

What I Did

My team's project is called Universe Run. I am the one who originally proposed the idea and the rest of the team voted on it. I created the menu scene (not how to play part) and game over scene along with the scripts that went with them. I created most of the shipBehavior script that included how the ship moved, rotated to mouse, and some shooting. I also implemented the scoring and lives system. I did a lot of work tweaking and fixing other teammates scripts like how different objects collided in the destroyObjects script. I fixed our camera view angle, field of view, and scaling of objects to get a better depth perception. I created the cameraFollow script to follow the ship as it moved. I created the HUD for detecting when objects were about to hit and changing its color based on danger. I changed Danny's AI system to a waypoint system and created some extra formations that they would move in. I also helped Danny with the pause menu. I also did a lot of other small things such as create particles systems for the ships engines, find power up assets, add sound, find and import fonts, etc.