

The Commander

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Used technology

The project is created with .NET technology, in particular – Unity. The integrated development environment Visual Studio 2013 is used for writing the scripts.

Project purpose

The project purpose is to entertain the user. The Commander does not have an educational purpose.

Project description

‘The Commander’ is a project created with Unity 5 – game engine for developing 2D and 3D games. It is a 2D game. The user is a general who fights with the “bad guys”. For now game has four different levels. Every one of them is made with a different difficulty so that the user would be more entertained while playing The Commander. In every level the player has to kill monsters to proceed to the next level. The game menu will contain ‘Play’, ‘Options’ and ‘Exit’ sections, which are available to the user. The Options menu provides the player with a choice whether to mute the

sounds or not and to select hardcore mode. The Commander is designed to be played in the Unity Web Player or on a Microsoft Windows machine.

Resources

The resources used for making the game are free and found on the Internet.

The animations are made with sprites from:

- <http://spritedatabase.net/>
- <http://pixshark.com/>
- <http://opengameart.org/>

Some of the audio elements used in ‘The Commander’ are from:

- <http://www.freesound.org/>
- <http://www.soundjay.com/>

Future components

‘The Commander’ will contain some other features like new levels for the user to play and enjoy. Two new special levels, which would “unlock” after completing a specific goal, may be included . After the new levels are created there is a plan for a weapons changing system. That plan would require a total overhaul of the game prefabs. That will allow the creating of a new section called ‘Soldiers’ in which the user can select from different soldiers.

GitHub Link

<https://github.com/ihristova11/TelerikSchoolAcademy/tree/master/TheCommander>

Link to the page of the game

<http://thecommander.netai.net/>