Weekly Blog Antonio Quesnel

April 3, 2018

Downloaded Unity Model and level scenery

April 4, 2018

Created the level design for the first 3 levels out of four. As well downloaded more scenery scene from the unity store a well as some skybox texture.

April 5, 2018

Created a variable that when the player gets the answer correct for the math question he/she will receive a token. These tokens allow the player to use the spacebar to make the character jump over obstacles. Each jump cost one token

April 6, 2018

Created a obstacle prefab

April 10,2018

Still working to create a script in unity which will allow a player to share their score (the percentage of answer they got right). I have got some resources on how to get this started by using the information on <http://unity3dtrenches.blogspot.ie/2014/07/unity3d-how-to-post-to-facebook-from.html>. I do however, have to modify the code since I will want my variables in the PlayerData.cs to be utilized.

April 11, 2018

Attempted to create the face integration using the tutorial link from April 11, 2018, but the parameter variables are no longer available since 2017. I will have to use Facebook SDK unity integration module.

April 16, 2018

I have put the facebook SDK on hold at this time, so I can focus more on the game itself. I did though, applied the twitter button on the title screen so that players can share this game on twitter. May also apply the twitter button on the gameover screen to share their score.

April 19, 2018

Looking at the documentation at <http://wiki.unity3d.com/index.php?title=Server_Side_Highscores> on how to have a small database to allow players to post their score online. It seems that it is straight forward process.

Update: the script uses MD5 hash, which encrypts the data to 128 bits. The code was available here at <http://wiki.unity3d.com/index.php/MD5>, and is needed since the main high score code utilizes it. I integrated in the new script called ‘HighScoreController’. I may utilize SHA256 encryption, which I found information on <https://answers.unity.com/questions/685570/sha256cryptoserviceprovider-error.html?childToView=1387512#answer-1387512>.

April 20, 2018

Created the mysql database for my game, as well as created the c# scripts needed in unity. Made a test to post a ‘dummy score’ and it worked. Still must do some implementation. Will make it that when a player gets a correct math question he/she will get 100 points in normal, 150 points in hard and 200 points in expert, yet will lose 50 points for all wrong answers.

The script, php and mysql database are all fully functional. Players can now post their high score to the online database.

April 23, 2018

The players can now access the top 5 scores in the game itself by clicking on <<high score>> button. As well the top 50 scores are accessible by visiting <http://www.antonioq.com/math-takedown/>. This data is access using a php script on the server.

April 24, 2018

I had to update the MainMenuMusicPlayer.cs since when you would clicked on the <credits> or <high score> button a new MusciPlayer Object would be created when you would return to the title scene and thus would play 2 background music, and if you went back to those two option and went back to the main menu would be 3, then 4 etc… I updated the awake function in the MainMenuMusicPlayer to detect if there is a new MusicPlayer object to destroy it.

The php scripts are located at <http://www.antonioq.com/mathtakedown/> .To increase security so that people can not see the files in the directory using a web browser I have created a simple index page in that folder so that the users cannot see the files directly.