

Final Project Report

Member:

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Course:

- CS427 – Game Development

Project Title:

- Into the woods

Project version:

- 2019.3.0a1 (Sorry for this inconvenience. It was half a way until I realized I install the alpha version that I think it did not publish in Window version and Unity Official version yet.)

Brief Information:

- The game describes the man who is abandoned in the isolated island. Unfortunately, there are a lot of cannibals and wild animals in that place. His job is trying to survive until he can find the safe place to wait for the aid.

Instruction:

- This is the FPS game so you can control by the normal FPS game style. There are 6 type of weapons that you can use.
- Try to avoid cannibals and kill the wild pig.

Report:

- The game is almost finished
- Unfortunately, there are some bugs that we were not able to solve yet due to unknown failure:
 - o We can shoot the pigs but not cannibals, although they have the same code but different sprite type. (I think it might cause by the sprite render that the bullet go through them)
 - o There are some gaps in the map that we can fall into it
 - o I have added the sound and sparkle light to the gun but somehow it did not show. When I debugged It still ran that function but did not appear things.
- Can be able to develop more if we have time.
- Execute File in Drive

Link:

- https://github.com/makonhakony/Unity_final_project
- <https://drive.google.com/open?id=1xHKlrYINfubX3GbYev24Sjlpj0td1oNw>