

Fusion Blazer

Studiu Individual



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usm

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# Introducere

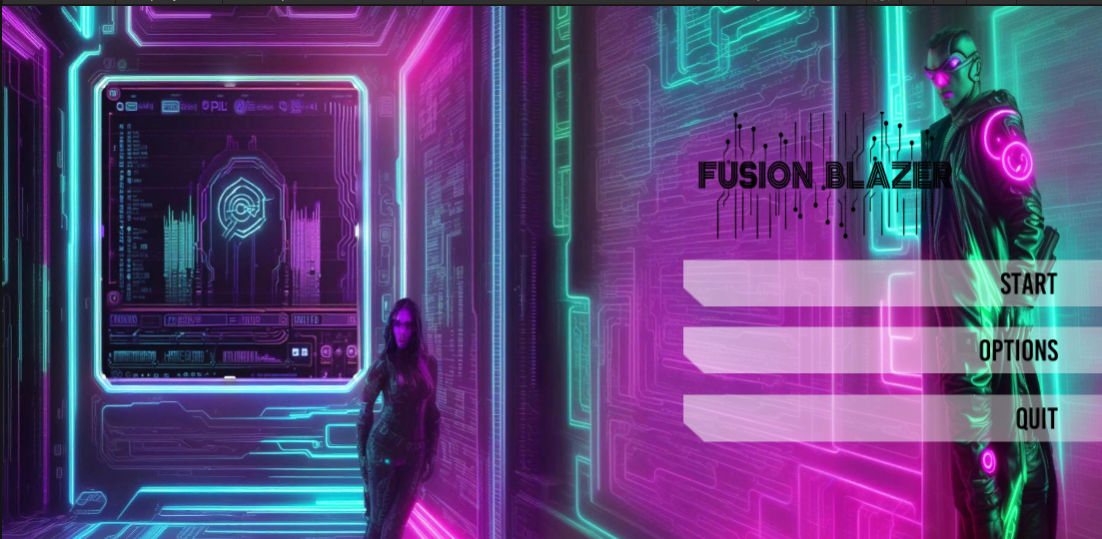
Fusion Blazer este un first person rhithm shooter, care folosește sursa de muzică pentru a declanșa armele avatarului într-o luptă cu boții.

# Conceptul jocului

Fusion Blazer este un first person rhithm shooter, care folosește sursa de muzică pentru a declanșa armele avatarului într-o luptă cu boții.

# Descrierea pașilor de dezvoltare

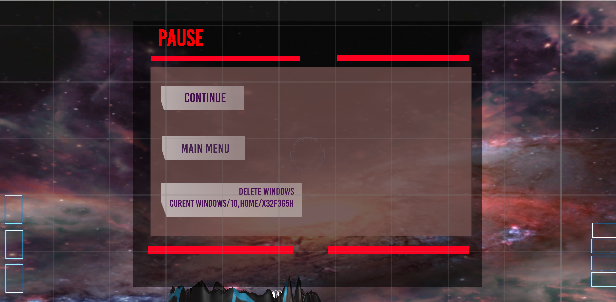
### Mniul principal :

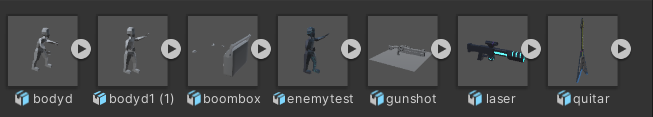


### Meniul de selectare a nuvelelor :

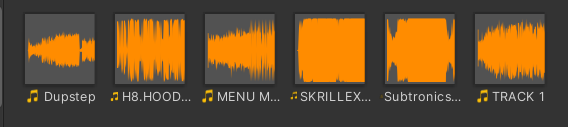


### Meniul de pauză:

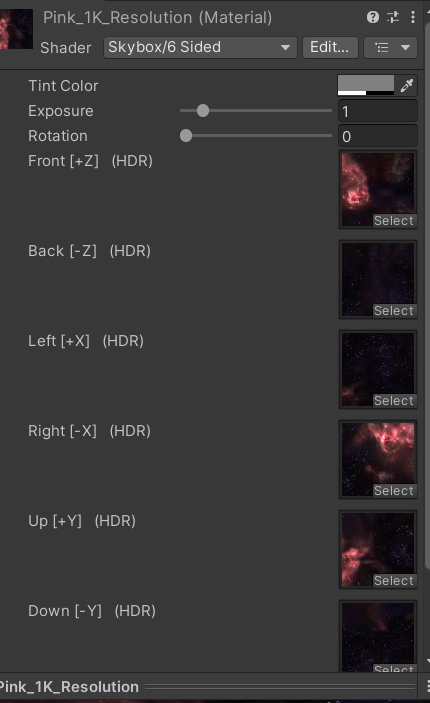


Asseturi (confecționate manual):  


### Audio:

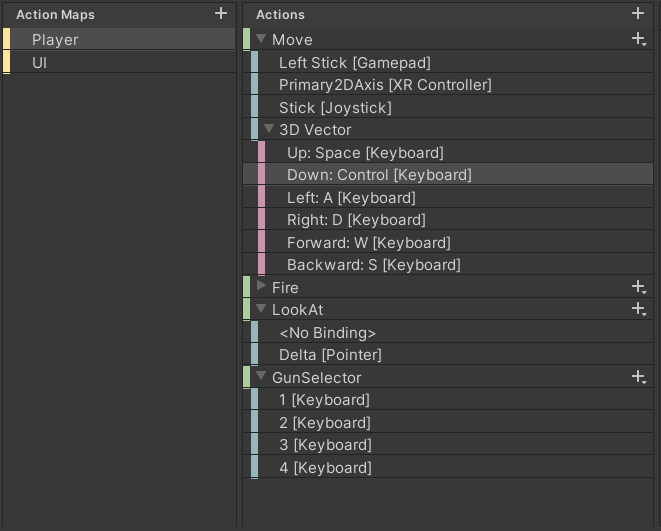


### SkyBox



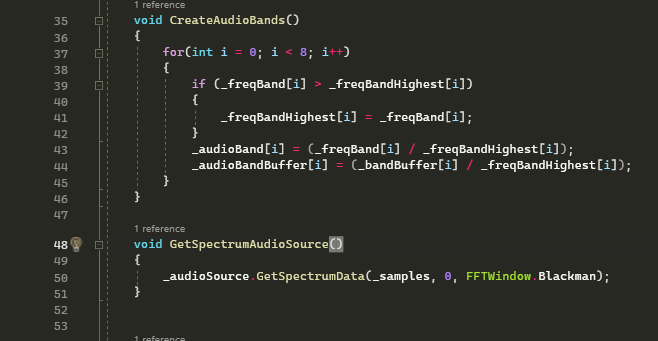
## Mecanici :

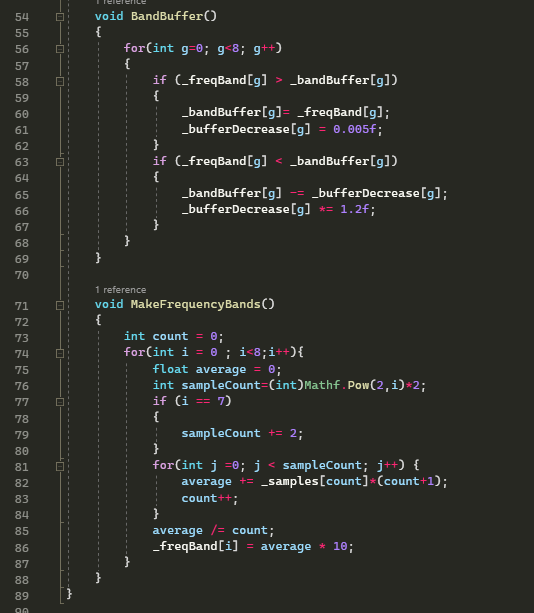
### Player Controller:

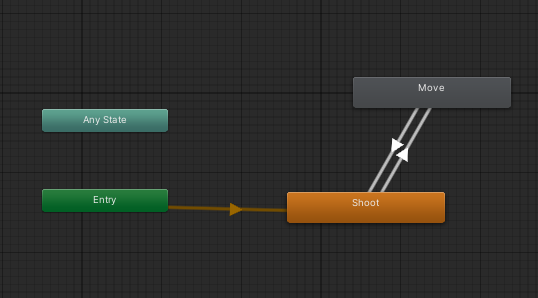
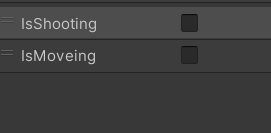


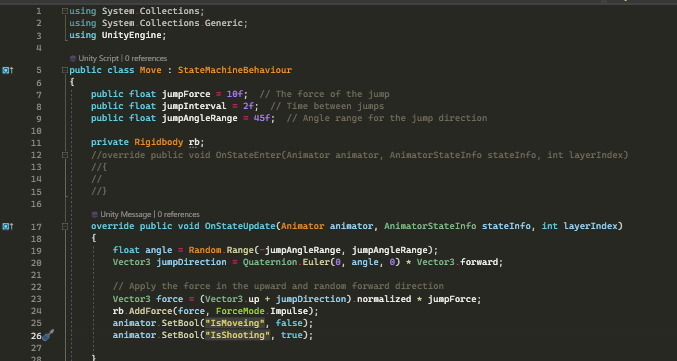


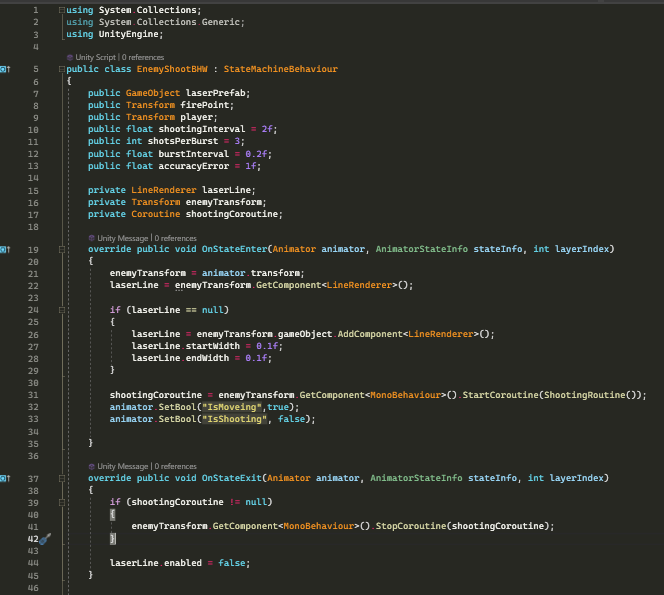
Definirea pe spectru a sunetului:  

  
Enemy AI:

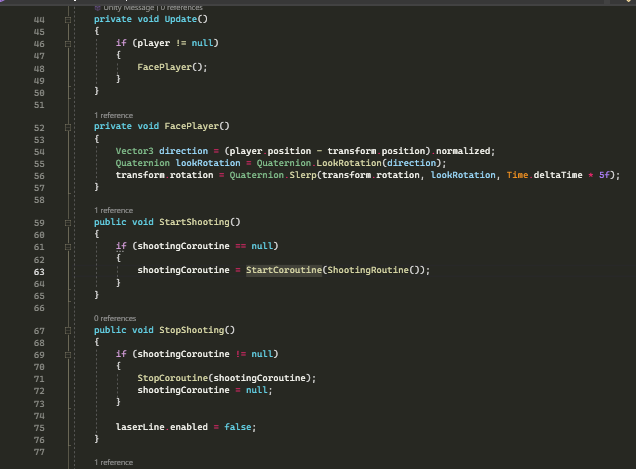
 

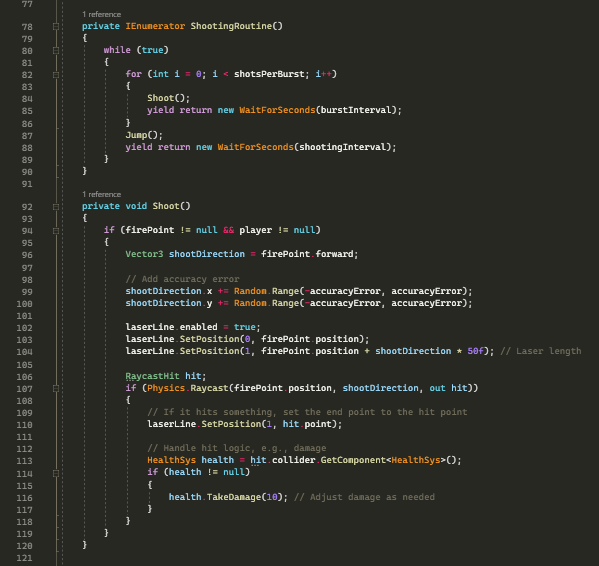


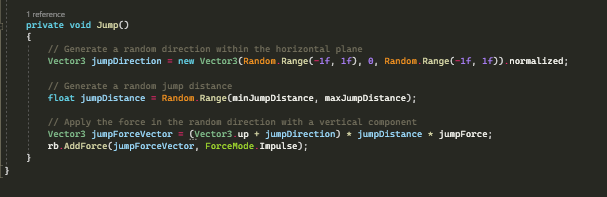


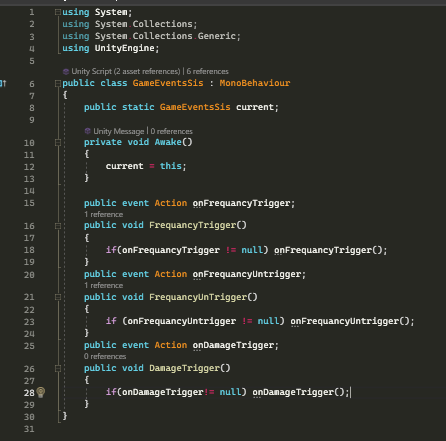






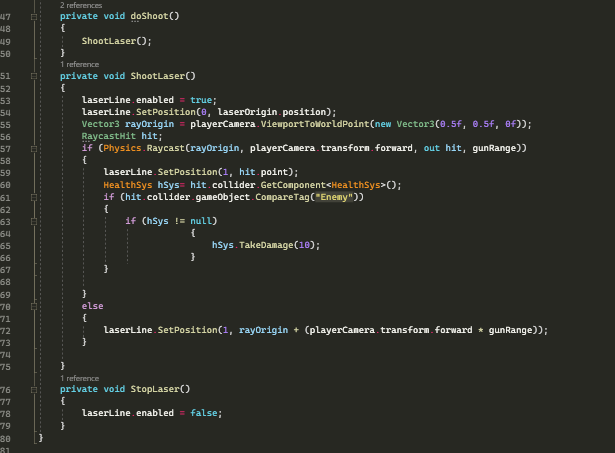


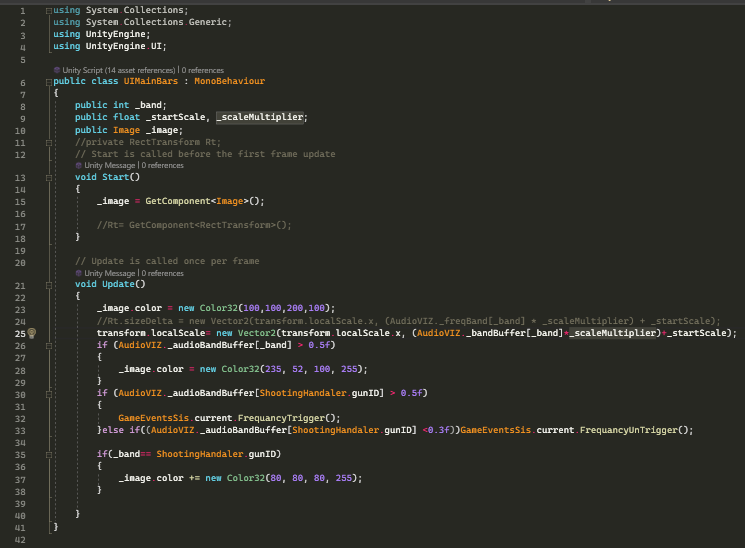


Event System:  


Weapon Trigger:

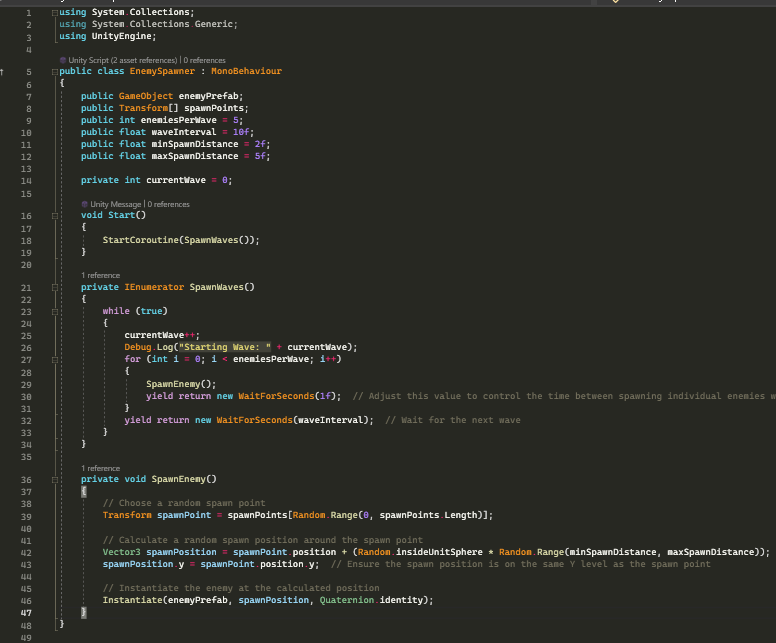




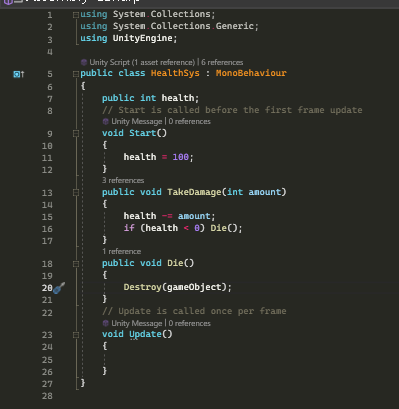
Responsive UI : 

Weapon changer:  

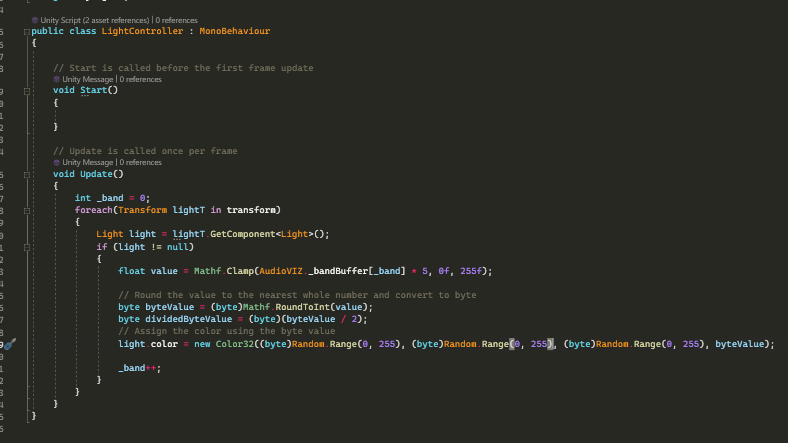

Enemy Spawner:



Health system:



### Controlul de lumină:



# Conclizie

Creearea acestui prototip a fost o experiență unică, lucrînd cu audio surse și utilizarea acestora in alte sisteme.

# Bibliografie

Youtube

# Link-uri

## https://github.com/nano-kitty-uwu/aniz