

**EECE 503K:** Game Programming

Fall 2024-2025

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**Lab Assignment 5**

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Sources for Assignment 5

# Using ChatGPT

1. Implementing UFO movement: using sine function to create hover effect for UFO
2. Assistance in implementing damage system to the player when under the UFO’s light every 5 seconds
3. Idea to deactivate renderer and trigger of BandAid
4. LineRenderer to replace bullets with lasers

# Mixamo

***You can use these keywords to search for the corresponding character and animations on the website*** [***https://www.mixamo.com/#/***](https://www.mixamo.com/#/)***:***

1. Character: *Vanguard By T. Choonyung*
2. Animations: *Floating*

# FreeSound

1. Truck Alarm Sound: <https://freesound.org/people/danlucaz/sounds/513741/>
2. Hit Zombie: <https://freesound.org/people/bananplyte/sounds/452338/>

# Unity Asset Store

1. Space Assets: <https://assetstore.unity.com/packages/3d/vehicles/space/poly-angel-space-pack-267010>
2. Crosshair: <https://assetstore.unity.com/packages/2d/gui/icons/crosshairs-216732>
3. UFOs: <https://assetstore.unity.com/packages/3d/vehicles/space/ufo-battleship-289193>
4. BandAid Pickup: <https://assetstore.unity.com/packages/3d/props/retro-psx-horror-healing-item-pack-icon-lowpoly-251611>
5. Ammo Pickup: <https://assetstore.unity.com/packages/3d/props/ammo-157327#content>

Some Main Features

* Added bunch of space assets as obstacle for Nav
* Added a floating astronaut
* Added Crosshair
* Added UFO hovering and rotating with changing light shed using Coroutines
* Added damage done if under the light of UFO every 5 seconds
* Added changing light when trucks’ alarms are activated; when the truck is shot, in addition to alarm sound
* Added bandaid to heal player back; they have a respawn rate
* Implemented HeadShot hitbox that instantly kills enemy
* Replace shooting bullet with lasers using LineRenderer
* Added ammo pickups to reload the gun; they also have a respawn rate