## Member Breakdown

\*If the presentation is not in this submission, then that means the download was taking too long and its in my partner’s submission

## Jaiden

## Session 1:

## Setup player and ground with movement and shooting animations along with creating the movement script

## Session 2:

## Added in bullets and weapon and playerAttack script

## Session 3:

## Revamped the health system, added traps, created level ones platforms and setup for switching levels after completing a level

## Added shooting cooldown, fixed deletion of bullet if misses an enemy, and can now visibly see when the player gets hurt

* + - Enemy animations, simple AI of enemy moving and attacking
  + Session 4:
    - Fix enemy animation for attacking, started adding code relevant to levels, implemented the enemies dying/bullets doing damage
    - Created level one, built the project for scene swapping, implemented scene swapping for developer use
    - fixed/updated levelFinish script and game manager for multiple scene functionality
    - Placed in the enemies/traps/environment challenges for the rest of the levels, stopped player from rotating when he hits things

## Crystal

## Idea for game

## Sessions 1-3

## Implementation of Music and SFX Managers, including player, enemy, and trap sfx.

* + - Implemented LevelFinish script and attached it to trophy sprite.
  + Session 4
    - UI
    - Presentation

## Resources Used

Sprites:

* Player: <https://www.pngegg.com/en/png-xjcfe>
* Environment:
  + Desert: <https://opengameart.org/content/free-desert-platformer-tileset>
* Mummies: <https://www.spriters-resource.com/fullview/126873/>
* Bullet: <https://www.stockunlimited.com/vector-illustration/pixel-art-bullet_1959043.html>
* Spikes: <https://www.nicepng.com/downpng/u2w7r5e6a9i1y3u2_pixel-art-maker-spikes-pixel-art/>
* Heart: <https://drive.google.com/drive/folders/1audm9sjm-JiGRu4PtckMoI8a_nudnzHg>
* Traps, Trophy, : <https://drive.google.com/file/d/1ZixmI7gtOKfLKMA5Vm3GJO9Y_Hgo2Pua/view>

Sounds

* Weapon Sounds :  
  <https://assetstore.unity.com/packages/audio/sound-fx/weapons/post-apocalypse-guns-demo-33515#publisher>
* Motorcycle/Crashing Sounds : <https://assetstore.unity.com/packages/audio/sound-fx/engines-123836#description>
* Background Music : <https://assetstore.unity.com/packages/audio/action-music-taster-pack-100957>
* Enemy Sounds :  
  <https://assetstore.unity.com/packages/audio/sound-fx/creatures/free-zombie-character-sounds-141740#description>

UI:

* Title image:  
  <https://www.goodfon.com/wallpaper/survival-last-day-on-earth-gun-forest-zombi-oruzhie-bike-bik.html>
* Font:  
  <https://www.1001fonts.com/thedeadarecoming-font.html>
* Arrow Key Graphic:  
  <https://www.pngfind.com/mpng/bTJbTi_keyboard-arrow-symbol-arrow-keys-png-transparent-png/>

Reference Videos:

* Creating Platformer: <https://youtube.com/playlist?list=PLgOEwFbvGm5o8hayFB6skAfa8Z-mw4dPV>
* Shooting in Unity: <https://www.youtube.com/watch?v=wkKsl1Mfp5M>