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. The game saves automatically at the start of a level (also when restarting a level).

Keyboard controls
- W or ↑ – move forward
- A/D or ←/→ – 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*