# ROBERTA THE ELIMINATOR

Developed by: Bad At Unity

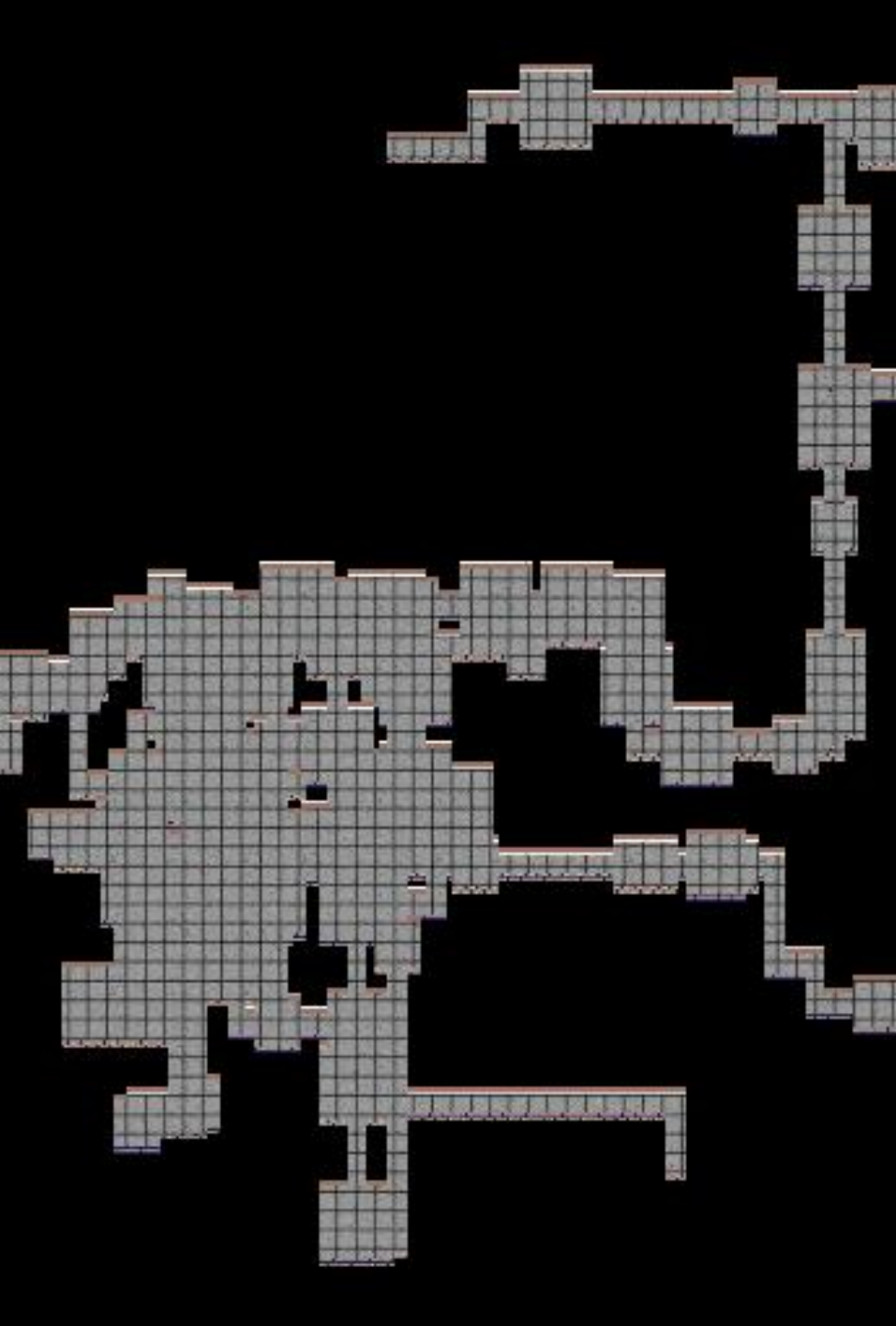Authors: Patrick Lenga, Hunter Chopp, Matthew Squire

# Project Description

- Our team decided to develop a 2D dungeon crawler game in Unity. Our team ditched the typical dungeon crawler style and placed our game in a modern setting. Enter Roberta The Eliminator, who was transported from the year 2020 to 200 years in the future, where North and South Korea joined forces to make "New Korea"; one of the world's strongest armies. Using her newly acquired battle armor she must fight her way back to the year 2020.
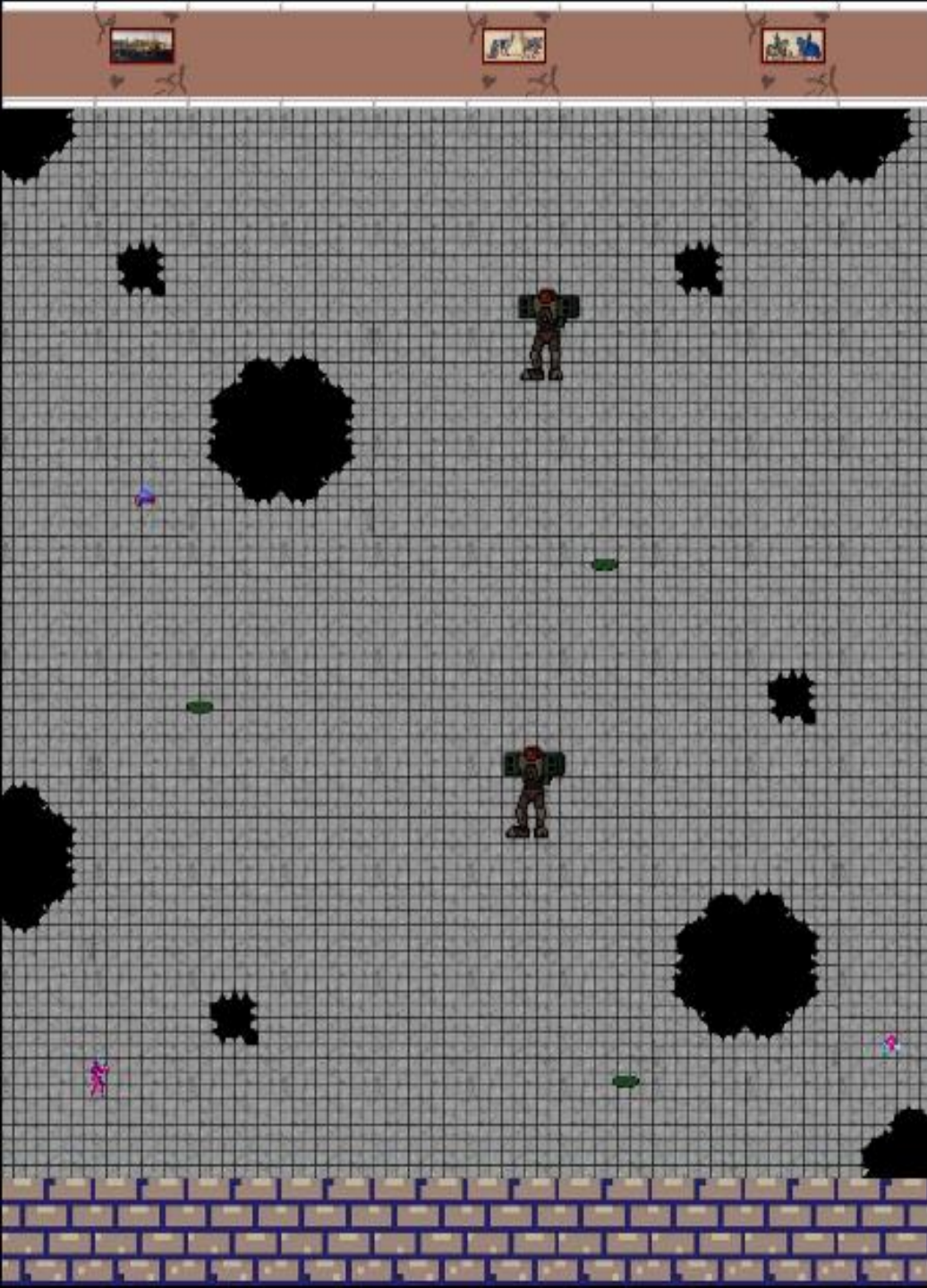
# Time Goals



| Task | Completed On Time |
| --- | --- |
| Player Movement | Yes |
| Player and Enemy Attacking | Yes |
| Player and Enemy Health | Yes |
| Collision | Yes |
| Level Generation | Over by 1 week |
| Level Design | Over by 2 weeks |
| Different Enemies and Bosses | Yes |
| Items & Powerups | Yes |
| Sounds and UI | Yes |
| Animations | Over by 1 week |
| Multiple Levels/Boss Room | Over by 1 week |

# What's Changed?

- Items, spawners, decorations generated around the map.
- Background music and sound effects.
- Updated UI (main menu, settings, controls, etc.).
- Additional enemies (Sniper, Shotgunner, Boss, Kamikaze).
- Additional Levels (Library, Office, Bedroom, Boss Room).

# Focus of Tests?

Our testing strategy was to ensure that all variables, functions, classes, visuals, and the game updated and worked simultaneously. With the focus being on the player. Ensuring that the player can move around the level, attack enemies, take damage, pickup items, etc. With ten out of twenty total tests being about the player.

Tests associated with Player:

- Check that player's x and y position updated when the user presses W, A, S, or D. (TC 1,2,3,4)

- Check that the player's ammo decreases when the user presses spacebar. (TC 10, 14)

- Check that the player's health decreases when the player takes damage. (TC 5, 15)

- Check that when picking up a powerup their respective effects work properly. (TC 7,8)

# INSTALL NOW!!!!!
# (Its freeish)

- [https://github.com/lengap/GVSU-CIS350-BadAtUnity/blob/master/Roberta_The_Eliminator_v1.0.4.zip](https://github.com/lengap/GVSU-CIS350-BadAtUnity/blob/master/Roberta_The_Eliminator_v1.0.4.zip)

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