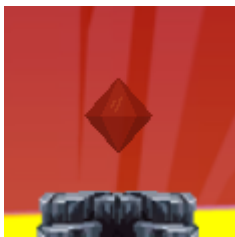


In the project we think about what is going to be our enemy so we come up with the two results Deadpools and monster bat so when our character drop in this deadpools its gonno die with help of the collider, bat is a little different story. We developed our bat to have its has own path and its gonno circle around it, when I search for the automated path I encounter with the Path Creator Assets in Assets Store, I import it and add it to the levels first I draw the path thanks to Path Creator it was easy but that's not it, we have to assign a object to that path so I wrote Follow script we assign distanceTravelled variable its basicly calculate speed x times and it gives the travelled distance and we implement this distance via GetPointAtDistance() method. There was one issue left and that was the how our object flip, what I mean by that its gonna travel west and east repeatedly so it has to face west when it goes to west. I come up with the simple solution; when I look up the path I see that our bat object is going west when its above of the path and its going under when it goes to south. So I wrote a if else statement I say that " if position.y < SomeValue flip this or else" I can decide with this statement but how are we gonna flip, its rather easy in the if else statement I assigne bat.transform.localScale to new Vector3 in this Vector3, I assign the scale with -1 so its flips. Also in that bat object I added a animation so when it flies it gonno use its wings to stay up.

Other then that I also added the collectables like gem, diamond, key and I create a animation for each of them seperatly. For this collectables it has script that destroy itself with Destroy method. I also try to make them prefab but when I use this prefab each collectables animations get corrupt and disappear so I create each animation differently. I use a polygne collider for the collectable because our shape is not smooth for any geometric shape.



For Assets: <https://www.flaticon.com>

<https://www.kenney.nl/assets/platformer-art-extended-enemies>