Either find online (I searched, and most of these aren’t available alone) or make

Try to make these graphics good, but few pixels, fewer polygons for meshes, less complexity whenever possible. Graphics can really slow the game down, so be careful.

2D Graphics:

(just a 2D look, don’t worry about making it work)

Choose skills screen decoration

Scoreboard screen decoration

Options screen decoration

Player UI (Health bar decoration)

3D Models:

Learn blender for best results

Players:

Human (preferably several diff humans)

Thing

Tools:

PickUps:

Environment

* ( make most objects, if not all, static (noninteractable, nonmoving), bc that slows game down a lot.
* Don’t use too many particle effects etc bc

Animations:

Two types of animation: I prefer mechanim, if you can handle that.

* Watch some tutorials on animation clips, animation controller, mechanim, blend trees, layers, and parameters
* (You don’t have to actually code, but should know the how code works with animations through parameters)

Note: When making animations, pay attention to how it looks not just in 3rd person but in first. If the player who’s displaying the animation can’t at all see an animation, that’s a problem. We might add some animations/effects that only the first person player can see, to solve this.

Search Unity assets (someti

Player movement:

Sidestep (both directions)

Jumping

Walking

Running

Running with weapon (if different from normal running)

Crouch (up and down)

Crouch walk (if that’s possible)

Dying

Transforming into thing

Transforming back into player

Tool use

Aiming tool (from held at side to aimed at center of camera)

Actually using tool

Getting hit with various weapons

Other:

Splash screen (like animated title)

Sound (can you do this too?)

Find various sound effects we can play, some that are too loud/soft will need to be modified in a sound editor

Freesound.org is nice

Some will be played to everyone (distance from source determines volume)

* Spraying acid
* Transformation
* etc

Only heard by first person player

* Loading complete
* Loading
* Start clicked
* Input add
* Dead
* Game over
  + Win
  + Lose