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20203947 정동원
20204043 문벼리

컴퓨터게임설계 TEAM6

MULTI-BullsAndCows

중앙대학교

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#01

STORYLINE and RULES

The best baseball teams in baseball history, the Grizzlies and the Dragons! But every time they meet in a game, the result is always a draw... While both fans and players were getting tired of the ongoing draw, the coaches of the two teams made a suggestion to the players.

-Coach: "I'll admit that the team that wins the Bulls and Cows game is the best team!"

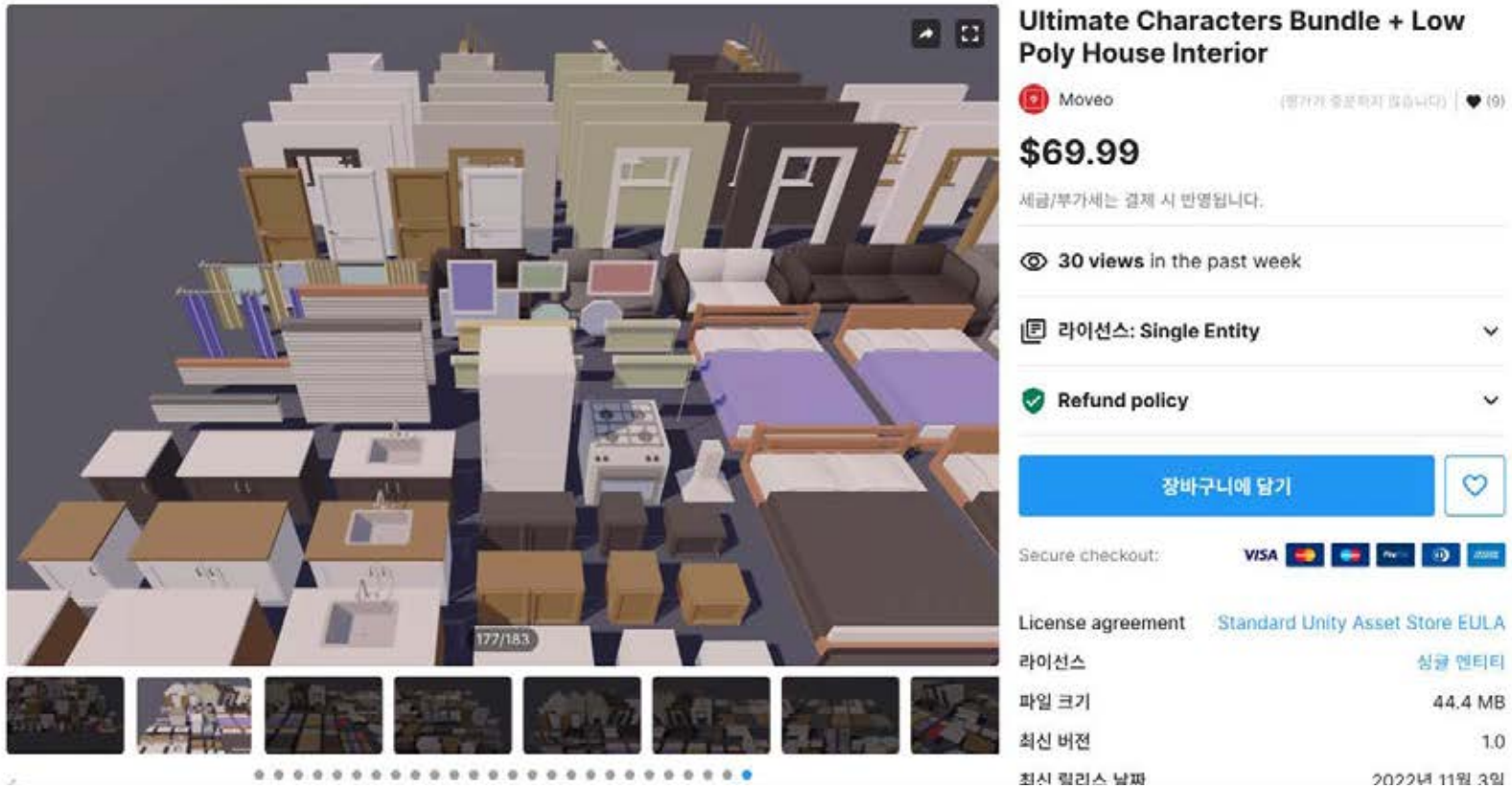
But the game wasn't just a Bulls and Cows game...

- You have to become a player for one of the two teams and lead the team to victory.
- Hit the opponent with a bat to steal the ball, and find a hidden ball.
- Open the opponent's safe with the hint, leading the team to victory.

#02

DESIGN

ASSETs USED



#02

DESIGN

Network Scene

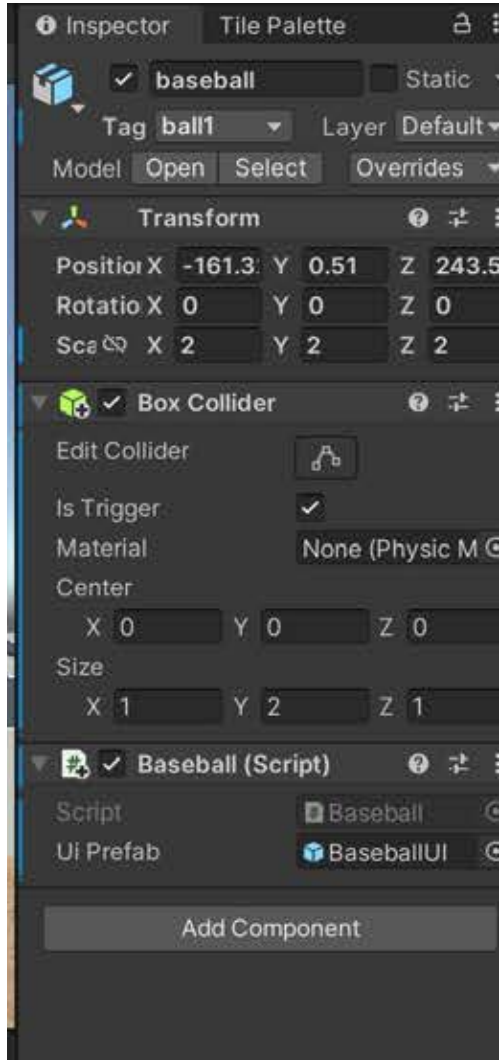
#02

DESIGN

Main Scene

#03

COLLISION



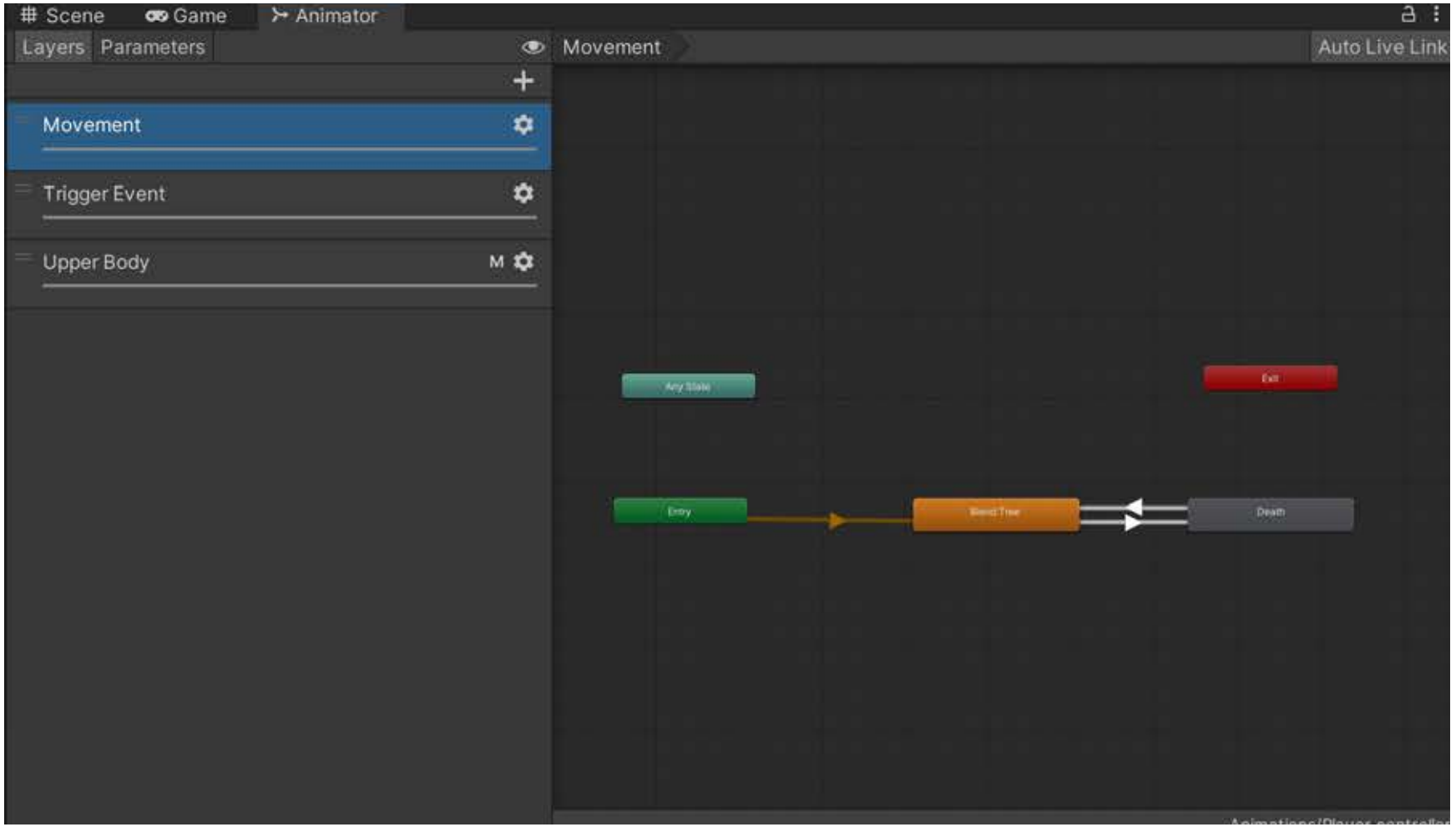

```
24
25      private void OnTriggerEnter(Collider other)
26      {
27          Debug.Log("들어옴");
28          if (other.CompareTag("Player") && player == null)
29          {
30
31              player = other.gameObject.GetComponent<PlayerController>();
32              other.gameObject.GetComponent<PlayerController>().interactObj = this;
33              TurnOnUI();
34          }
35      }
36
37      private void OnTriggerExit(Collider other)
38      {
39          TurnOffUI();
40          Debug.Log("나감");
41          if (other.gameObject == player.gameObject)
42          {
43              player = null;
44          }
45
46      }
47
48      public void TurnOnUI() {
49          if (isUIOpen) {
50              return;
51          }
52          ui = Instantiate(uiPrefab);
53          ui.transform.SetParent(GameObject.Find("Canvas").transform, false);
54          isUIOpen = true;
55      }
56
57      public void TurnOffUI()
58      {
59          Debug.Log("지워짐");
60          Destroy(ui);
61          isUIOpen = false;
62      }
63
```

InteractiveObject.cs

Ln 1, Col 1 Spaces LF

#04

ANIMATION



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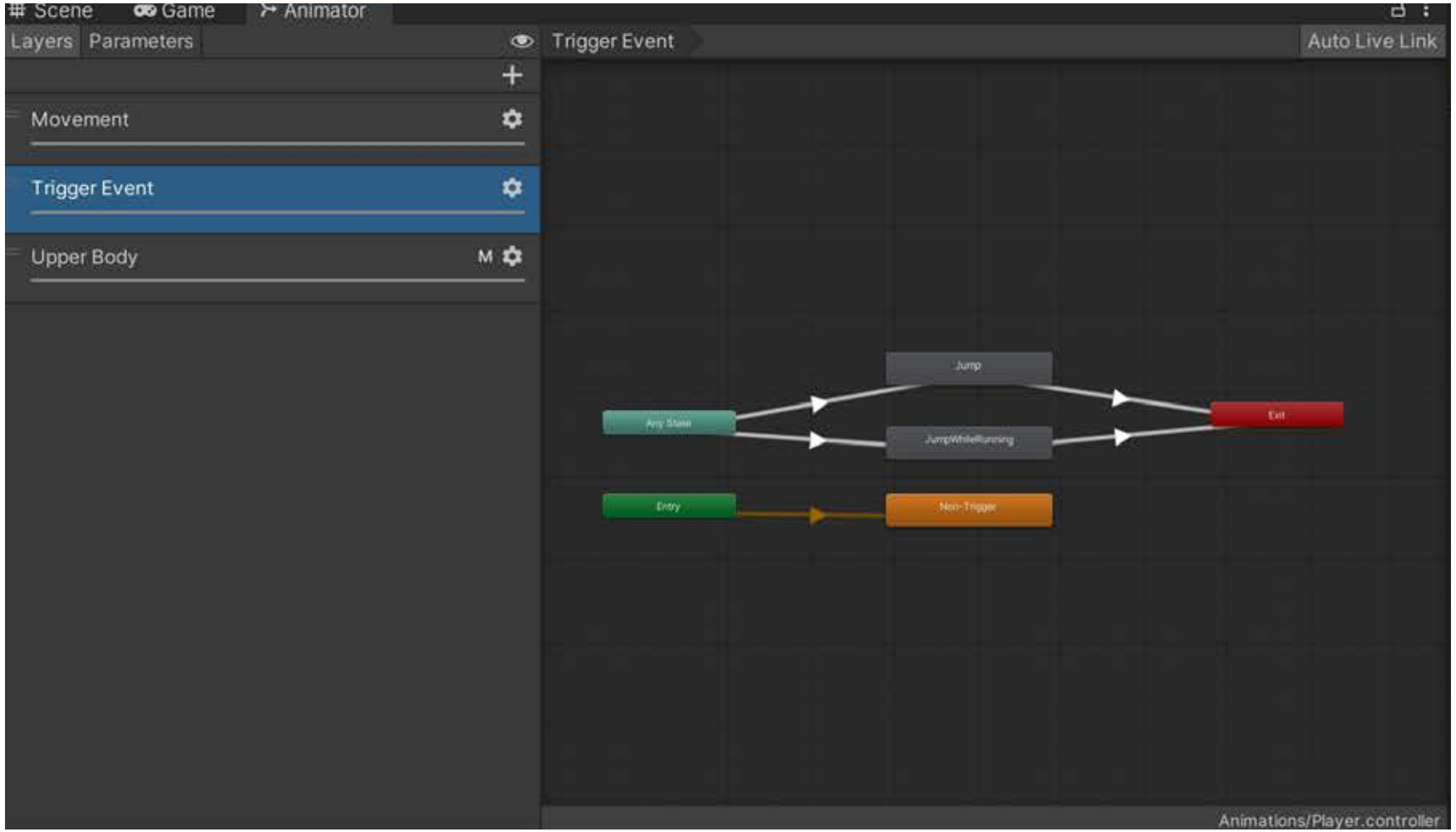
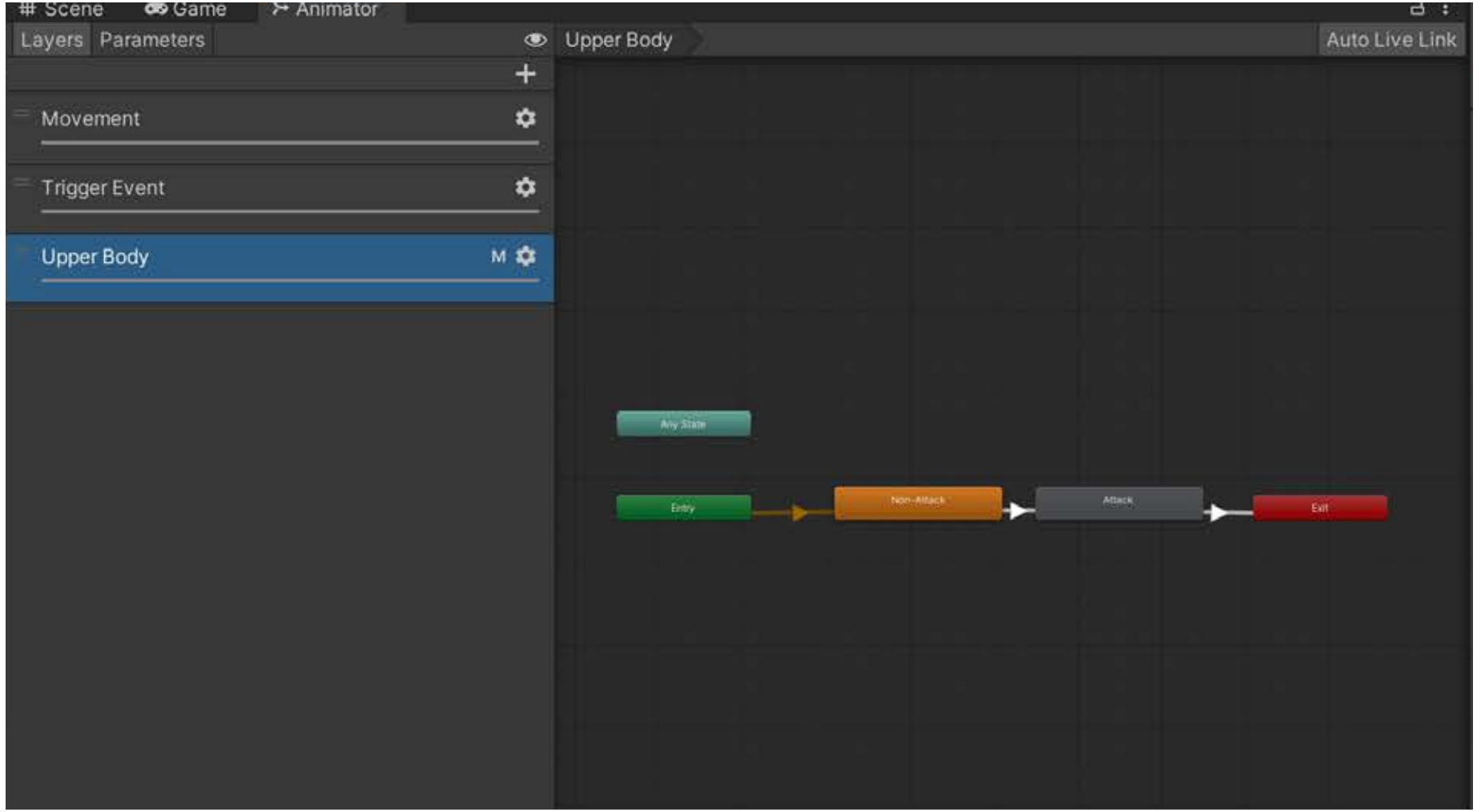
ANIMATION



#04

ANIMATION



#05

OPENSOURCE

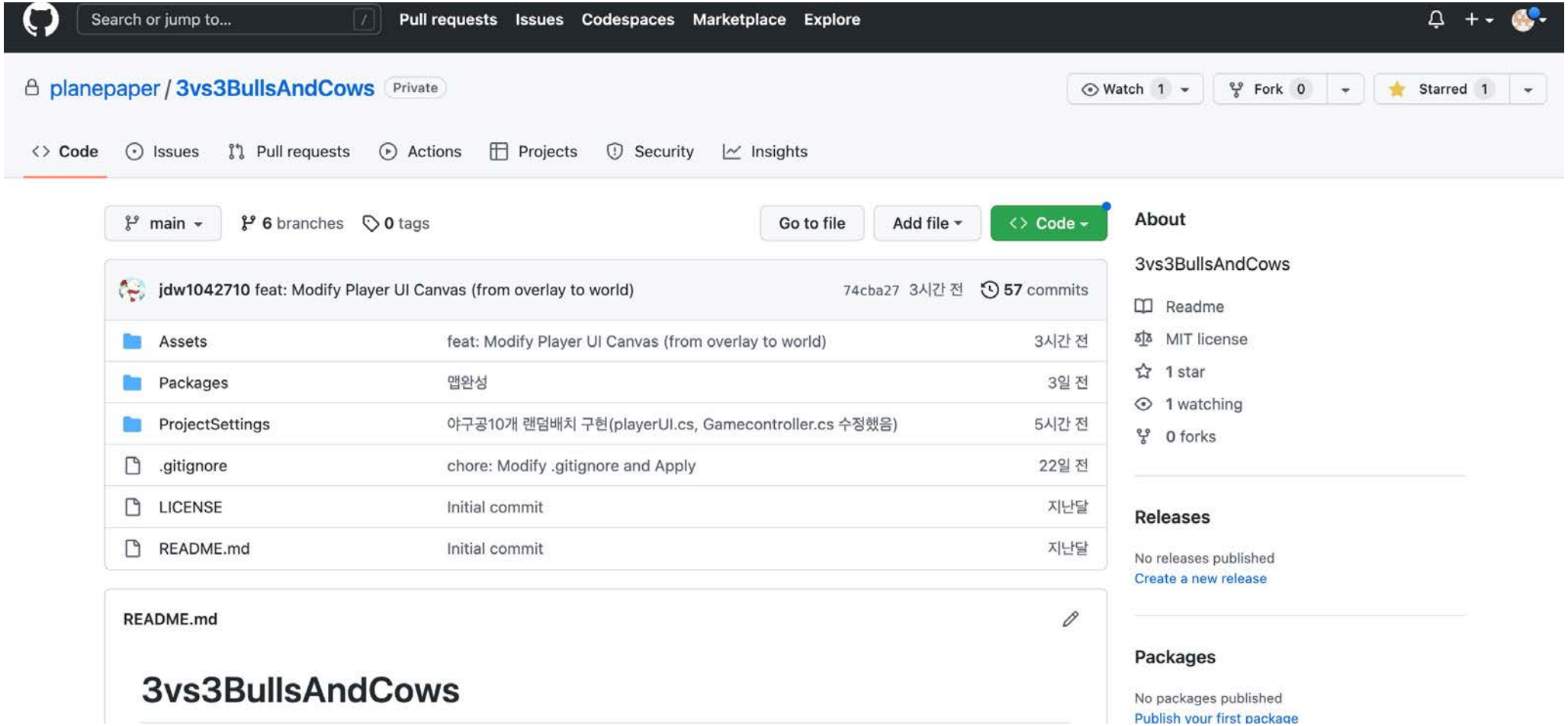
```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Photon.Pun;
using Photon.Realtime;

public class GameController : MonoBehaviourPunCallbacks
{
    public static GameController Instance;
    public GameObject player;



    private void Start()
    {
        GameObject[] ball1 = GameObject.FindGameObjectsWithTag("ball1");
        GameObject[] ball2 = GameObject.FindGameObjectsWithTag("ball2");
        GameObject[] ball3 = GameObject.FindGameObjectsWithTag("ball3");
        GameObject[] ball4 = GameObject.FindGameObjectsWithTag("ball4");
        Instance = this;
        player = PhotonNetwork.Instantiate("Player", new Vector3(-172, 5f, 225), Quaternion.identity);
        Cursor.visible = false;
        Cursor.lockState = CursorLockMode.Locked;
        for(int i = 0; i < 10; i++)
        {
            ball1[i].SetActive(false);
        }
        for (int i = 0; i < 10; i++)
        {
            ball2[i].SetActive(false);
        }
        for (int i = 0; i < 10; i++)
        {
            ball3[i].SetActive(false);
        }
        for (int i = 0; i < 10; i++)
        {
            ball4[i].SetActive(false);
        }
        int num = Random.Range(0, 4);
```

Ln 44, Col 20 Spaces LF

player.cs

#06

GITHUB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Pull requests
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Codespaces
Marketplace
Explore
planepaper / 3vs3BullsAndCows
Private
Watch 1
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Starred 1
Code
Issues
Pull requests
Actions
Projects
Security
Insights
main
6 branches
0 tags
Go to file
Add file
Code
jdw1042710 feat: Modify Player UI Canvas (from overlay to world)
74cba27 3시간 전
57 commits
Assets
feat: Modify Player UI Canvas (from overlay to world)
3시간 전
Packages
맵완성
3일 전
ProjectSettings
야구공10개 랜덤배치 구현(playerUI.cs, Gamecontroller.cs 수정했음)
5시간 전
.gitignore
chore: Modify .gitignore and Apply
22일 전
LICENSE
Initial commit
지난달
README.md
Initial commit
지난달
README.md
3vs3BullsAndCows
About
3vs3BullsAndCows
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MIT license
1 star
1 watching
0 forks
Releases
No releases published
Create a new release
Packages
No packages published
Publish your first package

#07

ROLE

20162581 손승표 - Network 구성, 금고 상호작용 및 게임 룰 구성

20203947 정동원- 캐릭터 관련 애니메이션/상호작용, UI관련 스크립트 작성

20204043 문벼리 - 맵 제작, UI디자인, 공과 player 상호작용 구현

THANK YOU