

# Rhythm Revolutions

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Valenta

# Využité technologie



| **Unity**



| **InstallForge**



| **Git**



| **Photoshop**



| **ChatGPT**

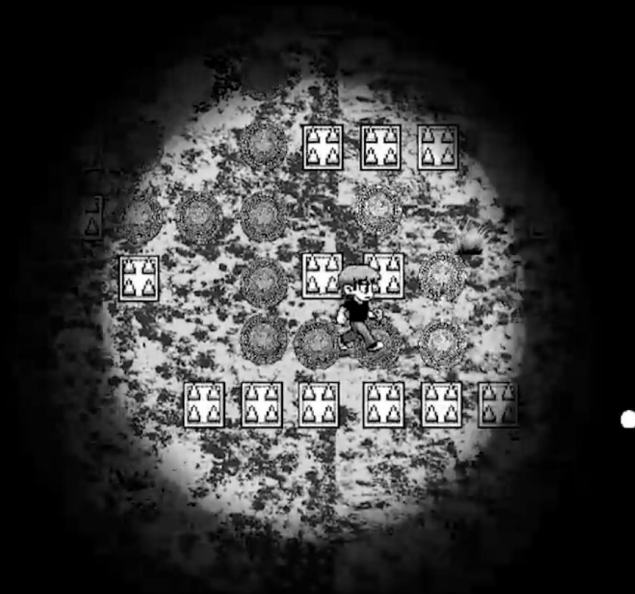
# Zasazení a příběh

- Podkladové média
- Důvod výběru filmu



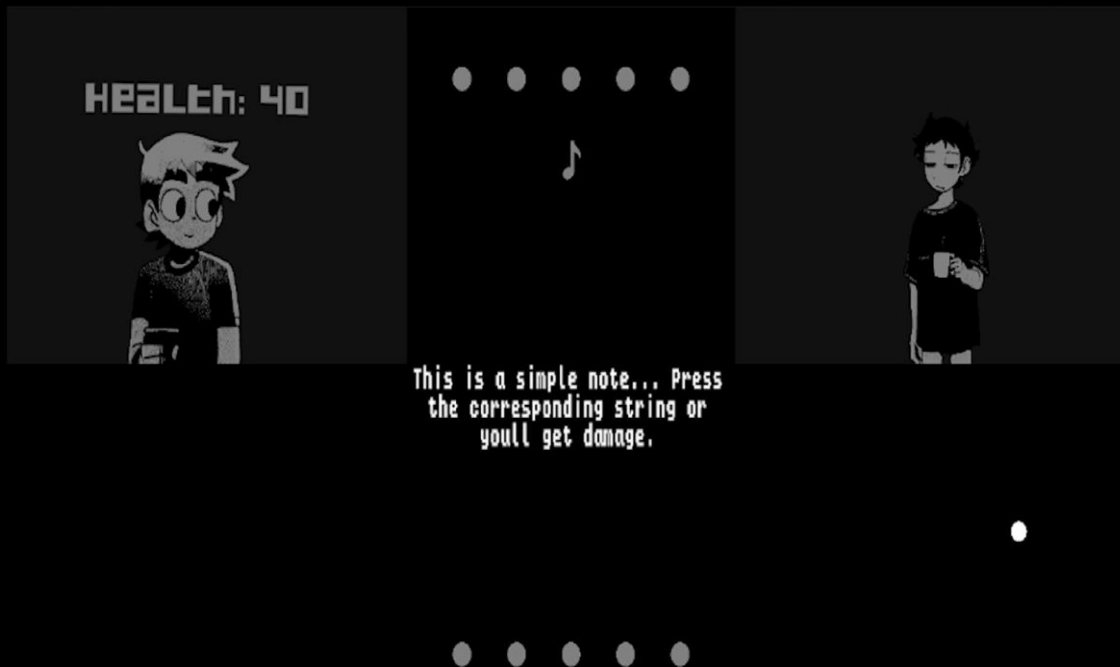
# Mechaniky a gameplay

- Gameplay loop
- Bossfights
- Puzzles



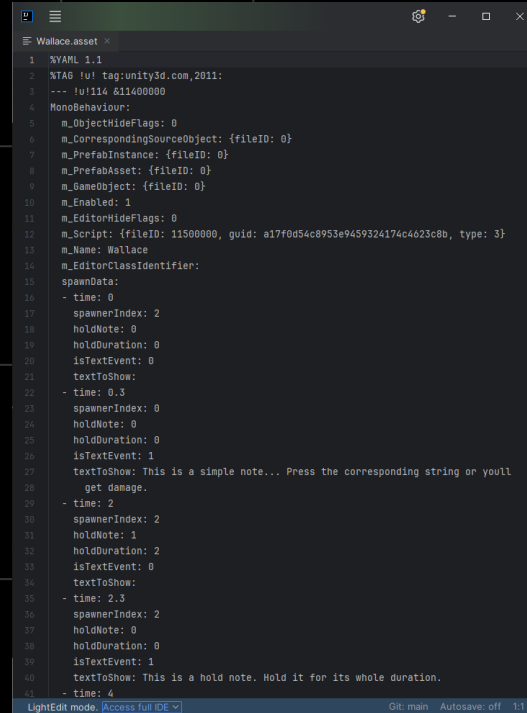
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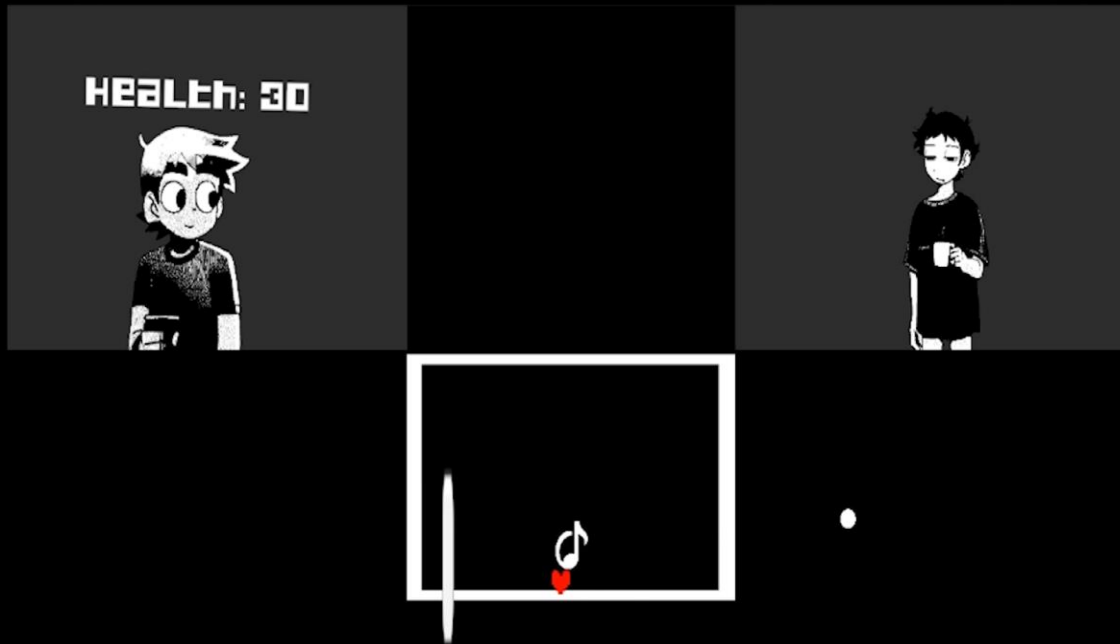


```
1 %YAML 1.1
2 %TAG !u! tag:unity3d.com,2011:
3 --- !u!114 &11400000
4 MonoBehaviour:
5   m_ObjectHideFlags: 0
6   m_CorrespondingSourceObject: {fileID: 0}
7   m_PrefabInstance: {fileID: 0}
8   m_PrefabAsset: {fileID: 0}
9   m_GameObject: {fileID: 0}
10  m_Enabled: 1
11  m_EditorHideFlags: 0
12  m_Script: {fileID: 11500000, guid: a17f0d54c8953e9459324174c4623c8b, type: 3}
13  m_Name: Wallace
14  m_EditorClassIdentifier:
15  spawnData:
16    - time: 0
17      spammerIndex: 2
18      holdNote: 0
19      holdDuration: 0
20      isTextEvent: 0
21      textToShow:
22    - time: 0.3
23      spammerIndex: 0
24      holdNote: 0
25      holdDuration: 0
26      isTextEvent: 1
27      textToShow: This is a simple note... Press the corresponding string or you'll
28        get damage.
29    - time: 2
30      spammerIndex: 2
31      holdNote: 1
32      holdDuration: 2
33      isTextEvent: 0
34      textToShow:
35    - time: 2.3
36      spammerIndex: 2
37      holdNote: 0
38      holdDuration: 0
39      isTextEvent: 1
40      textToShow: This is a hold note. Hold it for its whole duration.
41    - time: 4
```

LightEdit mode. [Access full IDE](#) Git: main Autosave: off 1:1

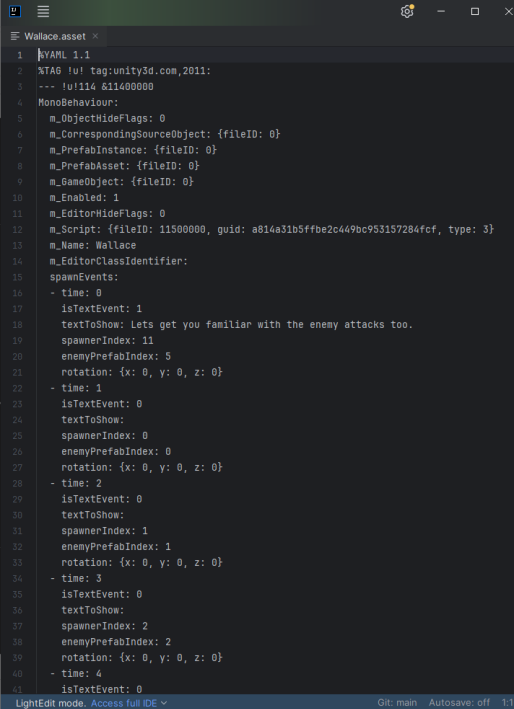
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10  m_Enabled: 1
11  m_EditorHideFlags: 0
12  m_Script: {fileID: 11500000, guid: a814a31b5ffbe2c449bc953157284fcf, type: 3}
13  m_Name: Wallace
14  m_EditorClassIdentifier:
15  spawnEvents:
16    - time: 0
17      isTextEvent: 1
18      textToShow: Lets get you familiar with the enemy attacks too.
19      spawnerIndex: 11
20      enemyPrefabIndex: 5
21      rotation: {x: 0, y: 0, z: 0}
22    - time: 1
23      isTextEvent: 0
24      textToShow:
25      spawnerIndex: 0
26      enemyPrefabIndex: 0
27      rotation: {x: 0, y: 0, z: 0}
28    - time: 2
29      isTextEvent: 0
30      textToShow:
31      spawnerIndex: 1
32      enemyPrefabIndex: 1
33      rotation: {x: 0, y: 0, z: 0}
34    - time: 3
35      isTextEvent: 0
36      textToShow:
37      spawnerIndex: 2
38      enemyPrefabIndex: 2
39      rotation: {x: 0, y: 0, z: 0}
40    - time: 4
41      isTextEvent: 0
```

LightEdit mode. Access full IDE ▾ Git: main Autosave: off 1:1



**Děkuji za pozornost**

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