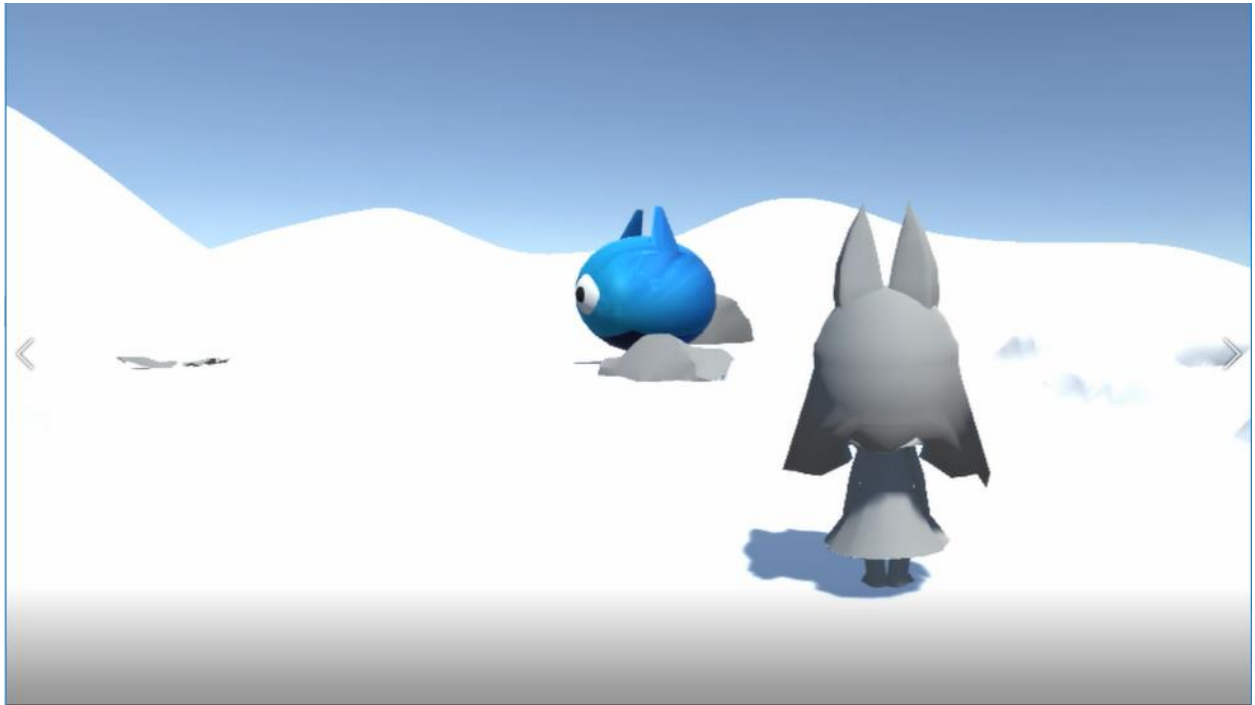
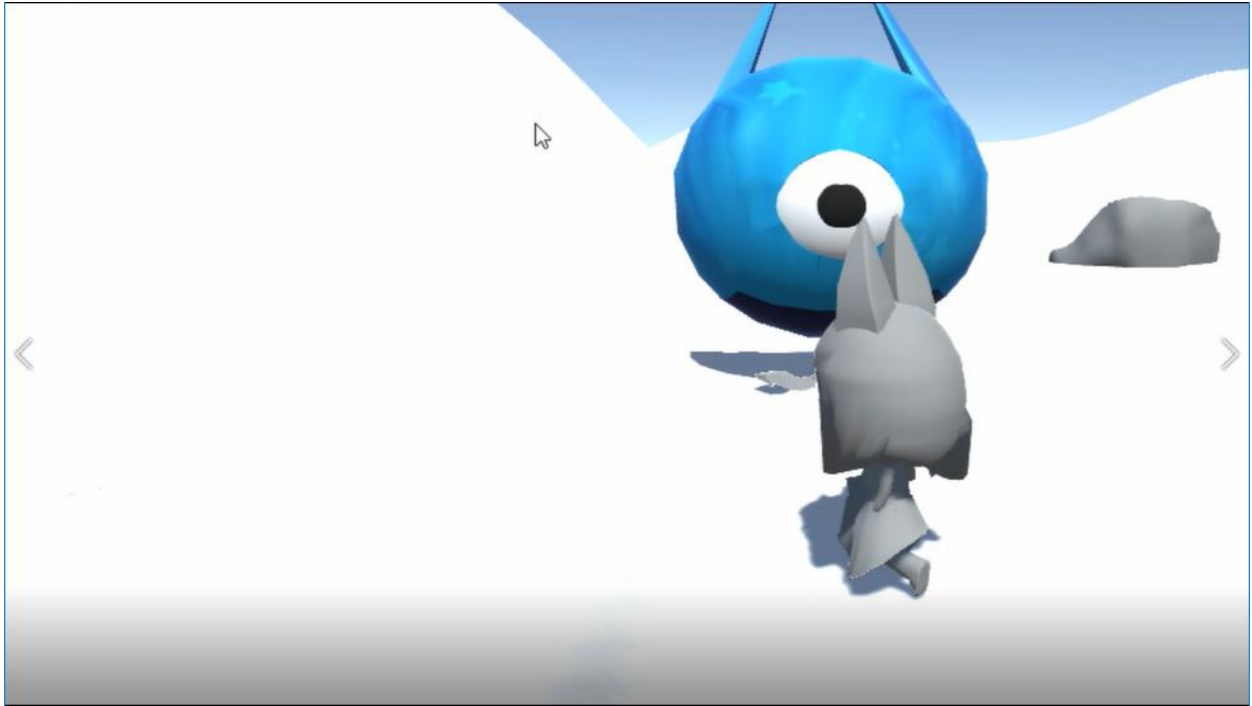


Walkthrough: The game is a 3D fighting game that takes place in the fictional world of Kemono Friend's Japari Park within the snow biome. The player uses the WASD keys to move and the left click to attack. The objective of the game is to get close to the Cerulean and kill it without getting hurt by allowing the Cerulean to touch you. The Cerulean takes about five hits to kill it.





Assets: To create the player character, I used two reference pictures (front and side) by putting both of them on an image plane. I used primitive cubes for both the face and head. I extruded

faces for the arms and legs. I cut half a sphere and brought down vertices for the hair. I duplicated and extruded the hair and connected the vertices to create the inside of the hair. I added two cubes and morphed then smoothed them to create the ears. For the skirt, I used a cylinder and then took out the top and bottom. Just like with the hair, I duplicated and extruded it to create the inside of the skirt. To animate her scratch attack (scratchAnimation), I used Maya and used its key framing tool rotating her joints and turned it into an FBX.

For the Cerulean, I used a cube and changed it into a quad sphere. I extruded some faces to create the antennae. I then added used a sphere and used the difference Boolean to cut out an eye socket for the Cerulean. Afterwards, I added an eye and pupil using flattened spheres. I then textured the Cerulean using a vector image called "Sparkling Blue Celebration Night Background" from The Vector Art. To animate the Cerulean, I used the built-in Unity animation to keyframe the animation. I scaled it bigger and smaller to make it look squishy and animated another faster scaling animation for when it gets hit by the player.

To create the rock pieces, I warped a sphere with soft selection and broke the sphere to pieces using a shatter effect.

A list of 3rd party assets I used are the character controls and movement animations (except the attack animation) from Character Pack: Free Sample by SUPERCYAN. The ThirdPersonCamera script is a modified script from Epitome. The EnemySearch script is also heavily modified from JesseEtzler.

Logic: The Cerulean has an AI script (modified EnemySearch.cs) where it will wander randomly until the player gets close enough for it to detect, and the AI will follow the player until the

player goes out of range from sight, and it will wander around again. The player can attack by using left click, where it will quickly enable a box trigger to sense if the Cerulean is in range, if so, then the Cerulean will take damage, be knocked up using the PushBack.cs script, and activate its damaged animation with CeruleanDamage.cs script. Once killed, the Cerulean will be disabled, and blue cubes will fall from it (just like in the show when a Cerulean is defeated) using the enemySearch.cs script.