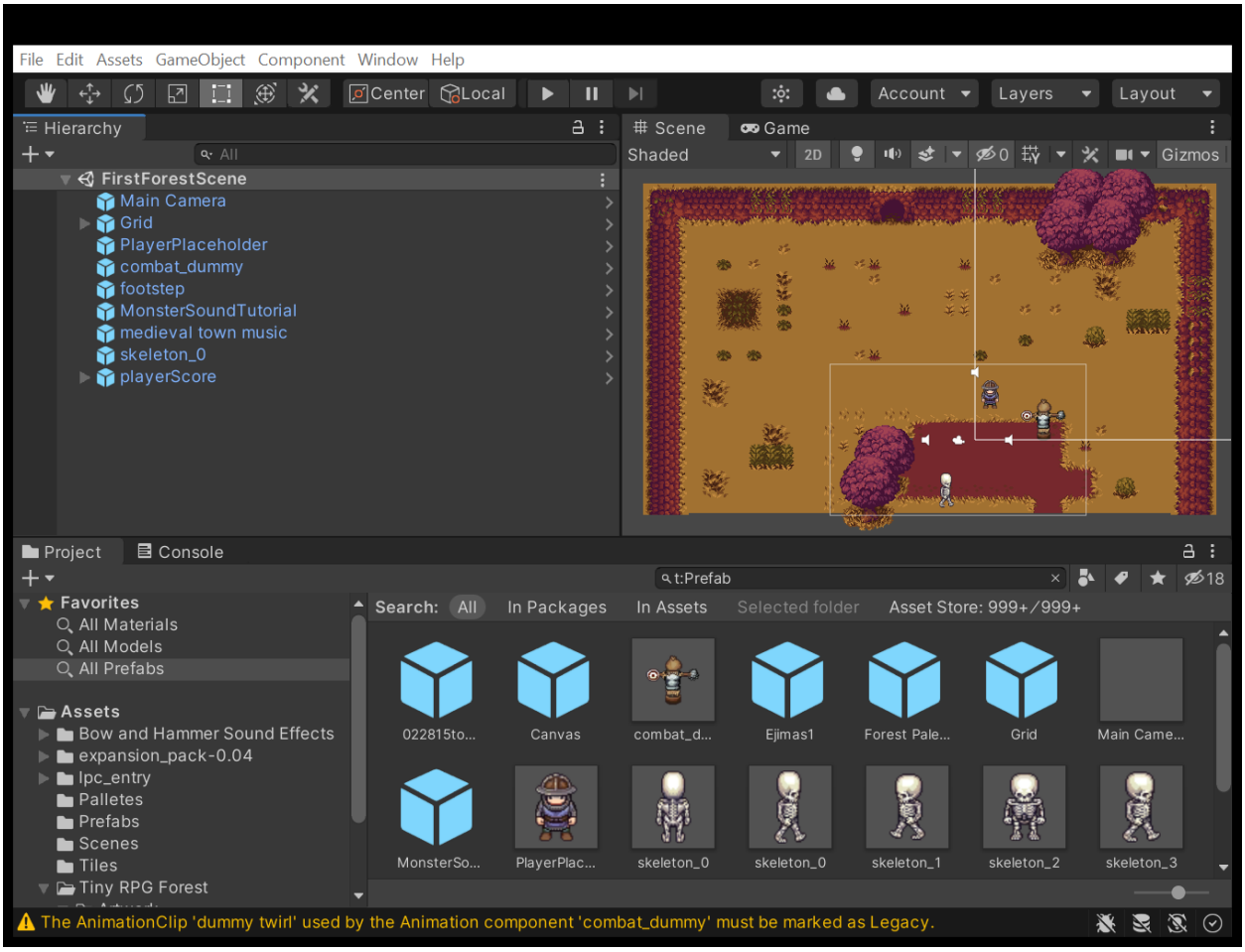
1. All Prefabs



2. Text box with score (not sure if still needed)

3. Background music = medieval town music- is medieval music

   Sound effect = footstep and monster sound are sound effects of footsteps and growling monster noises

PlayerMovement.cs - Notepad

File Edit Format View Help

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class PlayerMovement : MonoBehaviour
{
    [Range(5f,20f)]
    public float speed = 10f;

    void Start()
    {

    }
    void Update()
    {
        transform.Translate(GetInput().normalized*speed*Time.deltaTime);

    }

    Vector3 GetInput()
    {
        Vector3 p_Velocity = new Vector3();
        if (Input.GetKey(KeyCode.W) || Input.GetKey(KeyCode.UpArrow)){
            p_Velocity += Vector3.up;
        }
        if (Input.GetKey(KeyCode.S) || Input.GetKey(KeyCode.DownArrow)){
            p_Velocity += Vector3.down;
        }
        if (Input.GetKey(KeyCode.A) || Input.GetKey(KeyCode.LeftArrow)){
            p_Velocity += Vector3.left;
        }
        if (Input.GetKey(KeyCode.D) || Input.GetKey(KeyCode.RightArrow)){
            p_Velocity += Vector3.right;
        }
```

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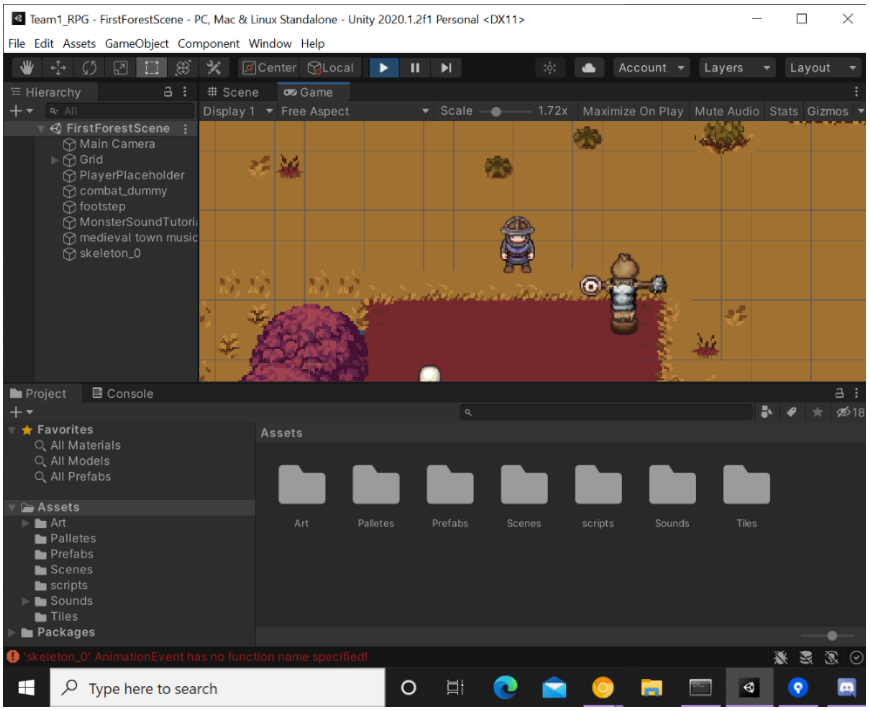
4. Working script = PlayerMovement.cs – controls the main character using arrow keys and WASD
5. Names of files describe the results they provide
6. Gena- sprite animations and collision
   Matt – Environment art
   Justin – player movement script
   Elijah – camera and camera movement with player
   Will – sound effects and music

7. Collision objects in dummy and on skeleton (in pictures below)


Team1_RPG - FirstForestScene - PC, Mac & Linux Standalone - Unity 2020.1.2f1 Personal <DX11>
File Edit Assets GameObject Component Window Help
Center Local Account Layers Layout
Hierarchy
Scene Game
Display 1 Free Aspect Scale 1.72x Maximize On Play Mute Audio Stats Gizmos
FirstForestScene
Main Camera
Grid
PlayerPlaceholder
combat_dummy
footstep
MonsterSoundTutori
medieval town music
skeleton_0
Project Console
Favorites
All Materials
All Models
All Prefabs
Assets
Art
Palletes
Prefabs
Scenes
scripts
Sounds
Tiles
Packages
'skeleton_0' AnimationEvent has no function name specified!
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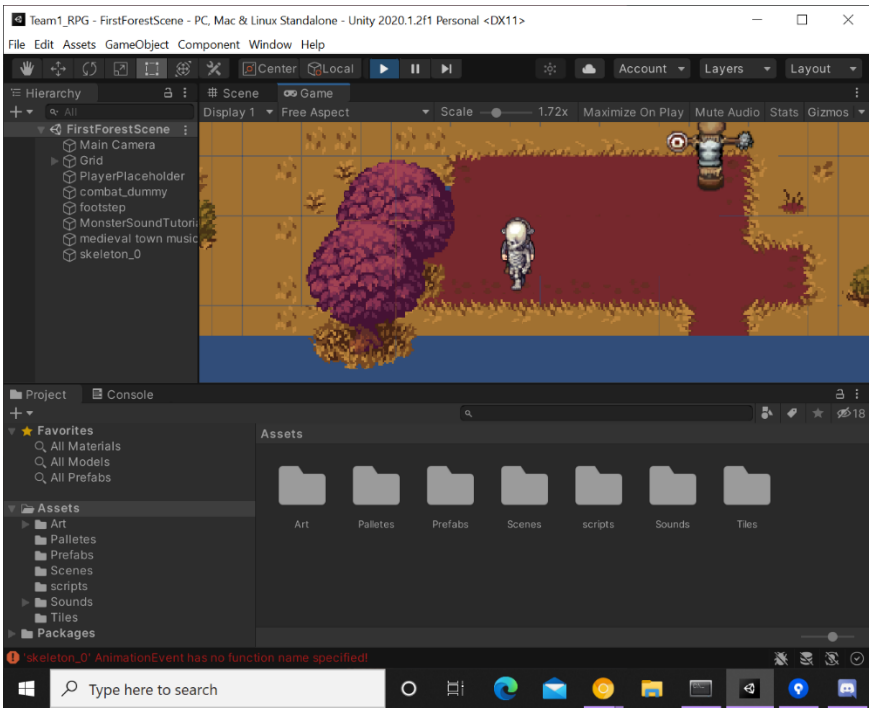
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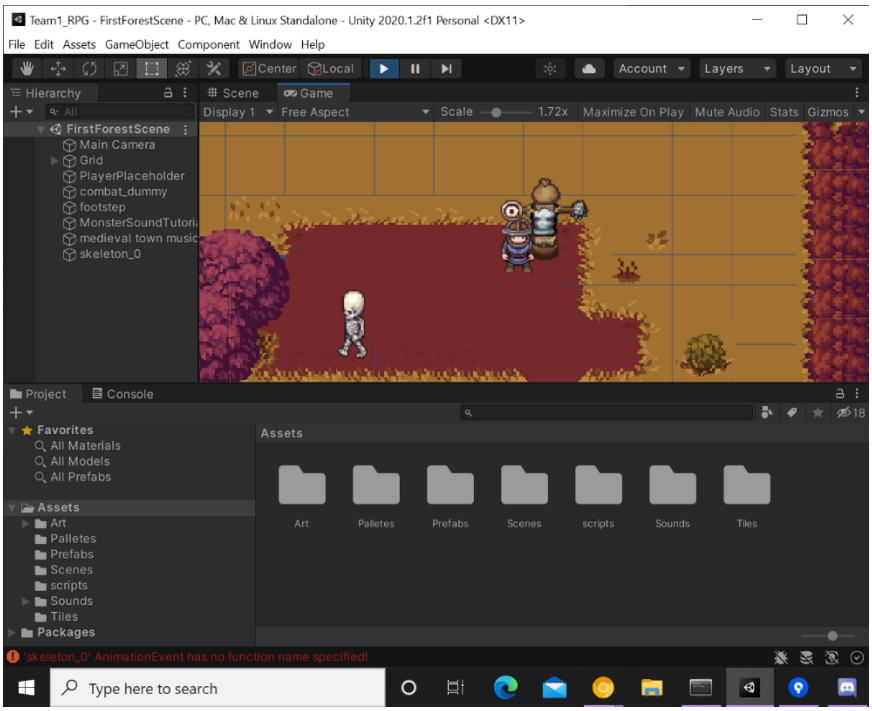
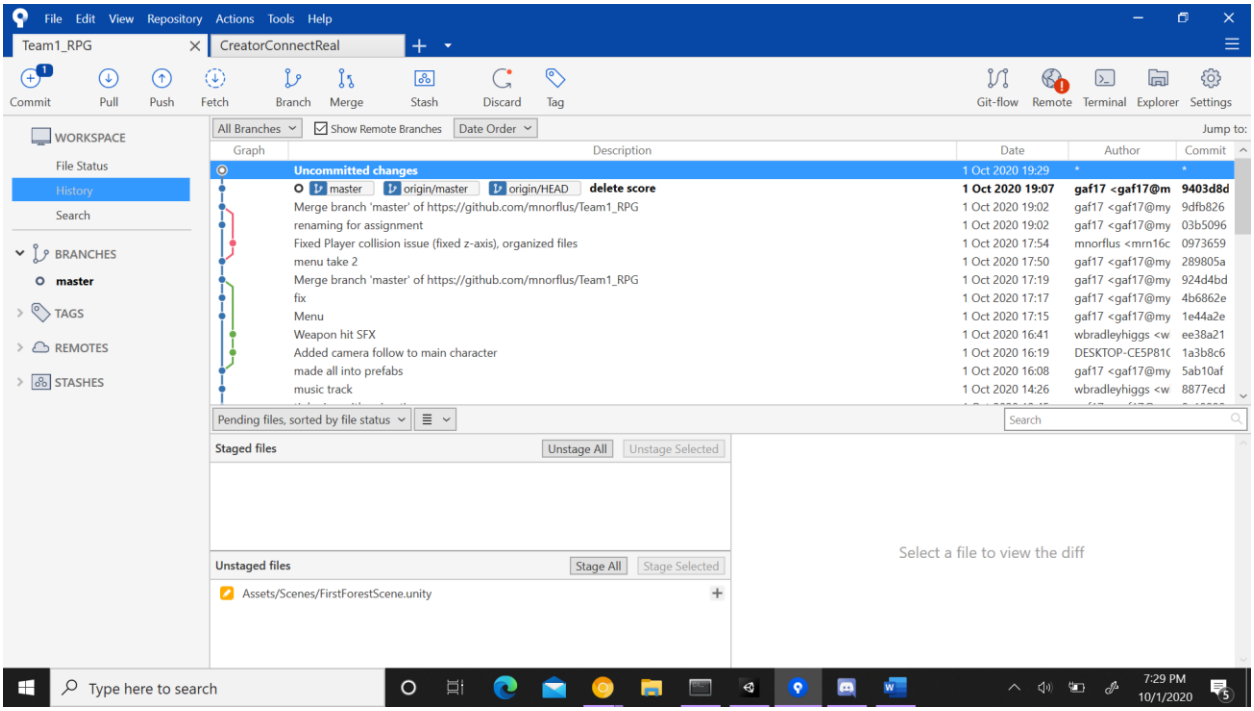


8. The first image shows the camera moving with the player, the animated skeleton, and the player colliding with the dummy and skeleton

9.



10. The environment is natural, much like medieval times. The camera is focused on the main character, which immerses the player. The sprites are of a medieval practice dummy and a skeleton, which will be an enemy in the future. The audio is of footsteps on a natural flooring, and medieval-style music. The environment, sounds, and sprites and the player's attire all fit into the theme of medieval fantasy.