

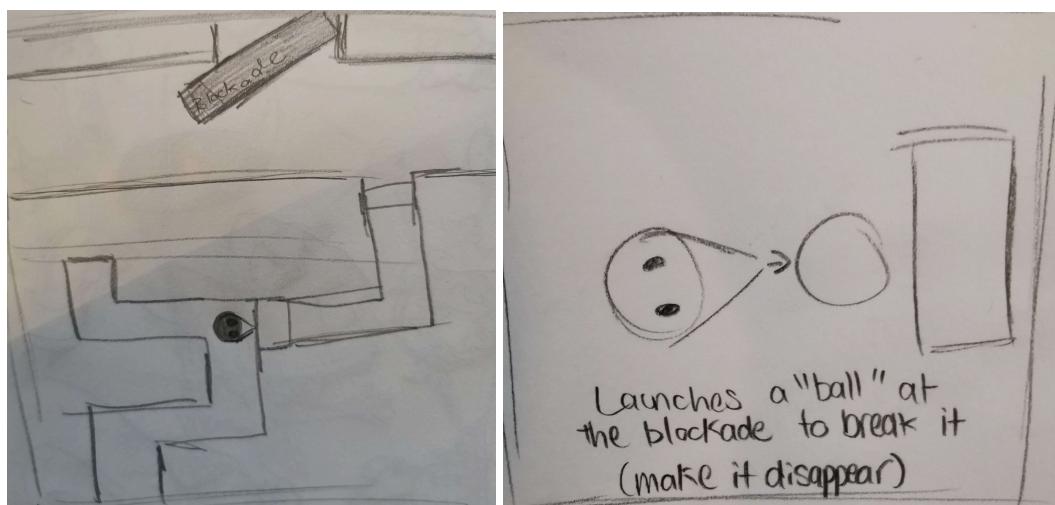
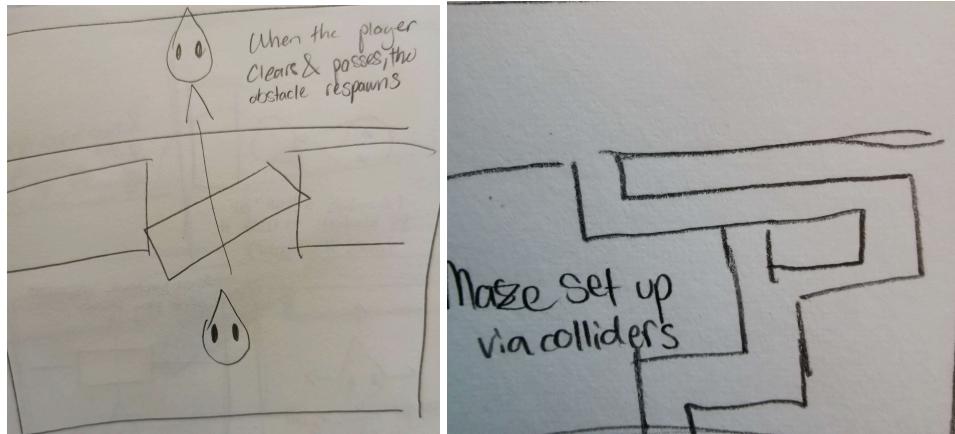
Casiana Atkinson

Kit Barry

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Assignment 1 Pictures (Conception & Tasks)



Here are a few concept images for the various “mechanics” of my mini-game. You have to go through the maze (set up by colliders and a bunch of rigidbodies), and then you will arrive at a gate. Using a prefab “ball”, you launch it at the blockage and then you pass

through! This also demonstrates the concept that once you passed the line, something would happen (i.e. the gate closing behind you).

I wanted to use the plague doctor sprite I made in my Game Asset's class, so that is the odd bird character you see here and in the game itself.

Task Outline

Task 1 Setup: Create a basic layout (import assets, create background, etc.), Create a maze & add Cinemachine

Task 2 Player Movement : Make the player move on WASD

Task 3 Maze Collision : Add collision to the maze (player cannot walk past the walls of the maze)

Task 4 Fireball : Create a “fireball” prefab, whenever the player presses SPACE (or maybe E), the fireball is launched and destroys obstacles

Task 5 Trigger: When the player passes the gate, they will trigger the obstacles to respawn.

Tasks 3-5 are the most complex.

Task 3 will involve setting up square colliders for objects that cannot be entered (such as the house or the hitbox of the player) and edge colliders for the map, the camera, and the maze. Additional square colliders are set up for the two existing gates in the game. Pretty much every object needs a rigidbody as well so that they can collide with one another via their colliders.

Task 4 “Shooting a fireball” involves instantiating a prefab fireball which will spawn at the player and go up, similarly to the missile from Week 1 and Week 2. This fireball will make the obstacle disappear by removing the game object, similarly to the lever covered in Week 2.

Task 5 is “Trigger” which involves OnTriggerEnter2D, with a script the obstacle will be placed again behind the player as they proceed.

Pseudocode

- 1) Import “Character Sprite”
- 2) Add a Cinemachine camera to follow the player
- 3) Create a background (Sprite Square)
- 4) Create a maze layout (Multiple sprite squares)
- 5) Create a final wall(^^)
- 6) Make the character move via key inputs
- 7) Create collision between maze walls and the player
- 8) Create the blockade at the gate
- 9) Create collision for blockade
- 10) Create a “fireball” prefab
- 11) When the fireball is launched via space, it destroys blockades.
- 12) Create a trigger so when the player passes the blockade, the obstacle respawns.