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Ride Boy, Ride!

Creating a game with Unity 3D

Individual Project

CI3330

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What to write about

* What the game is about. What game influenced the idea.
* Dedicated time to learn agile/scrum methodology before starting the project.
* Finding out whether a single developer can successfully follow scrum technique.
* Main tasks.
* Iterations with brief explanation!!!
* How and why I changed the player controls from only allowing half automatic turning in specific points to giving full freedom of turning.
* Segments not spawning properly. Spawners have incorrect rotations.
* Properly modified prefab so its natural Y rotation is 0, just like all other segments.
* Optimisation of voxel models by dissolving faces.
* Optimization by removing mesh colliders. <http://forum.unity3d.com/threads/36860-Performance-issue-with-instantiating>
* Deciding on method of throwing the paper. Towards mouse pointer location or physics based.
* Not planning size of roads and houses
* Ensuring the player not exploiting the game by limiting how many times a single target can be hit with a newspaper.
* Fixed houses rewarding multiple times
* What I learnt about component based programming.
* Gaining motivation when 3D models added a unified look to the game.
* Learnt about composition and component based systems.
* Destroying segments. Checkpoints and falling off the map.
* Prefab nesting. Shouldve instantiaded the buildings. Any changes need to be repeated in all sections.
* Fixed timer still counting down when game is paused by saving time when tha game was paused and adding the difference between the time of resume and time of pause to time when the counting down is supposed to end. (BRILLIANT)

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# Introduction

# Aims

# Objectives

# Literature Review

# Analysis

|  |  |
| --- | --- |
| Strengths | Weaknesses |
| Familiar with Unity 3D engine  Familiar with C# |  |
| Opportunities | Threats |
|  | Limited time |

# Design

# Implementation

# Testing

# Critical Review

# Reference

# Appendix

## Resources used

Background music - <http://incompetech.com/music/royalty-free/index.html?isrc=USUAN1300022>

Dog barking - <http://www.freesound.org/people/felix.blume/sounds/199261/>

Old man - <http://www.freesound.org/people/scuzzpuck/sounds/40841/>

Doormat - <http://www.freesound.org/people/simon.rue/sounds/49949>

Door - <http://www.freesound.org/people/juskiddink/sounds/108617/>

bicycle - http://www.freesound.org/people/metamorphmuses/sounds/90649/

Mailbox - <http://www.freesound.org/people/eliasheuninck/sounds/3543/>

newspaper whoosh - <http://www.freesound.org/people/petenice/sounds/9509/>

birds - <http://www.freesound.org/people/keweldog/sounds/184870/>

hedge texture - <http://www.cgtextures.com/texview.php?id=42279&PHPSESSID=58hg171dp92h3rhfnjne90b3j2>

fence - http://www.blendswap.com/blends/view/68645