BATTLESHIP

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BATTLESHIP

- Аркадный симулятор морских сражений.
- ▶ Реализован мультиплеер.
- ▶ Вы управляете крейсером от третьего лица.
- ▶ Задача уничтожить всех врагов.

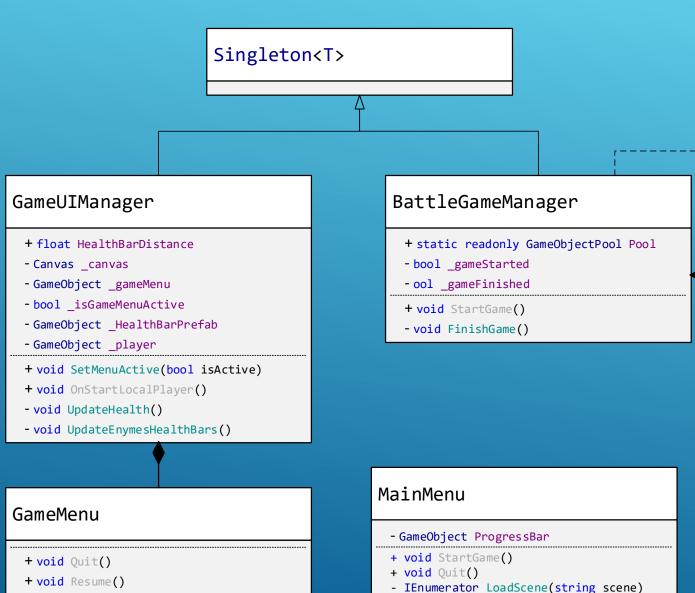




СУНДУКИ С БОНУСАМИ



ANALPAMMA KAACCOB



NetworkManager

CustomNetworkManager

+ UnityEvent StartLocalPlayerEvent
+ GameObject LocalPlayer { get; private set; }

GameObjectPool

- Dictionary<GameObject, Stack<GameObject>> _freeInstances
- Dictionary < GameObject, GameObject > _instances
- + GameObject Take(GameObject prefab)
- + void Release(GameObject gameObject)
- + void Clear()

ДИАГРАММА КЛАССОВ

ShipAI

- + float ActionRadius
- + Transform[] PatrolPoints
- ShipControls _ship
- NavMeshAgent _agent
- void FireOnPlayers()
- void Patrol()

TurretAI

+ float ActionRadius

- TurretControls _turret

- void FireOnPlayers()

PlayerControls

- + Transform TpsCamera
- ShipControls _shipControls
- void Move()
- void Aiming()
- void CmdFire(Vector3 aim)

ShipControls

- + TurretControls[] Turrets
- + float ForwardAxis
- + float SideAxis
- float _thrust
- float _torque
- BonusController bonusController
- -[SyncVar] bool destroyed
- + void TurnTurrets(Vector3 aim)
- + void FireTurrets()
- void Move()
- void Turn()

TurretControls

- float _reloadTime
- float accuracy
- GameObject _shellPrefab
- Transform _barrel
- float _shellVellocity
- + void Turn(Vector3 target)
- + void Fire()

OrbitCamera

- + Transform Target
- + float RotSpeed
- + float ZoomSpeed
- void RotateCamera()
- void Zoom()

BonusController

- Health health
- -[SyncVar] float boost = 1
- [SyncVar] float _boostBonusEndTime
- + void HelthBonuse(float health)
- + void BoostBonus(float boost, float endTime)

Health

- + [SyncVar] float CurrentHealth
- + float MaxHealth
- + UnityEvent<GameObject> DieEvent
- + void Damage(float damage)

Shell

- + float Damage
- + float DamageRadius
- GameObject _explosion
- void OnCollisionEnter(Collision collision)

BoostBonus

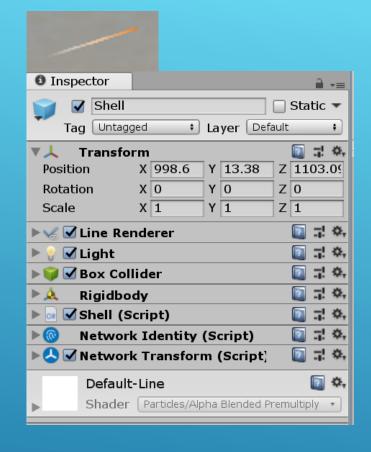
- + float Boost
- + int ActionTime
- void OnTriggerEnter(Collider objCollider)

HealthBonus

- + float Health
- void OnTriggerEnter(Collider objCollider)













СПАСИБО ЗА ВНИМАНИЕ