**Unity Game: Bush Sniper**

Game like bubble tanks but with islands, connected via bridges instead of bubbles ☺

Also the map is full of bushes, and the player is also a bush-sniper. While moving or shooting, sound and visual fx make the player visible, if he stands still he looks like a normal bush. Hit players blink red, also when they are cloaked.

The goal of the game is to be the last player alive, so ist a multiplayer.

Worklog:

8. Juni 2018, 16:40-17:00, 17:15-17:30: GameObject Movement Script (transform, rotation, Vector3)

9. Juni 2018,

11:35-11:50: watched videos: colliders, rigidbody

13:40-15:20: made new scene, made cube for player-mockup, added player movemement (awsd)

11. Juni 2018:

03:45-4:00: Video Multiplayer How To learning by doing.

To manage a network for Multiplayer, use a Networkmanager on a GameObject.

To make the player update stuff to a network, make it implement the networkbehaviour.

The NetworkManager needs a PlayerObject to spawn, every time a player joins the game.

https://www.youtube.com/watch?v=cQ0f1\_Ct9lc

9:58

15:15-16:00

-added ugly island mockup

-make camera follow player

-added ugly bridge mockup

-changed 2D angle Stuff

movement refactor

12. Juni 2018:

00:30-02:00

-> lost data and reworked that shit

- edge colliders for island and bridge

03:00 -4:00

-tried to make the player shoot in the cursors direction

13. Juni 2018:

15:30-15:50 -> worked on that shooting stuff. It’s still kinda buggy (ellipse shooting spread instead of circle)

20. Juni 2018:

02:00-03:00: Bullet-Mockup shooting in Mouse direction (no limit at firerate)

03:00-4:23: WIP/ TODO: limit bullet lifetime, limit shooting rate

21. Juni 2018:

23:50-00:46 : Bugfix for shooting direction, limit shooting rate, limit bullet lifetime

00:50-2:45 : advanced player mockup: gun barrel, point gun at mouse, added sprites instead of mesh renderers for player, barrel and bullet, move bullet spawn point to barrel end.

12. Juli 2019:

19:45-20:15: project and code cleanup

in barca holdiays: 5h. cleanup, sprites, bush spawner

30. jul: 1h -> figure out 2d colliders

1. Aug: 19:00-22:00: multiplayer tutorial

23:50-02:00: multiplayer tutorial

2.Aug: 09:20-09:40: multiplayer tutorial

3. Aug: 18:55-19:15: multiplayer tutorial

4. Aug: 2h multiplayer tutorial

10. und 11.Aug: 23:30-2:00 shooting for V1, idle cloak, a part of the islands for generation

11. Aug: 14:00-14:40: finished all possible islands for generation. Next: Random Islands generator

12. Aug: 11:30-12:30 worked on map generation

12. Aug: 1h 30min: worken on map generation and bush generation, also added a background and cleanup

13. Aug: 1h: Play-Menu-Scene

13. Aug: 14:00-14:10 Usertesting

Notizen User Testing:

* Combat is really shit, you can’t really hit your enemy.
* Try a version which shooting is direct, not physics based . with raycasts
* Near-range combat with knife
* Maybe a „jump-boost“ like attack with near range combat weapon - kind of as a ability
* Abilities?!?!?
* A Range of weapons
* Different Skins
* Maybe make player noticable even when he’s not moving. Like after 5 seconds he gets visible with a flare or something
* Make something to hide, maybe even with the „E“ button where you can go behind a shelter or something

Notizen:  
Insel - Generierung mithilfe von DFS oder BFS Algorithmus

Raster-basierend (power of 2x2)

generate a grid of 5x5

make a maze inside the grid

display the maze with islands and bridges

* **Multiplayer**
* **Scores**
* **Random Maze-Like Map Generation**

TUT for refactoring: https://www.youtube.com/watch?v=lkDGk3TjsIE

Next:

* Find out how to make a 2d game with colliders properly
* Then:
* Use 2d box colliders for islands
* solve bug which makes bullet shooting towards player (pos taken from barrel)
* make bullet a sprite

TODO Logic:

* make game Multiplayer

TODO Design:

* simple Player Sprites with different states(walking, shooting, cloak, get hit)
* add bushes