Multimeida Project

(Battle Game Using Unity)

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Under supervision

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Idea :- battle game and It depends on two main characters

(hero and enemy)

Describtion:-

- Game that's main engine is UNITY and it's purpose is to combine between different media like (image – animation – audio) Based on many tools that we used.

Tools:-

- UNITY – Unity Animator
- Visual Studio 2019

Programming Language:-

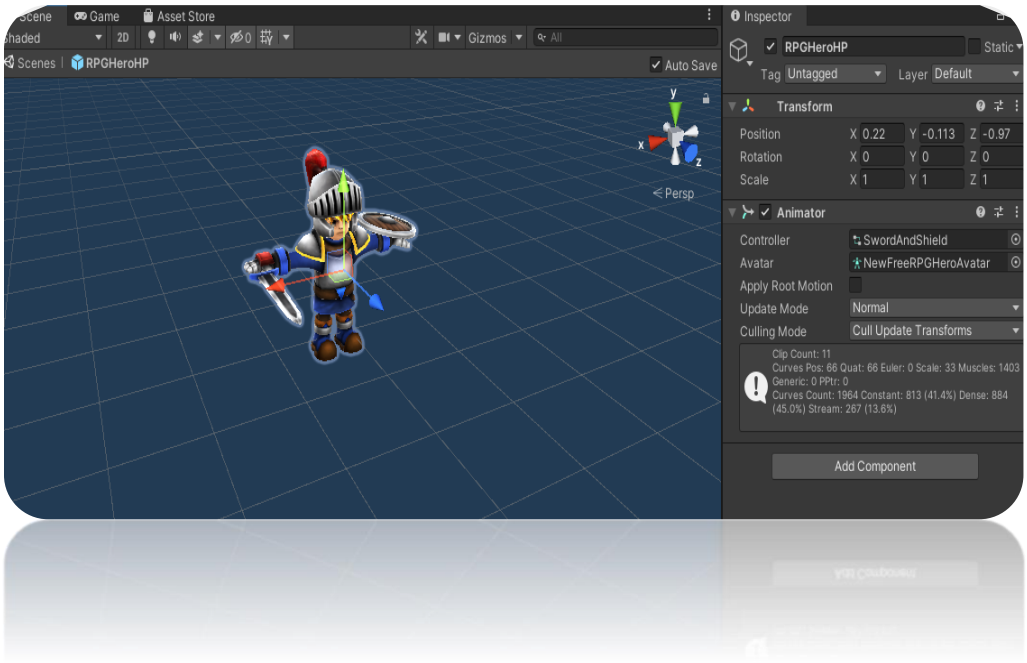
- C#

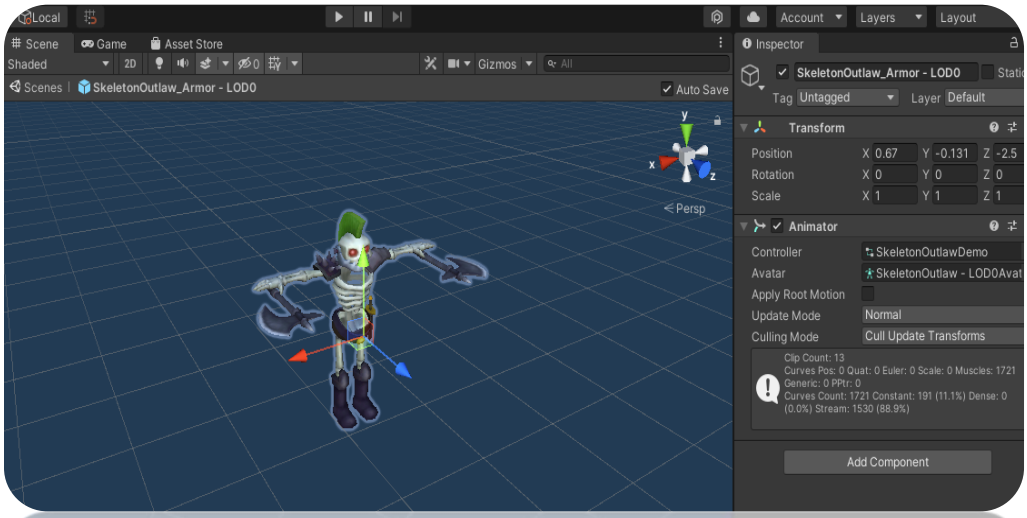
Project Phases:-

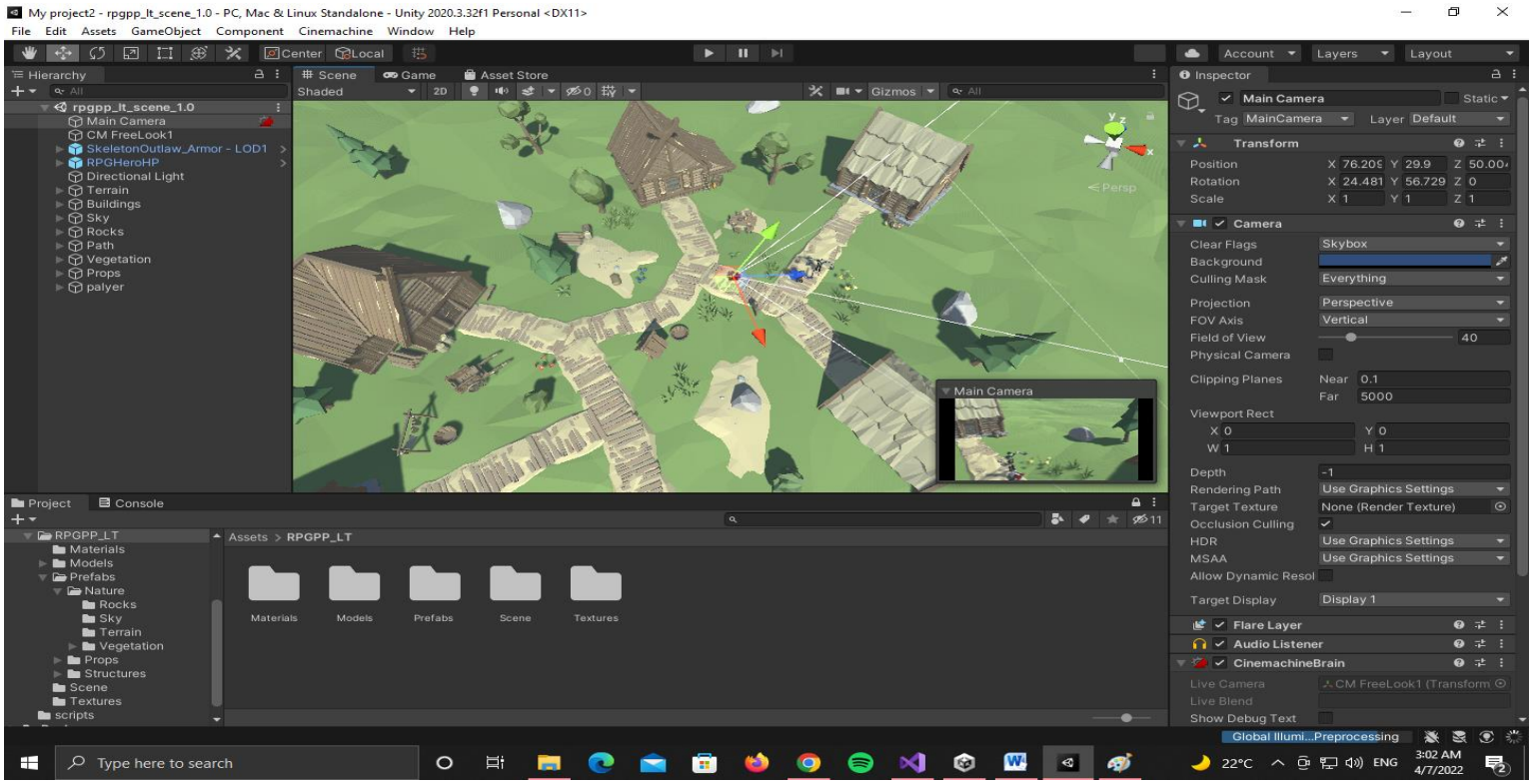
1. Import Assets.
2. Cinemachine Camera.
3. Colliders.
4. Player Movement.
5. Jump & Gravity.
6. Animations.
7. Sound Effects

1- Import Assets.

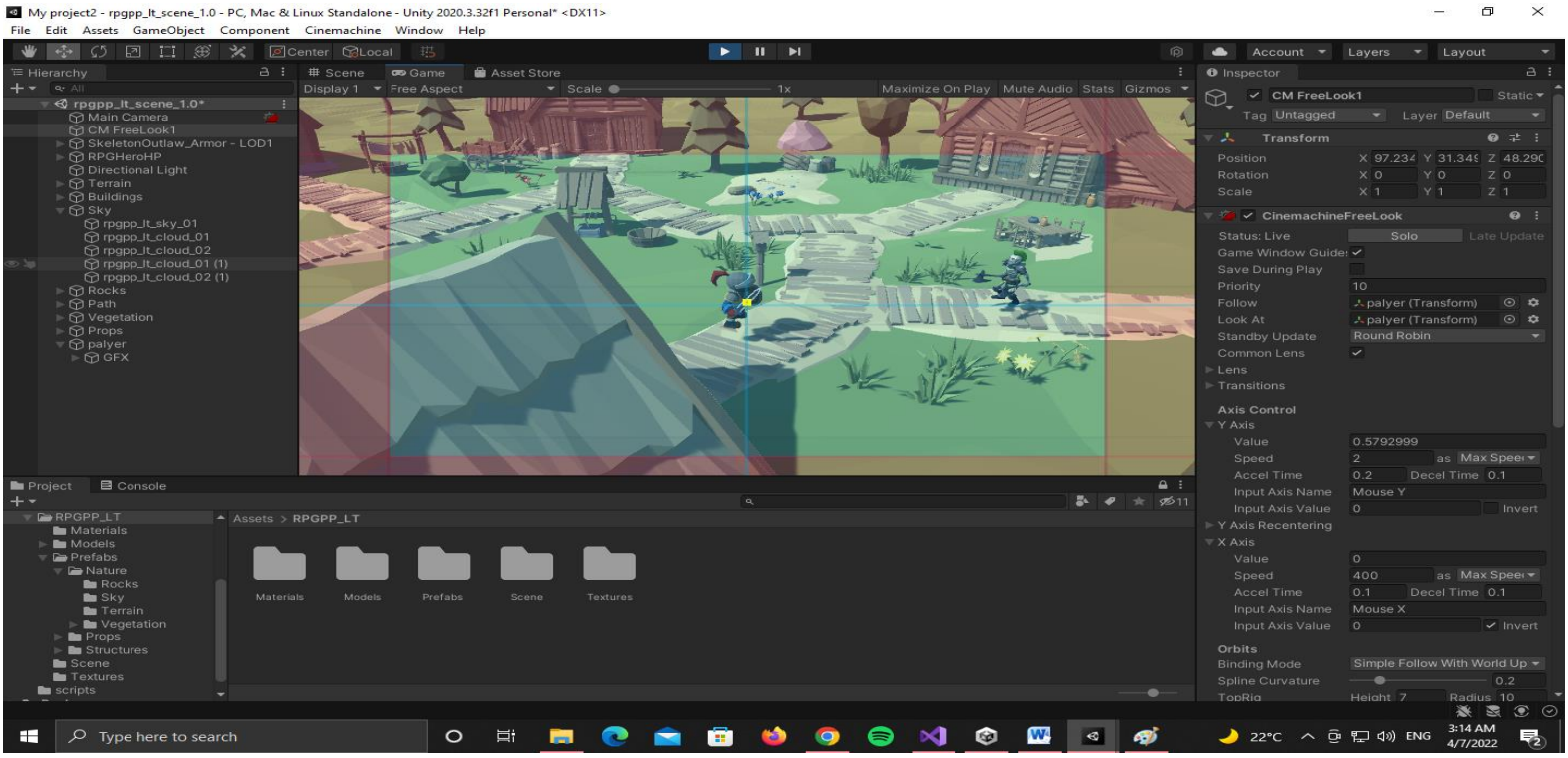
- Import Main Assets Like Place, Hero and enemy from UNITY store .


Scene
Game
Asset Store
Gizmos
Scenes
RPGHeroHP
Auto Save
Persp
Inspector
RPGHeroHP
Static
Tag Untagged
Layer Default
Transform
Position X 0.22 Y -0.113 Z -0.97
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SwordAndShield
Avatar NewFreeRPGHeroAvatar
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 11
Curves Pos: 66 Quat: 66 Euler: 0 Scale: 33 Muscles: 1403
Generic: 0 PPtr: 0
Curves Count: 1964 Constant: 813 (41.4%) Dense: 884
(45.0%) Stream: 267 (13.6%)
Add Component

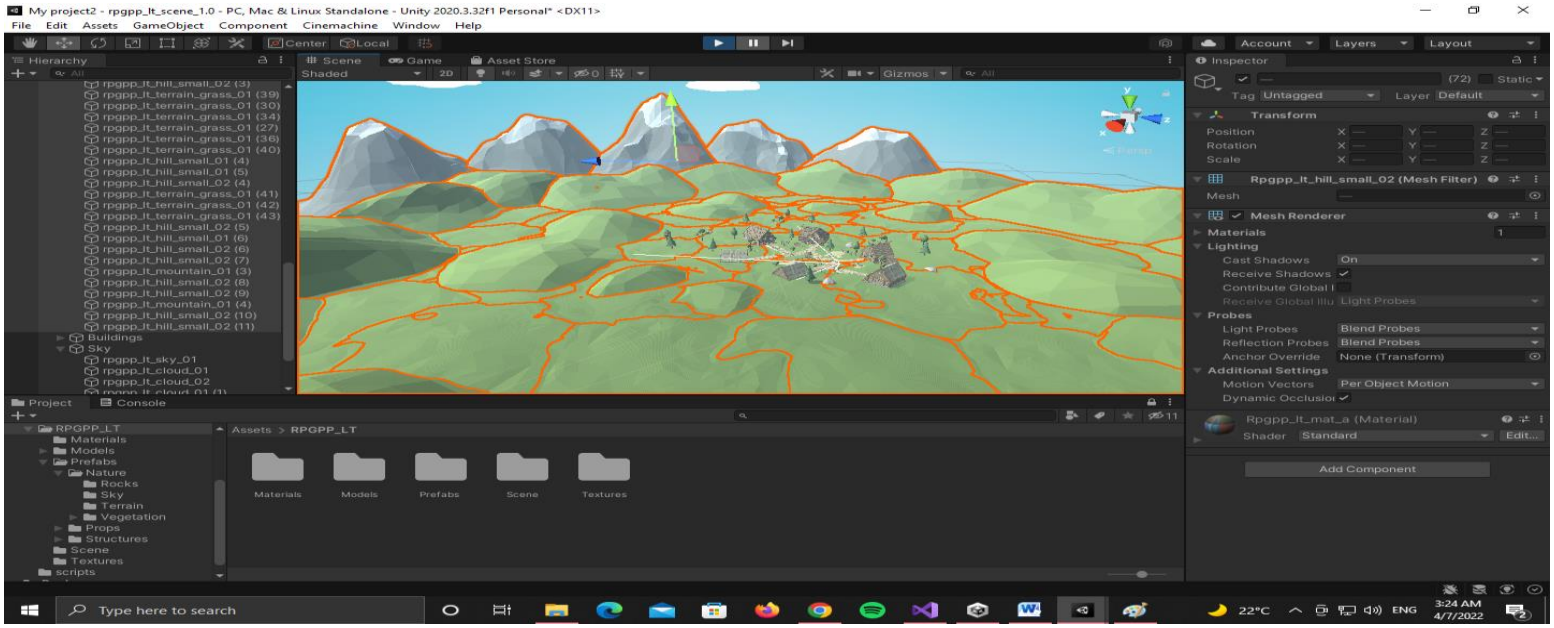

Local
Account
Layers
Layout
Scene
Game
Asset Store
Gizmos
Scenes
SkeletonOutlaw_Armor - LOD0
Auto Save
Persp
Inspector
SkeletonOutlaw_Armor - LOD0
Tag Untagged
Layer Default
Transform
Position X 0.67 Y -0.131 Z -2.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Animator
Controller SkeletonOutlawDemo
Avatar SkeletonOutlaw - LOD0Avat
Apply Root Motion
Update Mode Normal
Culling Mode Cull Update Transforms
Clip Count: 13
Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 1721
Generic: 0 PPtr: 0
Curves Count: 1721 Constant: 191 (11.1%) Dense: 0
(0.0%) Stream: 1530 (88.9%)
Add Component



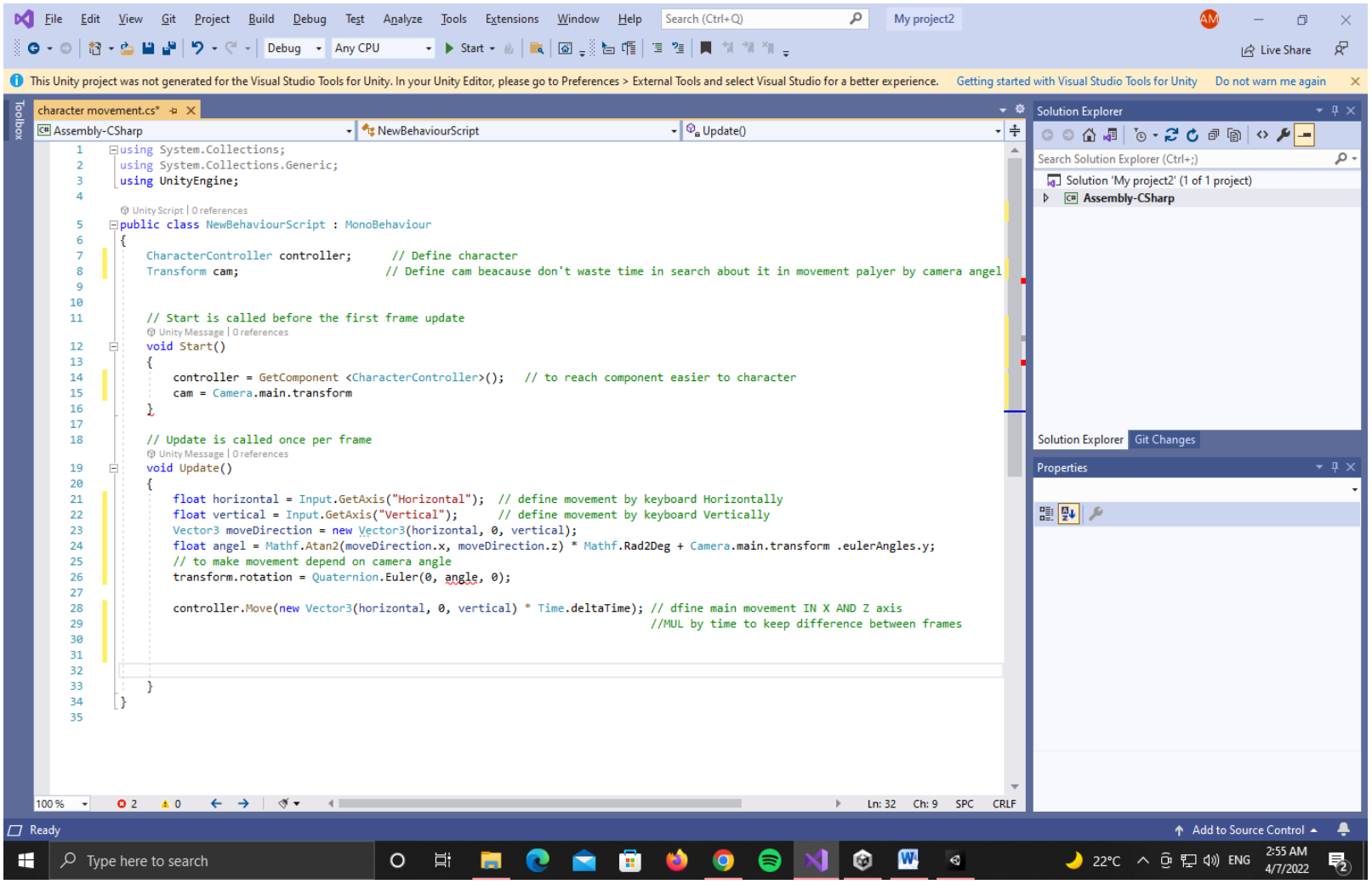
2- cinemachine



3- **Coliders**



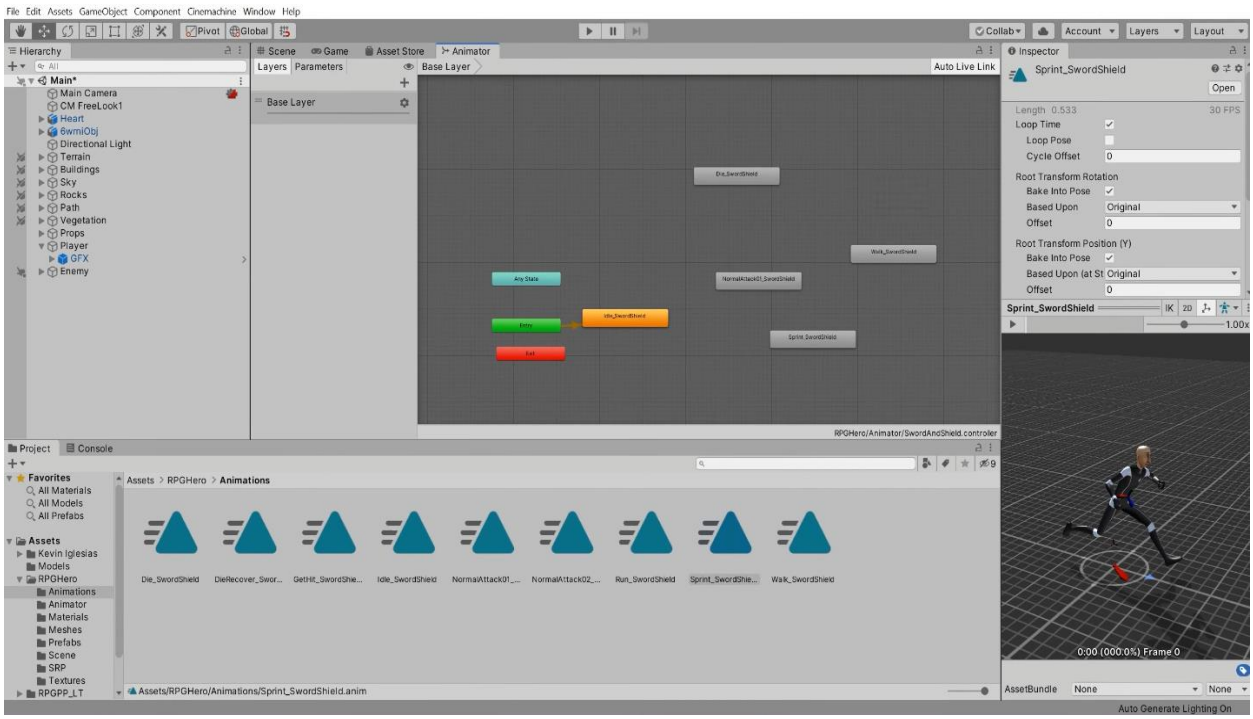
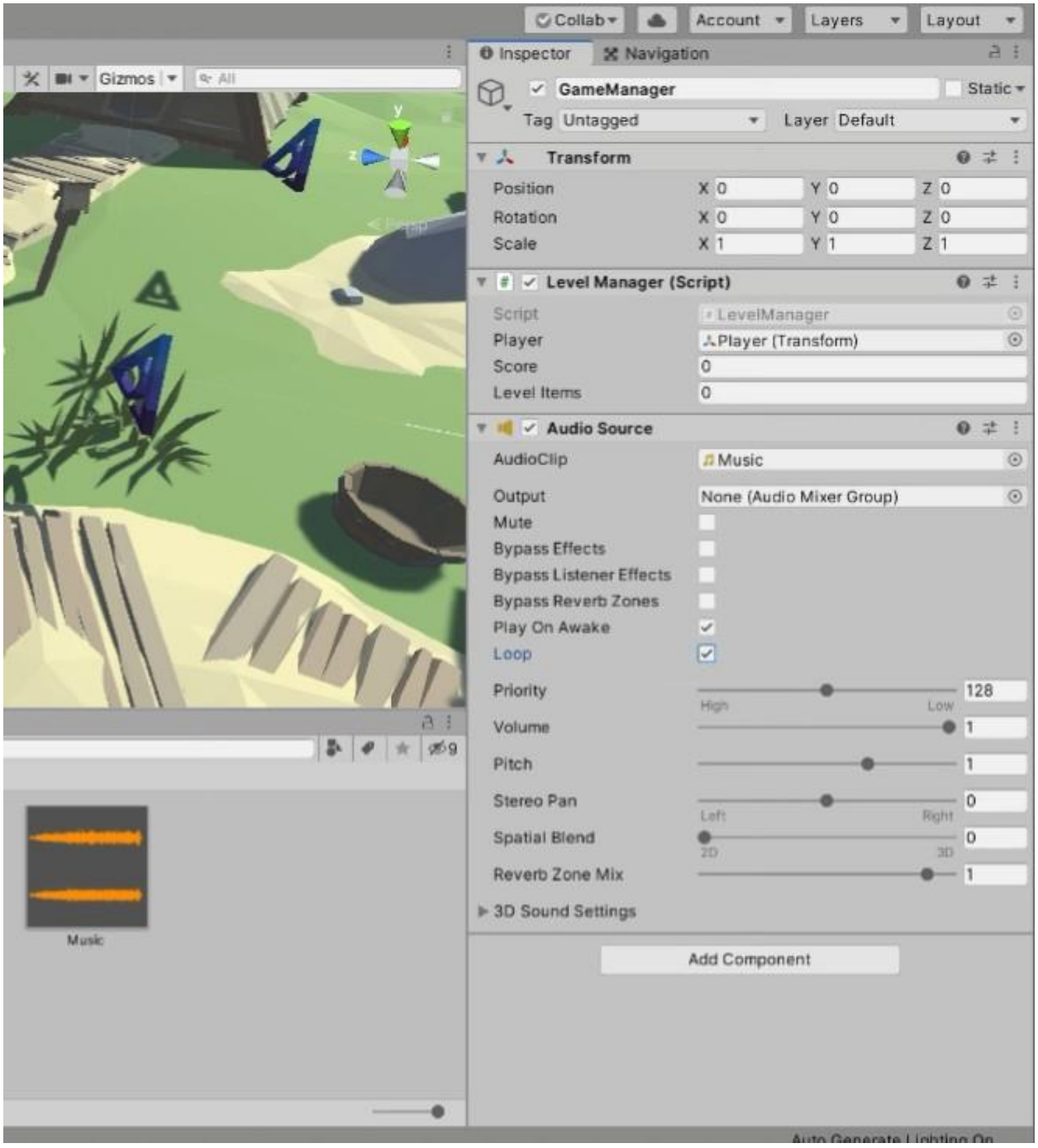
4- **Player Movement**.



5- Jump & Gravity.

```
        cam = Camera.main.transform;
    }

    // Update is called once per frame
    Unity Message | 0 references
    void Update()
    {
        float horizontal = Input.GetAxis("Horizontal");
        float vertical = Input.GetAxis("Vertical");
        Vector3 moveDirection = new Vector3(horizontal, 0, vertical);

        if (Controller.isGrounded)
            if (Input.GetAxis("Jump") > 0)
                verticalVelocity = jumpValue;
                else
            verticalVelocity -= gravity * Time.deltaTime;

        if (moveDirection.magnitude > 0.1)
        {
            float angle = Mathf.Atan2(moveDirection.x, moveDirection.z) * Mathf.Rad2Deg + cam.eulerAngles.y;
            transform.rotation = Quaternion.Euler(0, angle, 0);
        }
        moveDirection = cam.TransformDirection(moveDirection);

        moveDirection = new Vector3(moveDirection.x, verticalVelocity, moveDirection.z);
        Controller.Move(moveDirection * Time.deltaTime * speed);
    }
```

6- Animations



7- Sound Effects