Mini Project  
2d

14/7/2019 – 17/7/2019

# Overview

## Author:

|  |  |
| --- | --- |
|  | Student Info: |

1551027.

Nguyễn Ngọc Long Quân.

## Ideas:

|  |  |
| --- | --- |
|  | Ideas of doing the project. |

An alien shooting like Chicken Invader but with extra hardness like limitation of movement range, standing position and fast speed moving creeps/enemies.

## Features

|  |  |
| --- | --- |
|  | Describe the features in the project |

The main features of the project include the following:

* GUI of player and enemy with health bar and health percentage.
* Earning point or money to spent after killing enemy.
* Use point that player earned to upgrade stat.
* Menu interface.
* Getting harder wave by wave.

## How to plays:

|  |  |
| --- | --- |
|  | List agencies, stakeholders or divisions which will be impacted by this project and describe how they will be affected by the project. |

Main controlling buttons are:

* Moving: AWSD or arrow key
* Jumping: Space
* Crouching: Ctrl.
* Aiming: Mouse pointing
* Shooting: Left mouse button

## Techniques

|  |  |
| --- | --- |
|  | List of techniques that used in the project. |

In this project these techniques are used:

* Create 2D Sprites from image
* Parallax Scrolling
* Tiling
* Animation
* Applying A\* to enemy AI
* Camera controlling
* Audio Manager
* Status of Player/Enemy
* Canvas
* Interacting Menu
* Material Controlling

## Reference Resources

|  |  |
| --- | --- |
|  | Links of the resources that I used in asset pack. |

<http://devassets.com/assets/2d-mega-pack/>

<https://arongranberg.com/astar/download>

<https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-32351>