"Bobi The Slayer" Game Report

Link to the game on Google Drive:
https://drive.google.com/file/d/1cn46TuWMMvGrzXoKWs-MaO-1Tf2nfB2j/view?usp=sharing
Link to the game repository on GitHub:
https://github.com/dlznski/Unity_3D_Project
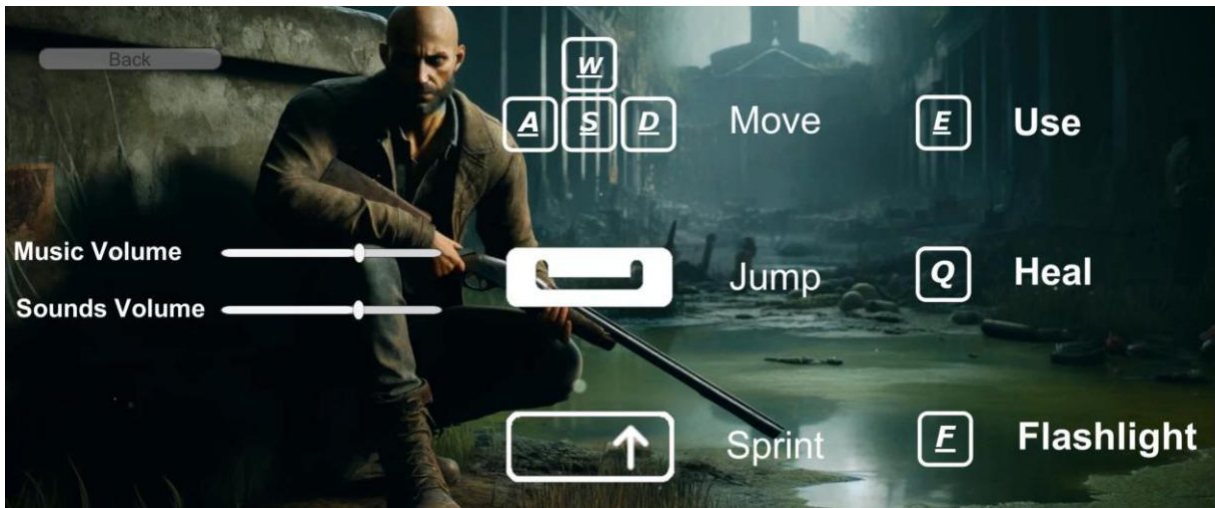
Main Menu:

The main menu consists of 3 buttons:

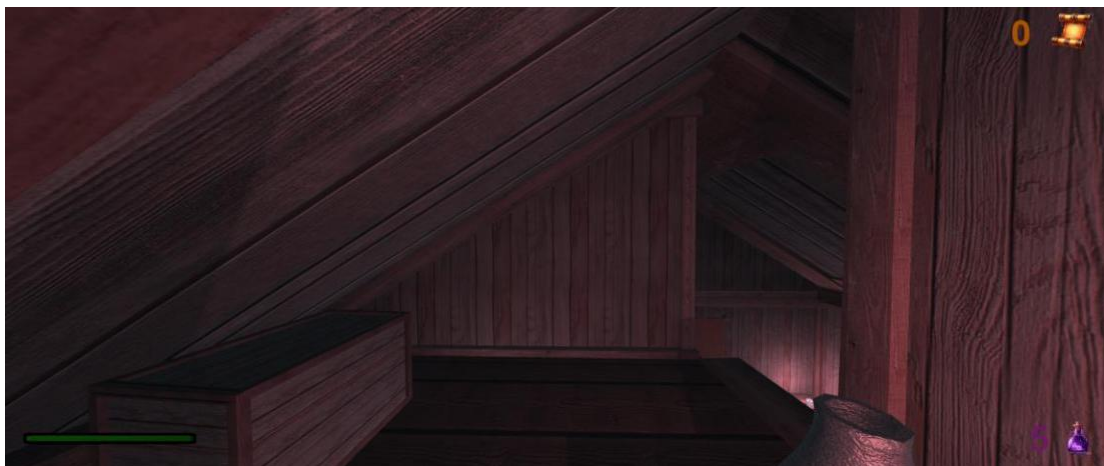Play: Takes us to the actual game scene, a single level.

Options:

Quit:

Background music plays throughout the main menu, with particles simulating falling rain.
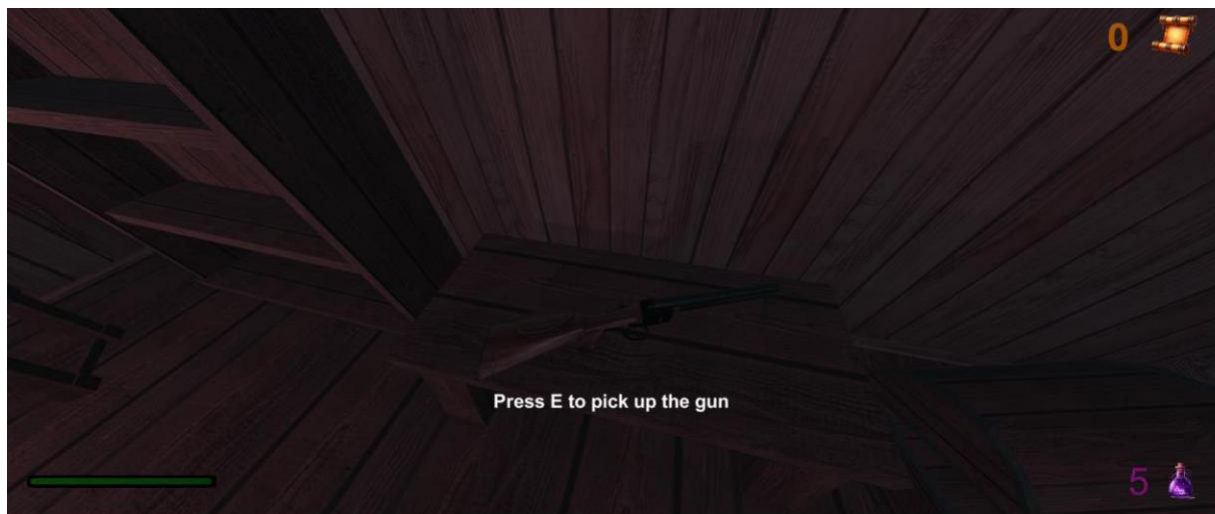
Main Game:
The game begins in the attic of a house, and we must descend to the ground floor.

Next to the stairs, upon descending, there is a trigger that activates a window introducing the storyline and setting the objective of the game (this trigger activates only once).
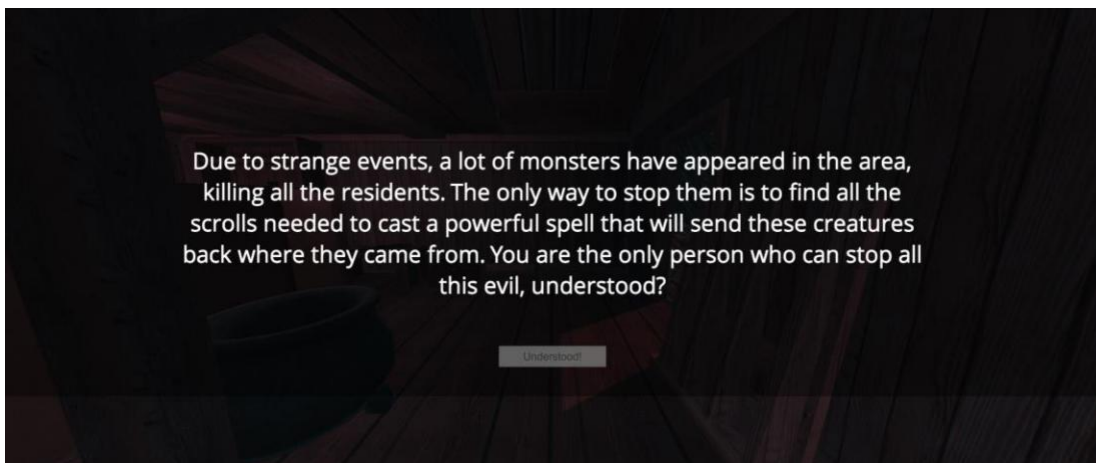
On the table in front of the exit, there is a weapon that we need to pick up.
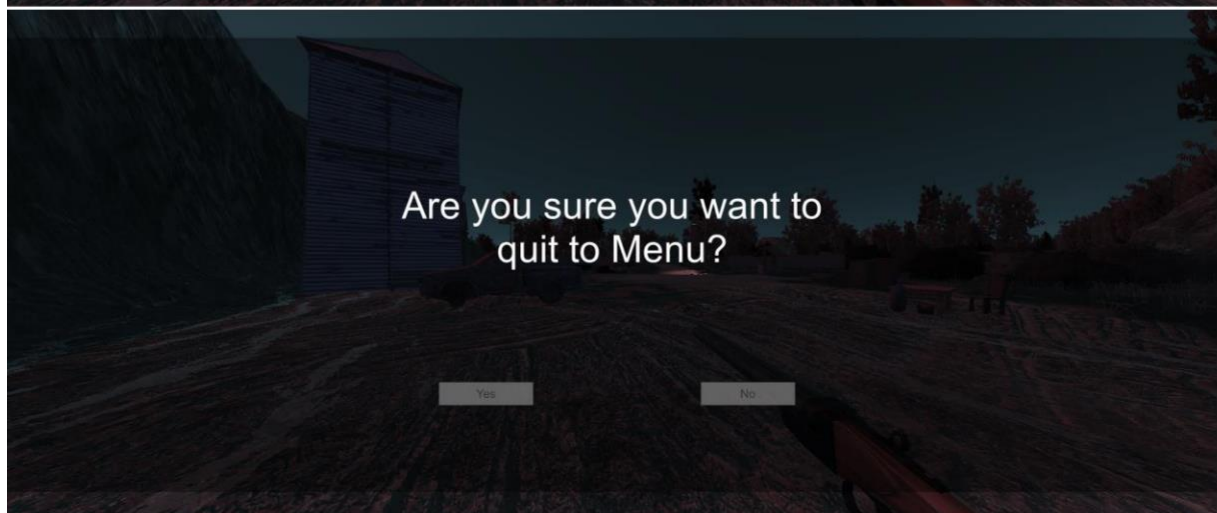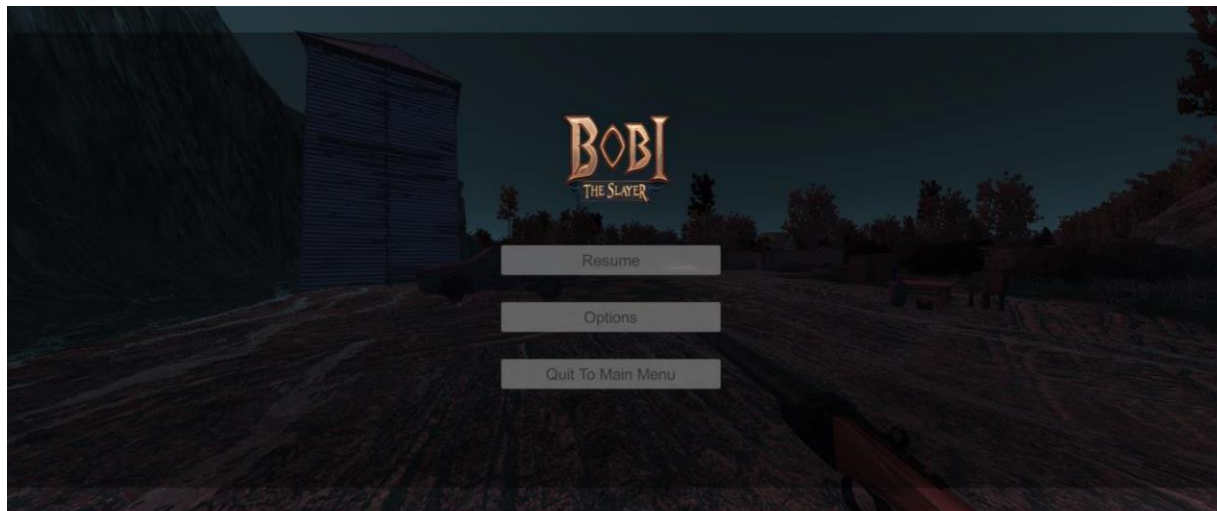

Once picked up, it is added to our inventory, allowing us to shoot, and a crosshair appears.

The player (from the very beginning) is also equipped with a flashlight due to the dark nature of the location.

Pause Menu:

Our main enemies are ghouls. Here's what a ghoul looks like during an attack:
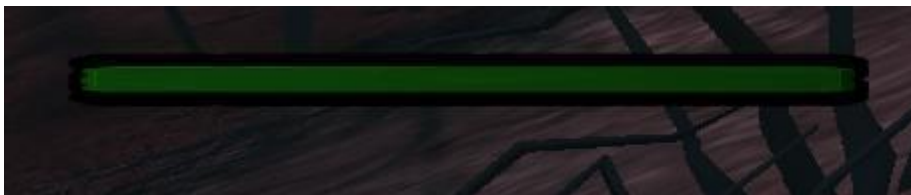

And in its normal state:

The player has a healing system with potions that regenerate up to a maximum of 5 over one minute (shown after using a few).

In the upper right corner, there is a counter for the scrolls that need to be found.

In the lower left corner, there is the health bar.

When a bullet hits an object, a small explosion occurs.
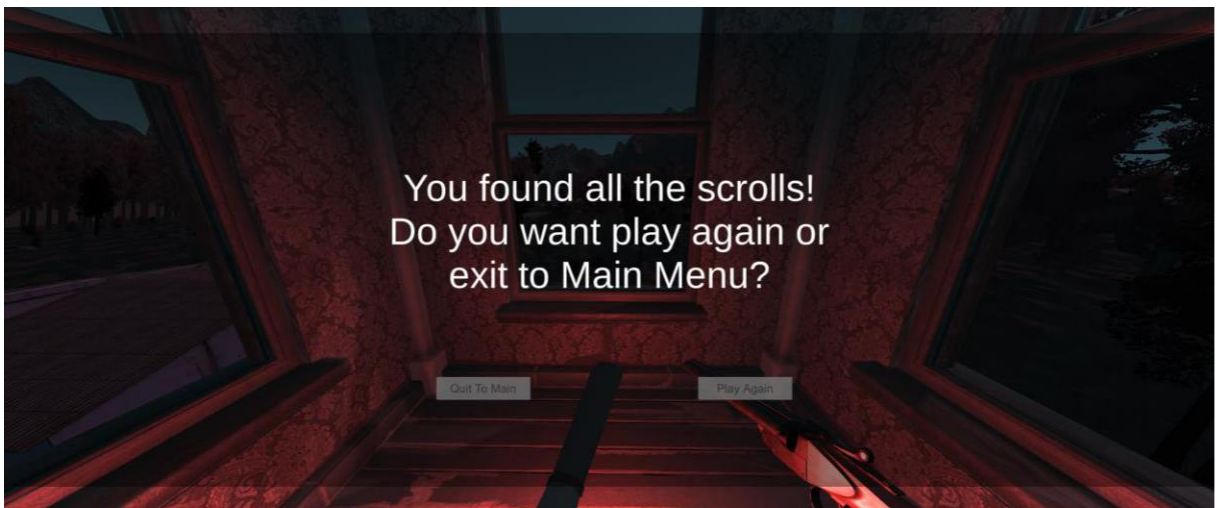

The player uses a double-barrel weapon, which means two bullets are fired simultaneously, although it's impossible to showcase this in a screenshot.
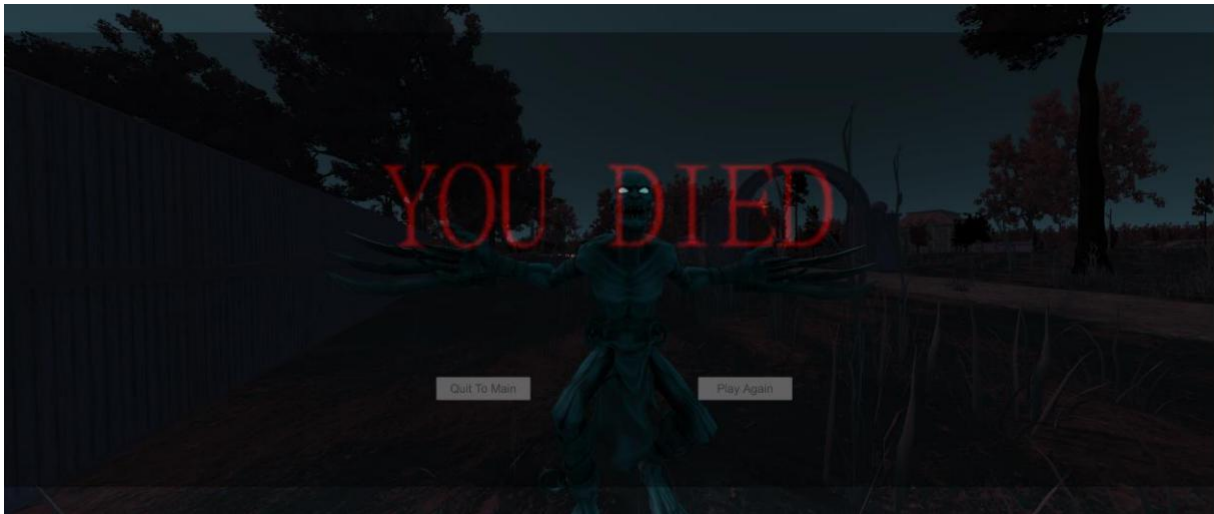
The appearance of the scrolls that need to be found:

Victory Screen:

Death Screen:

Each location on the map where a scroll is to be found has unique music that replaces the original soundtrack when entering that specific area.

The player cannot leave the prepared map due to an invisible barrier surrounding it.

An example view of the area with the barrier, combined with a dense forest: