagination creature – Kirby.

**Features**

* My game can be played on Windows and Web. Link to play is in README file.
* Kirby – main character – has various movement such as run after a long time walk, fly, shoot and absorb (attack) enemy. The camera following Kirby is very smooth.
* Sword – enemy – have special sight to follow our player. If Kirby is in its sight, Sword will follow and kill it.
* Level selector and start menu is included. We can turn on/off the sound, however, we can only do it in start menu scene because I do not store the settings file. Each scene has its own music. In addition, there is sound effect when Kirby flies or shoots. When changing scenes, my application always has the transition effect – fade.

**Techniques**

* All Texts in my project is used TextMeshPro for better quality when zooming in. (<https://assetstore.unity.com/packages/essentials/beta-projects/textmesh-pro-84126>)
* The camera I use to follow the main character is from Cinemachine.
* Make a general script for all enemies to use, it saves a lot of time.

**Tutorial**

**inScope Studio:** <https://www.youtube.com/user/KnnthRA/videos>

**Brackeys:** <https://www.youtube.com/user/Brackeys>

**References**

<http://www.kirbysrainbowresort.net/multimedia/sounds/cate-s-nes.html>

<https://pixelspeechbubble.com/>

<https://www.creativegameassets.com/free-assets>

<https://www.spriters-resource.com/ds_dsi/kirbysqueaksquad/sheet/3342/>

<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

<https://assetstore.unity.com/packages/2d/gui/icons/69370>

<https://assetstore.unity.com/packages/2d/gui/icons/flat-icoon-ui-2d-puzzle-game-ui-69370>