

Instructions and documentation

Not Kula World

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1. How to play Not Kula World

Clone or download the repository and navigate to the folder Not_Kula_World/Builds/Final/ and launch Not_Kula_World.exe.

When the game starts, you are greeted with a simple menu. From there, you can either start a new game, load a save game if one exists, or quit the game. When you start a new game or load a save game, the corresponding level starts.

Keyboard controls

- W – move forward
- A/D – turn left/right
- Space – jump
- Q/E – tilt camera up/down

A mouse is only required to operate menu buttons.

2. Course eligibility

The game features the following requirements set by the course's introductory lecture:

- Multiple levels
- Animated and responsive player character
- Animated and responsive items
- Theme that the game's assets all follow
- Sound effects and music
- Score and level progression
- Save/load
- Main menu where the game can be started and quit
- Different items (collectables)

3. Assets

Below is a catalogue of the game's assets and their sources.

Audio

- Music
 - The game features just one music track (*Track_3-platformer-dark OGG.ogg*), which was bought from <https://www.gamedevmarket.net/asset/platformer-background-music-dark-4034/>
- Sound effects
 - All but one sound effect were bought from <https://assetstore.unity.com/packages/audio/sound-fx/universal-sound-fx-17256>
 - The single self-made sound effect (*Bounce.wav*) was produced and recorded by a friend who wants to remain anonymous and edited by me.

Flares and Skyboxes

- All textures and materials related to flares and skyboxes were obtained for free from <https://assetstore.unity.com/packages/2d/textures-materials/sky/earth-planets-skyboxes-53752>

Fonts

- A single font was used for all text in the game, which was obtained for free from <https://assetstore.unity.com/packages/2d/fonts/starker-marker-font-53539>

Images

- The two UI images or sprites (*key_transparent_collected.png* and *key_transparent_notcollected_white.png*) were made by me.

Materials and Textures

- Cubes
 - The textures and material used for the cube prefab were obtained for free from <https://gumroad.com/juliosillet>
- Coin
 - The image used for the texture of the coin model was bought from <https://www.featurepics.com/online/Finnish-Currency-2113014.aspx>
- All other materials and their possible textures that haven't been mentioned were made by me (*Ball*, *Exit*, *Key*, *Thorns*).

Models

- All models were made by me in Blender (*Ball*, *Coin*, *Exit*, *Key*, *Thorns*).

4. Scripts

The game includes the following self-made scripts. The scripts themselves are thoroughly commented but here I have included sources for any code snippets within them that were taken and/or adapted from the internet.

- *CameraRotator.cs*
- *Collectable.cs*
- *CubeOccluder.cs*
- *GameLoader.cs*
- *GameManager.cs*
 - General manager solution:
<https://answers.unity.com/questions/1569433/losing-reference-to-game-manager-when-scene-loads.html>
- *InputManager.cs*
 - Input and game manager solution: <https://www.studica.com/blog/custom-input-manager-unity-tutorial>
- *PlayerController.cs*
 - Third person camera solution:
<https://stackoverflow.com/questions/36167799/unity3d-c-using-the-transform-rotatearound-function-while-keep-the-distance>
- *Rotator.cs*

- *Save.cs*
 - Save/load solution: <https://answers.unity.com/questions/1300019/how-do-you-save-write-and-load-from-a-file.html>
- *UIManager.cs*