

**EECE 503K:** Game Programming

Fall 2024-2025

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**Mini-Project**

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Table of Contents

[Sources for Mini-Project 3](#_Toc182942203)

[Using ChatGPT 3](#_Toc182942204)

[Using DaFont 3](#_Toc182942205)

[Using Youtube 3](#_Toc182942206)

[Mixamo 4](#_Toc182942207)

[Unity Asset Store 4](#_Toc182942208)

[Using Lab (Mini Project Google Drive folder) 5](#_Toc182942209)

[Assignment 5 5](#_Toc182942210)

[Some Main Features 5](#_Toc182942211)

Sources for Mini-Project

# Using ChatGPT

1. Implement interruption for a triggered animation using Animator.Crossfade(“AnimationState”, float transitionTime)
2. Implement a coroutine that temporarily deactivates patrolling of enemy when arriving at a waypoint and not being attacked or detecting player
3. Learn to use **AnimationEvents**
4. Implementation of saving of settings using PlayerPrefs

# Using DaFont

1. Exorcista: <https://www.dafont.com/exorcista.font>

# Using Youtube

1. MainMenu Tutorial: <https://youtu.be/zc8ac_qUXQY?si=skI2CoVjy61Df_pZ>
2. Sound & AudioManager Tutorial: <https://youtu.be/6OT43pvUyfY?si=RKbDt0uWZq03UIoB>
3. AudioMixer Tutorial: <https://www.youtube.com/watch?v=IxHPzrEq1Tc>
4. SettingsMenu: <https://youtu.be/YOaYQrN1oYQ?si=mCIke0NtQ6HH9-dd>

# 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: *Knight D Pelegrini*
2. Animations: *Great Sword Idle 1, Great Sword Idle 2, Sword and Shield Run, Great Sword Run, Sword and Shield Slash, Two Hand Sword Combo, Great Sword Slash, Mutant Swiping, Getting Smashed*

# Unity Asset Store

1. Fantasy Adventure Sound Tracks: <https://assetstore.unity.com/packages/audio/music/orchestral/free-fantasy-adventure-music-pack-118684>
2. Giant Golem Model & Animations: <https://assetstore.unity.com/packages/3d/animations/giant-animations-free-215962> & <https://assetstore.unity.com/packages/3d/animations/giant-animations-free-215962>
3. Terrain Tools and Textures: <https://assetstore.unity.com/packages/3d/environments/landscapes/terrain-sample-asset-pack-145808>
4. Fantasy Moon Sword: <https://assetstore.unity.com/packages/3d/props/weapons/fantasy-moon-sword-155333>
5. Skybox from Vikings Assets Pack: <https://assetstore.unity.com/packages/essentials/tutorial-projects/viking-village-urp-29140>
6. Medieval Castle Assets: <https://assetstore.unity.com/packages/3d/environments/fantasy/medieval-castle-modular-282498>
7. Graveyard Colonial City Assets: <https://assetstore.unity.com/packages/3d/environments/urban/colonial-city-littlepack-163089>
8. Tree Stumps: <https://assetstore.unity.com/packages/3d/vegetation/scan-stump-vol-1-196185>

# Using Lab (Mini Project Google Drive folder)

Recordings about NavMesh for Player, Scriptable Objects, Inventory, Pause Menu, Managers, Context Menu

# Assignment 5

1. ConeVisionPlayerDetection C# Script
2. Health system and UI

Some Main Features

* Camera Constraint on the player’s position
* FSM states for the player: idle, relax, run, sprint, hit1, hit2, hit3
* FSM states for the player: ability to interrupt them smoothly
* Added Sword to the Player
* Implementation of Inventory UI and Logic
* Implementation of Pause Menu
* Implementation of Context Menu
* Fix click on slot which is considered as a click for movement: stop NavMesh and reset path of player when context menu is activated, at the click of a slot
* GolemAttack & PlayerCombat uses AnimationEvents
* Implementation of Mana amount and bar in UI, used for player combat attacks enabling
* Implementation of AudioManager using AudioMixer and Sound class
* Create Main, Pause, Instructions, Settings, Save, GameOver Menus with different functionalities
* Implementation of Save System for collectables, inventory, player position, NPCs positions
* Added Physics Material to Terrain with drag as well as drag and angular drag to Player
* Usage of Scriptable Objects for collectables
* Implementation of gameplay pause whenever the following menus are active: Pause, SaveAndLoad, Main
* Implementation of settings save using PlayerPrefs
* Menu to make sure player wants to quit game
* Changed all texts to Exorcista Font