

Destiny Battle!

Victory Condition:

Defeat the other player/AI by killing all of their players (classes).

Extra Features:

Each class has different abilities as well as different stats including, AOE, healing and self damage.

Decent background rather than looking at a grey Unity screen

References:

Menu Image:

<http://www.iamag.co/features/destiny-ultimate-concept-art-collection/>

Game Image:

<https://au.pinterest.com/pin/371195194265520480/>

Credits Image:

http://www.vgblogger.com/wp-content/uploads/Games/Destiny/Destiny-GDC2013-ConceptArt/Destiny_ConceptArt_0002.jpg

Menu Music:

"Gathering Darkness" Kevin MacLeod (incompetech.com)

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Game Music:

"Division" Kevin MacLeod (incompetech.com)

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Notes:

Had several issues with Unity trying to get the scripts to return a usable object. While my game was intended to function a little different from the class demo, there were some similarities. I tried referring to the demo several times but constantly got lost in what was going on and where everything actually happens. I watched the demos being created in class from the sections I was stuck on, it mustn't of registered.