Prism: Quarter 2

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# Documentation/Testing: Player Fights Enemies

Documentation for our quarter 2 assignments was done by using Jira to assign specific task to each member of the group. Ultimately there ended up being 34 issues being created once it was decided which features were needed to begin player and enemy combat.

Testing for this quarter was done by creating scenes for each feature and slowly implementing each feature on a single prefab to work on for everyone. This was done to minimize any interferences when merging each other’s work to main.

# Jira Sprints: Player Fights Enemies

I was responsible for implementing 6 issues throughout this sprint. This involved implementing sound, item, and enemy mechanics in the Prism Project.

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# Features:

## Task: Sounds

### Sound for enemy movement

Implemented a sound for when the enemy is moving, near the player. This was done by adding an audio source to the enemy and modifying the EnemyStats.cs script to accommodate the new audio source. Proximity sound was also implemented so that the player only hears the enemy when he is within 5 blocks of it. This was done by switching the enemies’ audio source spatial blend from 2d to 3d and changing the rolloff to linear.

***Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/0a4388fc0da72bafe9e80e8961a487ce36885309>

***Latest Fix Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/tree/6aa03fbf2f0d1fbac137bc8004531925cfbee8b4>

***EnemyStats.cs Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/blob/6aa03fbf2f0d1fbac137bc8004531925cfbee8b4/Prism/Assets/Scripts/EnemyStats.cs>

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### Sound for enemy on hit

Implemented an audio so that the enemy makes a small grunt when it is hit by the players weapons. This was done by adding an audio source to the enemy and modifying the EnemyStats.cs script to accommodate the new audio source. In the script the attack hit marker was implemented to play only when damage is received within the enemyDamge function.

***Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/0a4388fc0da72bafe9e80e8961a487ce36885309>

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### Sound for enemy death

Implemented an audio so that the enemy makes a sound when it is eliminated by the player. This was done by adding an audio source to the enemy and modifying the EnemyStats.cs script to accommodate the new audio source. In the script the death sound was implemented to play only when the enemy reaches a health level that is zero or below.

***Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/0a4388fc0da72bafe9e80e8961a487ce36885309>

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Task: Stories Features:

### Player Enemy reacts to hit and low health.

This issue implemented a knockback feature on the enemy if they receive a hit from the player’s sword. This is done once the enemy receives contact with the tag called “Weapons”. To implement the following the knockback script, force is used to shoot the enemy in the opposite direction from where it was charging from. To keep the enemy from keeping away the force is then retracted back to its original state.

***Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/c6a06feaa8e30cb7d4ad24fc83ab9d398400b51b>

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### Task: Health potion

In the pools of item drops created a heart’s pool was also included that had its own unique ID from the PickUp.cs script. This allowed for the enemies to drop hearts once they were eliminated, allowing the player to pick them up for a health increase. To implement this the player’s HealthBar.cs script was used to allow for pickup and health increase.

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### Task: Enemy moves near player with Pathfinding

Pathfinding was done using an Astar algorithm that simply made the enemy go to the player once the game was started, but raytracing was later introduced so that the enemy only starts following once the player is within a certain distance away. Webs were created with this algorithm that created a collision course for the enemy, which means that the enemy is only able to stay within its initial web.

***Initial Commit Link:*** <https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/tree/enemy-pathfinding>

***Latest Commit Link:*** [*https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/4d878ab26ea00b1c1b12f527f8d529127da9e51f*](https://github.com/UTRGV-CS-Projects/202320-spring-2023-projects-prism-bossrush/commit/4d878ab26ea00b1c1b12f527f8d529127da9e51f) *(Worked on by Jonathan)*

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# Poster Demo: Player Fights Enemies

For the poster demo, I added the most important features such as the pathfinding, item pickup, and enemy reactions features from above.

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