Mini Game Design Document – Alana Ackley

For the first visual animation change, there is the added2D Pink Bird called Birdy in the game near a large purple tree to the right of the start of the game which has an idle flying animation. This asset was found in the Unity Asset Store with the animation included and was configured in game as needed to work properly. As for the second change, there is another asset from the Unity Asset Store of a lantern prop which has been duplicated so there are two near the house that are both to the far right in the game with fixes as needed. Then the settings of the game were configured to support different 2DLighting effects so lights could be added on both lanterns with an applied animation, so the lights slowly flicker on and off. There is also an asset added to the environment folder called Hazard that is an edited picture that was made but has not been added to the game yet. -Alana A.

For the audio, both Audio changes were added with code and relate to the Birdy NPC and the flickering light lanterns. The bird has been configured with audio so when the player Ruby is a certain distance from the bird and presses X, the same key to trigger dialogue, which it will play the sound once with options to set the range, and how long between each reset of the audio upon pressing X in the inspector. The lanterns have been configured similarly with code but without a button press so the player Ruby must come within the specified distance of the lanterns as assigned in the inspector for the sound to play only once, then it resets after a certain amount of time and will play again when Ruby re-enters the area or if the Ruby Player stays in the area. Finally, there is an additional code that can be added to any game object in the developer mode and in game mode press P to automatically locate any game object playing sound, this was a helpful fix for finding any overlapping audio within the series of multiple game objects by showing where audio was playing from. -Alana A.

For the major change, there are additional UI’s that can be triggered in game by pressing Spacebar through code. The UIs are designed to be a basic instruction sheet for someone who is new at playing the game and are designed to be like any other games control panel to provide helpful information on how the game works, as well as what keys on a keyboard do within the game. A player knows that they have the option to press Spacebar for an instruction UI from a small UI that shows at the bottom right corner of the screen while in game mode with the text, “Press Spacebar for Instructions”. This will pull up the instruction UI in the middle of the screen with information about all the keys that have been configured with code that a player can use in the game and pressing spacebar again will hide this UI menu. This seems like a significant change because it is a huge part of every game out in the world, even if it seems simple, everyone will want to know what they can do in a game with the keys available or if there’s any special keys that are not a part of a normal game setup configuration. This change also provides tons of visual information and has been configured with code to trigger the instruction UI upon pressing spacebar while playing the game. -Alana A.

References

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