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PROY EK OOP OPREC NETLAB 2025

ECHOSHIFT

MUSYAFFA IMAN SUPRIADI

Netlab 2025



About

EchoShift adalah sebuah game action dungeon crawler 2D di mana pemain menavigasi melalui dungeon yang dibuat secara prosedural, melawan musuh, mengumpulkan rampasan (loot), dan maju melalui beberapa level. Game ini dibangun menggunakan Unity Engine dan dilengkapi dengan sistem UI yang lengkap, termasuk menu utama, fungsionalitas jeda (pause), dan layar game over.

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Fitur Utama

Core Gameplay

Procedural Dungeon Generation

Combat System

Enemy AI

Sistem Loot

Sistem Health

Technical Features

Mobile Support

Manajemen Audio

Run Tracking

Integrasi API

Dukungan Multi-Platform

UI Systems

Login/Register Functionality

In-game HUD

Pause Menu System

Game over screen

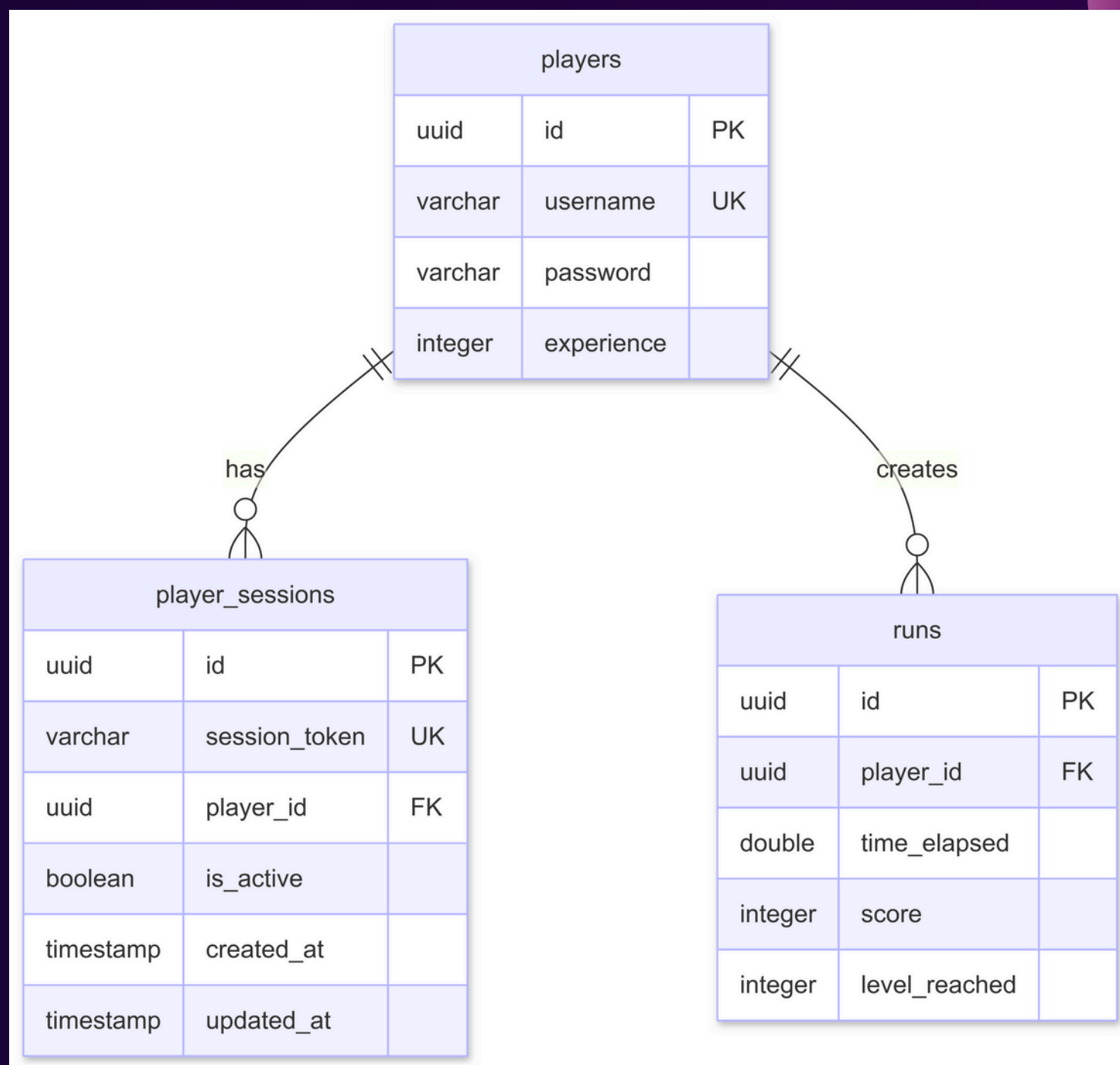
Mobile-friendly controls



Backend

Database Schema

- **players:** User accounts with username, password, and experience points
- **player_sessions:** Active user sessions with authentication tokens
- **runs:** Individual game run records with score, time, and level data



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API Endpoints ●

Authentication

- **POST /api/players/register** - Register new player account
- **POST /api/players/login** - Player login with credentials
- **POST /api/players/logout** - End player session
- **DELETE /api/players/{id}** - Deletes player
- **GET /api/players/session/validate** - Validate current session token

Game Runs Management

- **POST /api/runs** - Start new game run
- **PUT /api/runs/{id}** - Update run progress during gameplay
- **PATCH /api/runs/{id}/end** - End game run and finalize score
- **GET /api/runs/{playerId}** - Get all runs for specific player

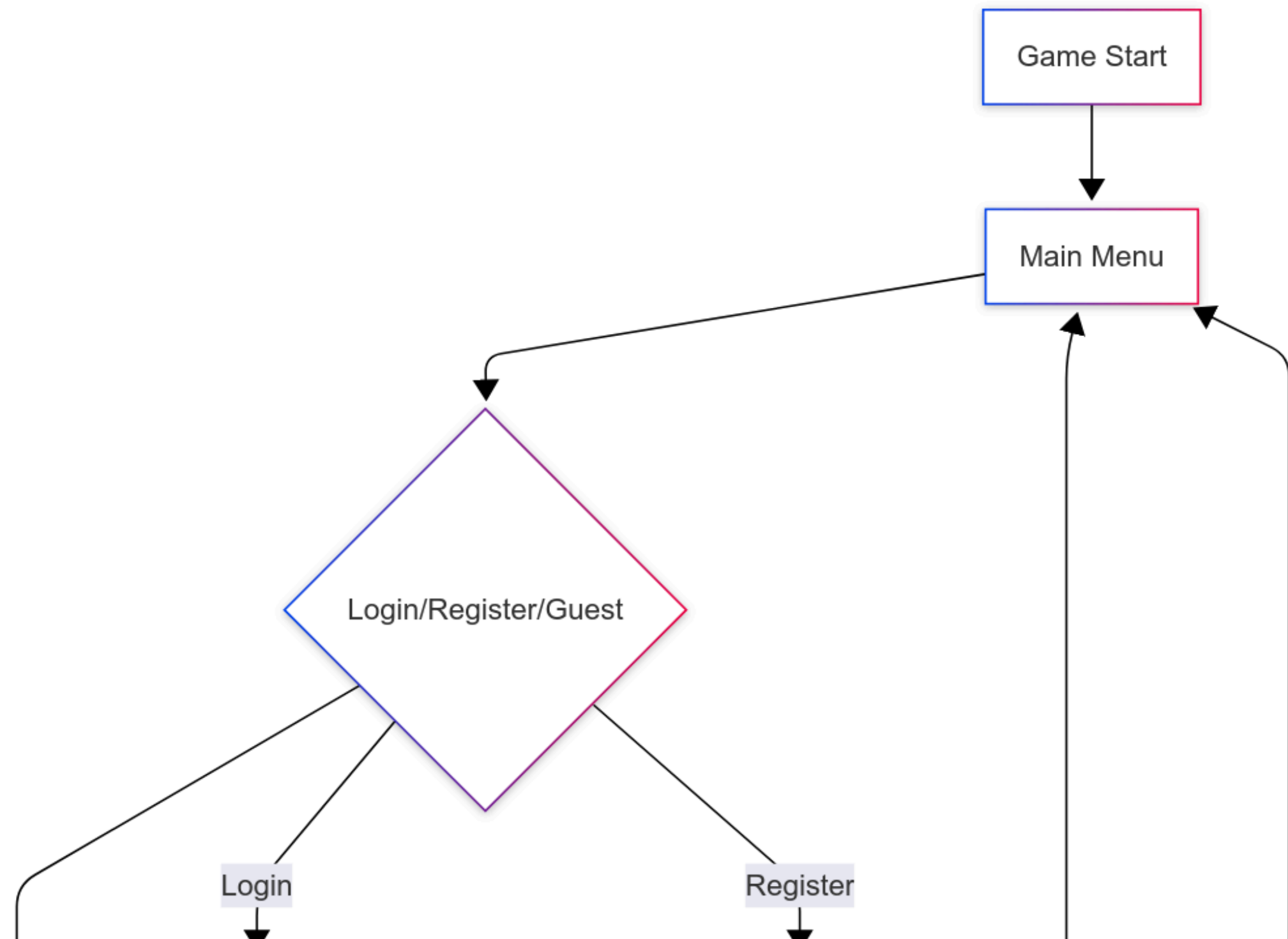


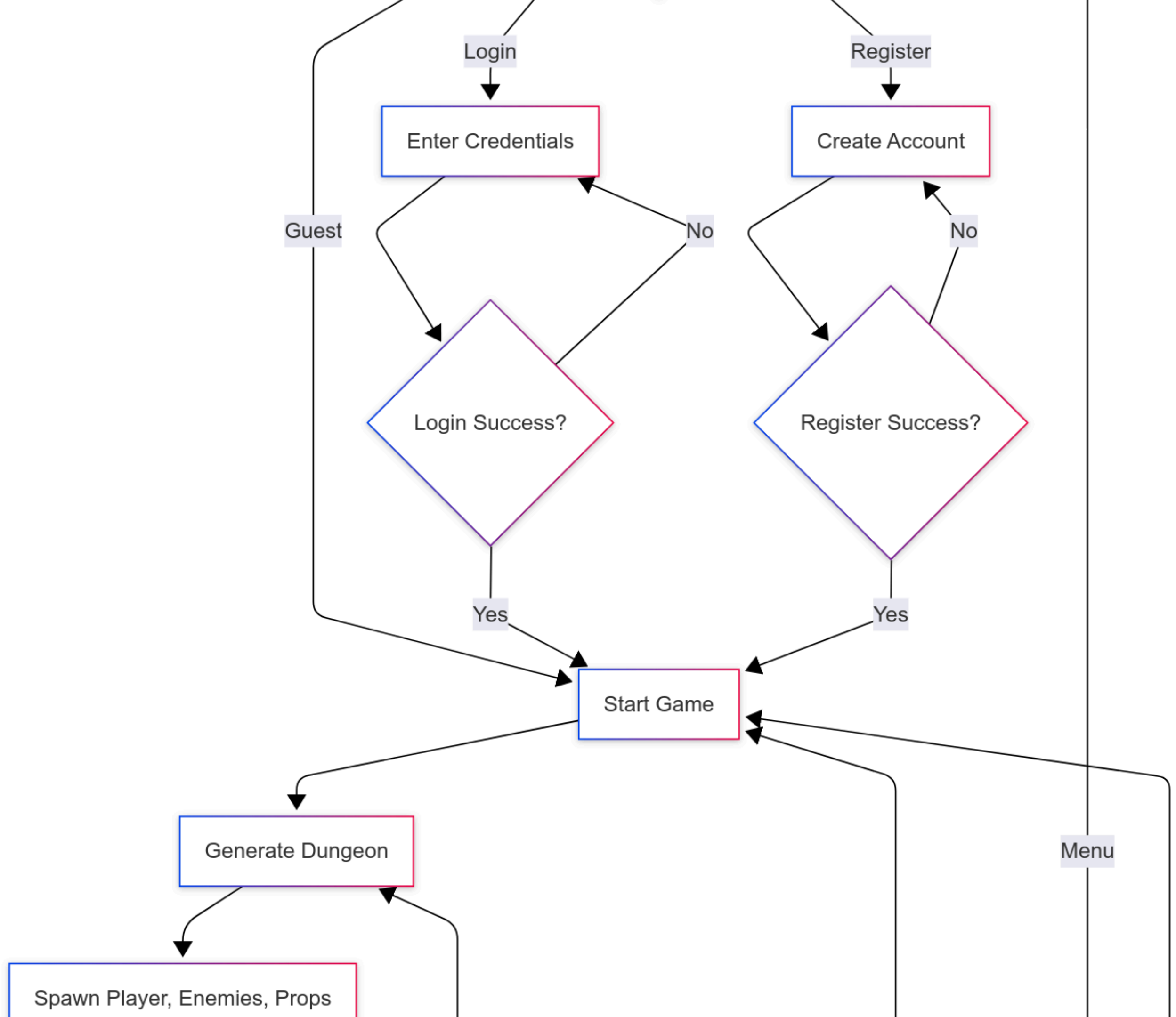
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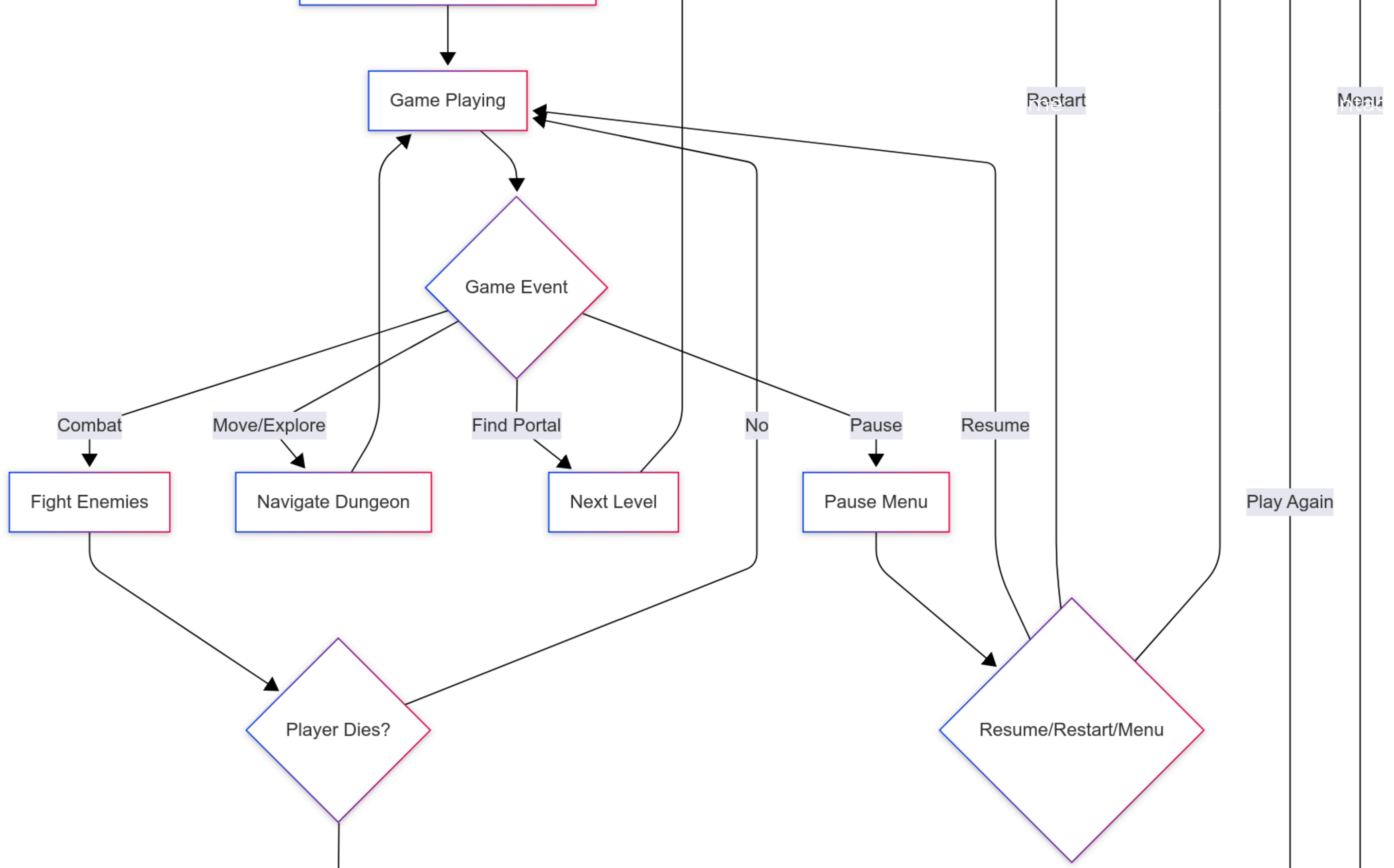
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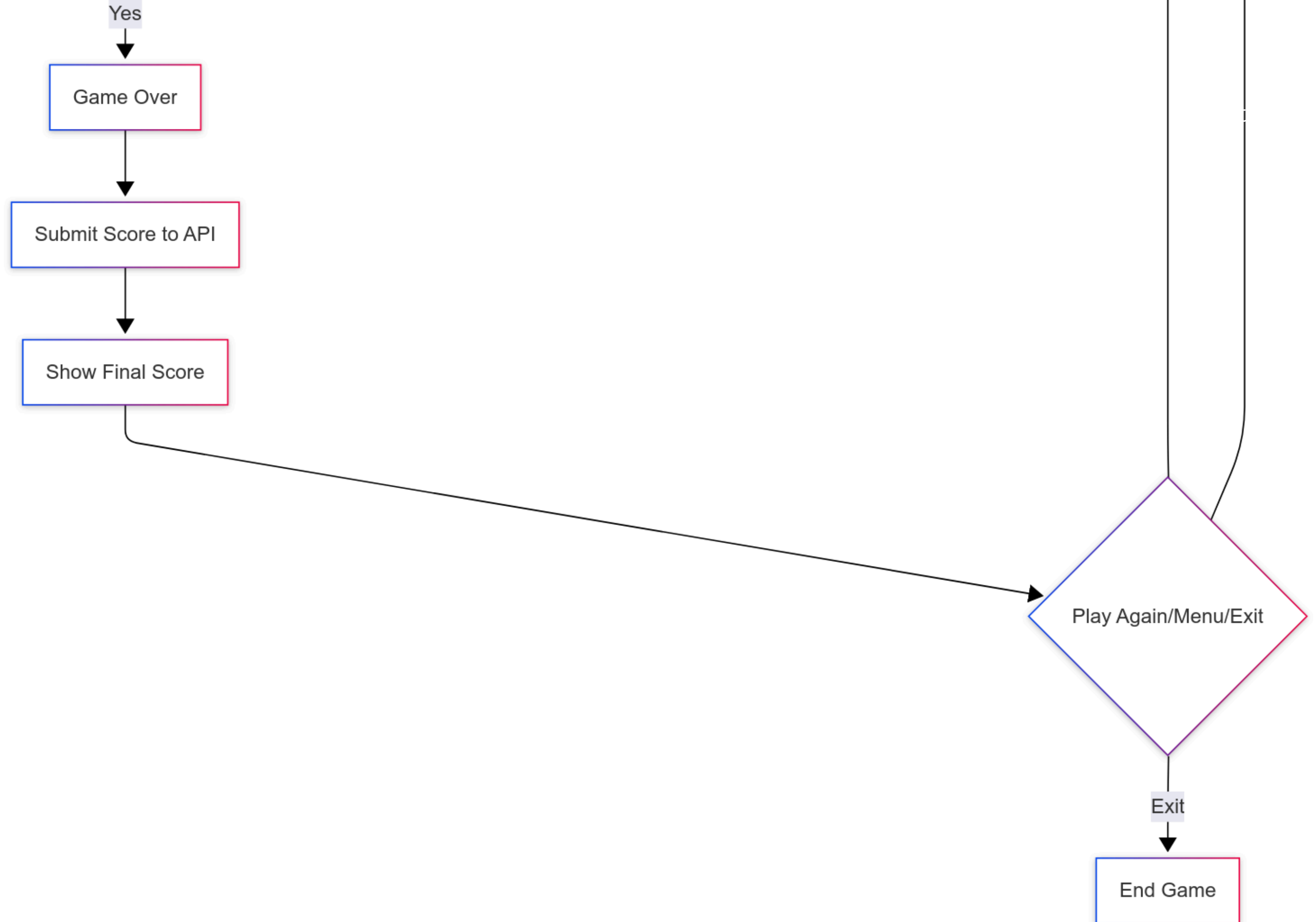
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Alur Game











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