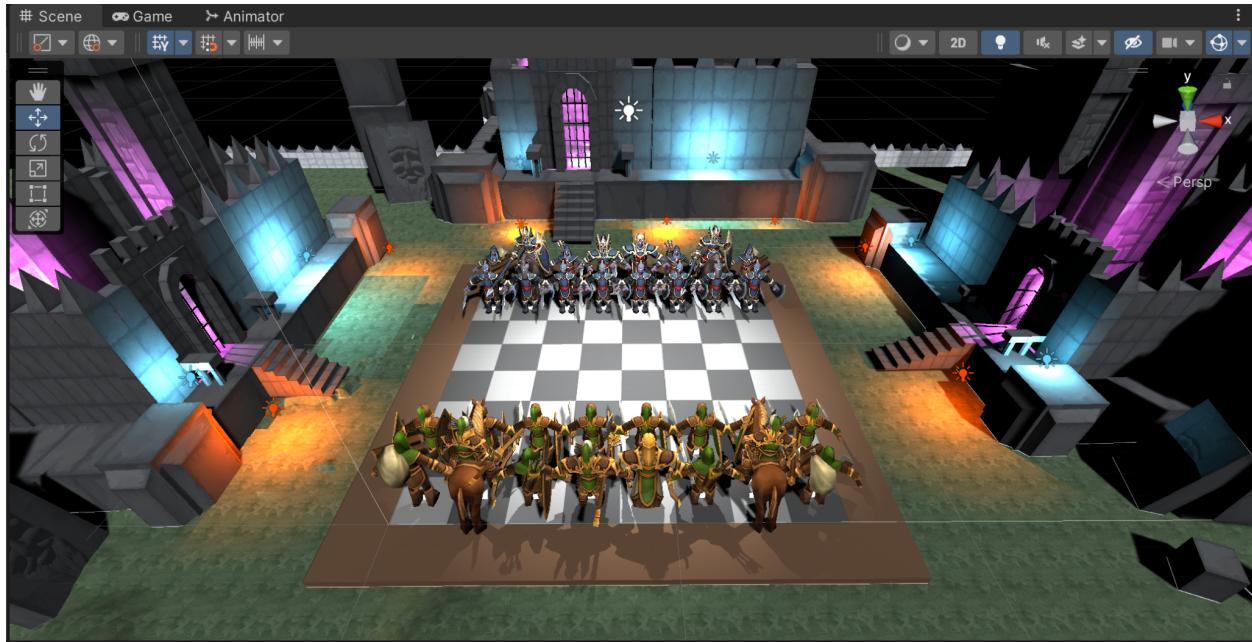


Environment :

Used **Cartoon Castle Building Kit** asset from unity to build castles for the game. Also added the background audio that plays when the game is running.



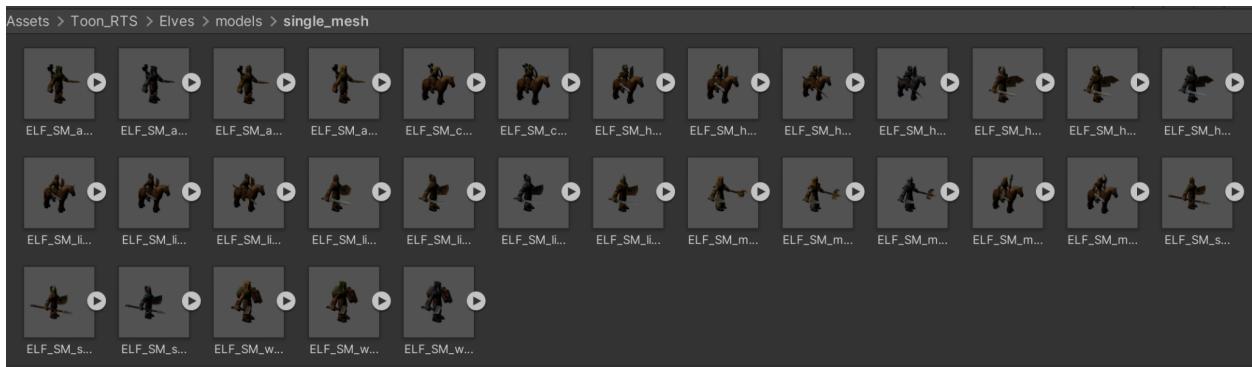
Game View:

Added both castles and chessboard with animated characters.

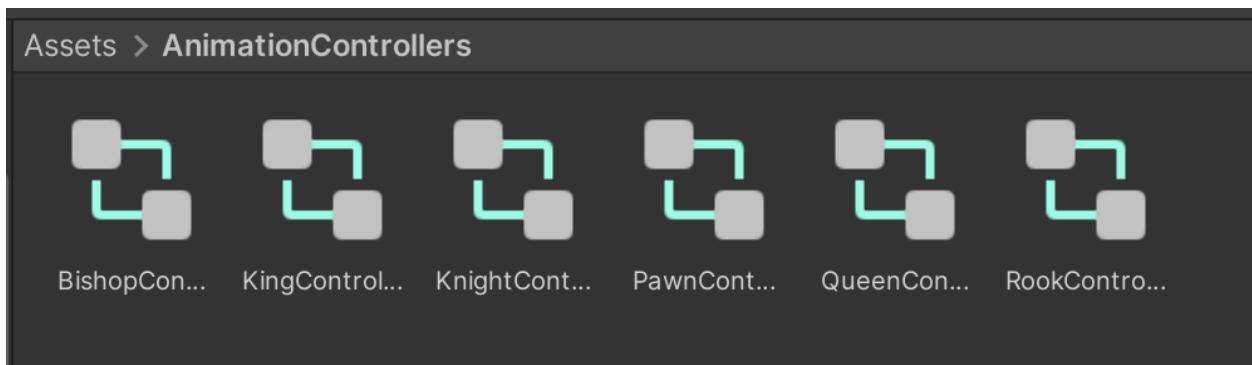


Animation:

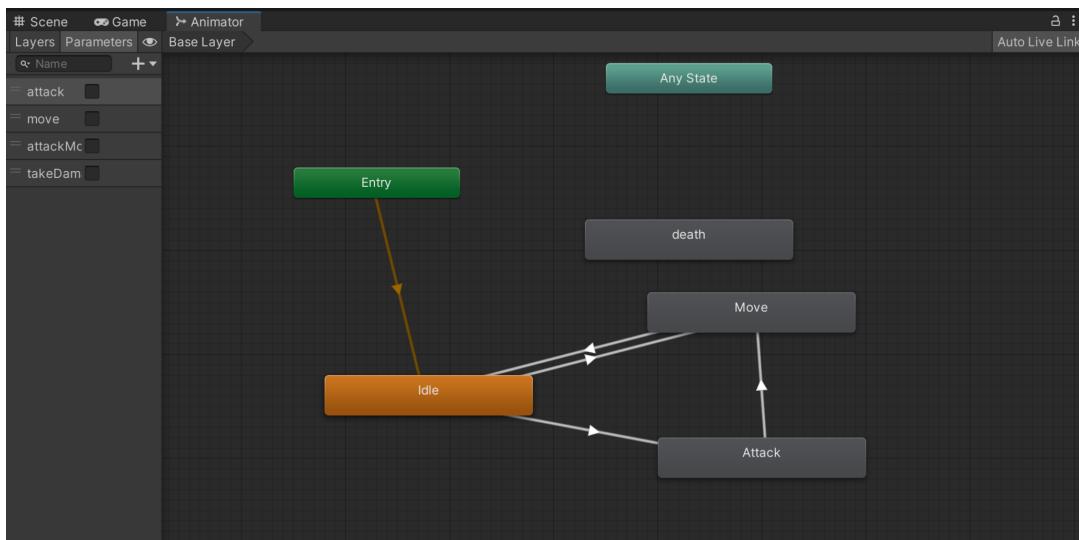
Used a variety of animation from **Toon_RTS** the asset store.



Created different animators for each characters in chess, Following are the animators for each character



Following is the sample animation state diagram for one of the animator



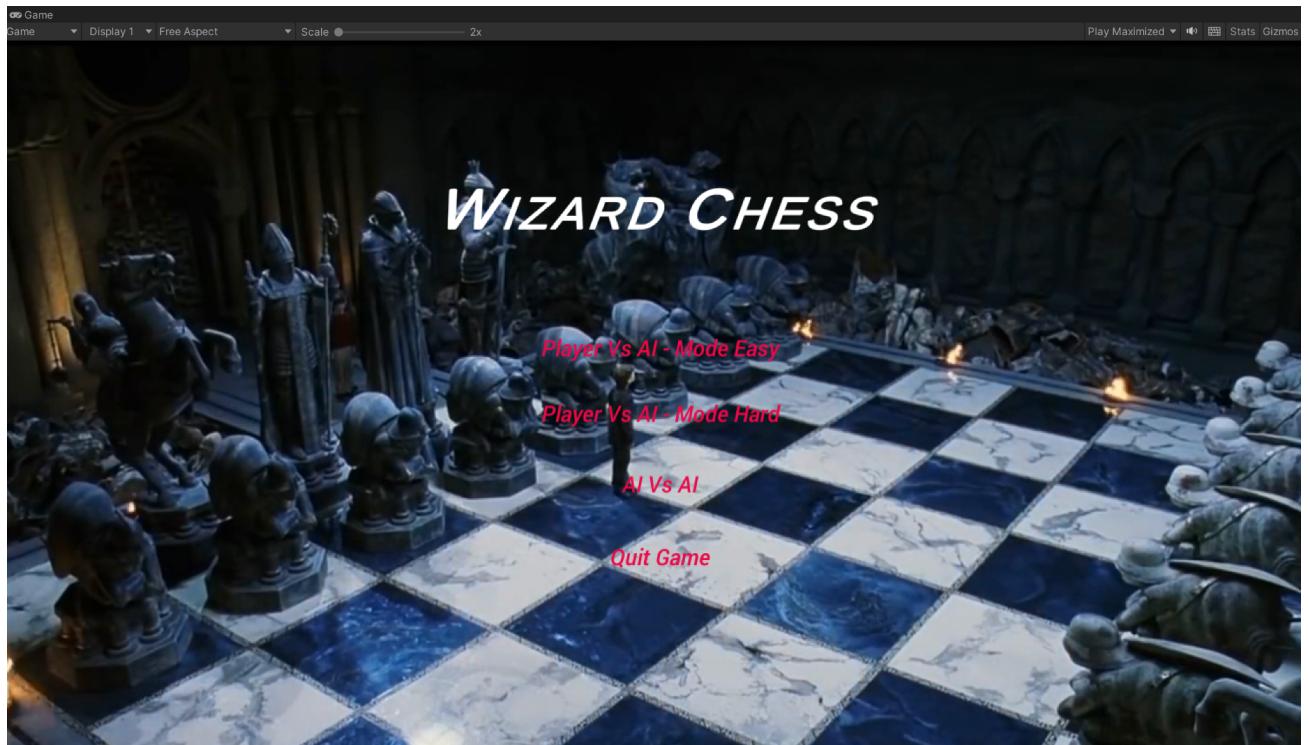
Scenes:

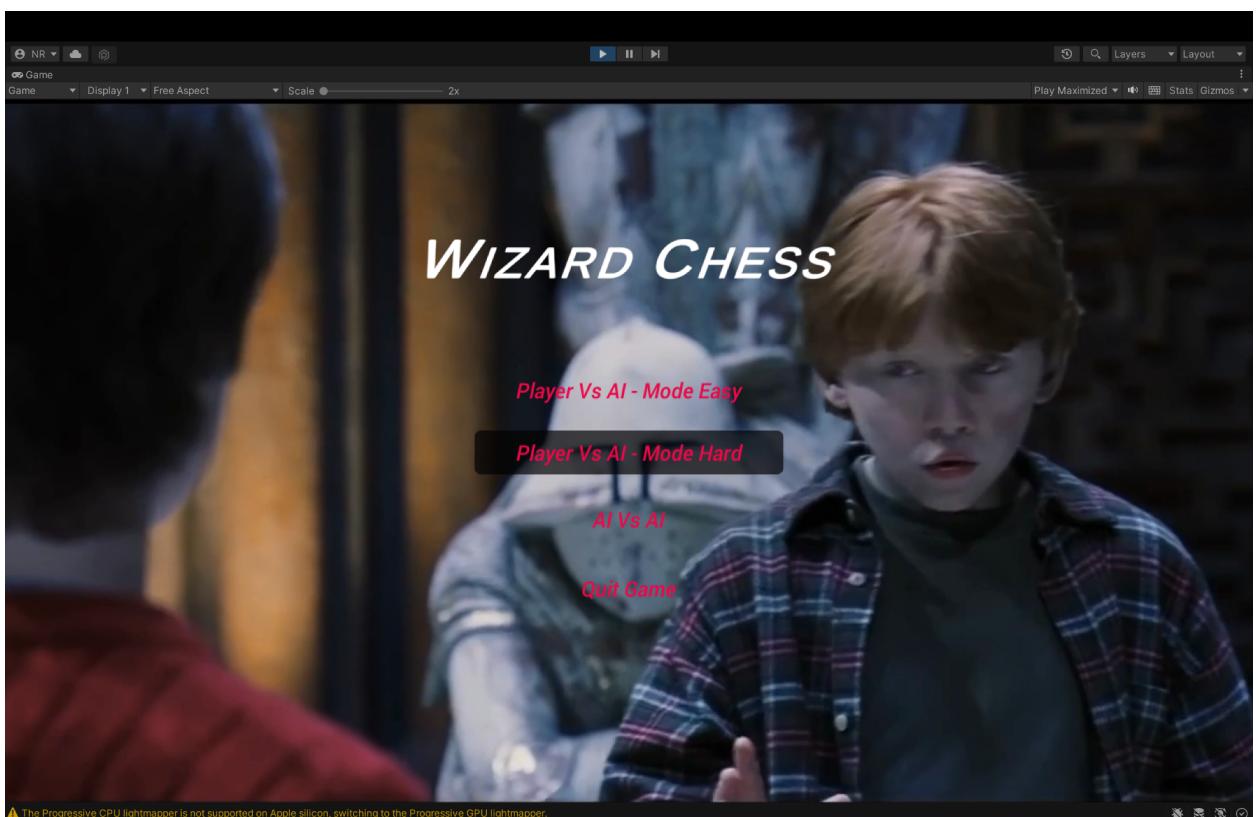
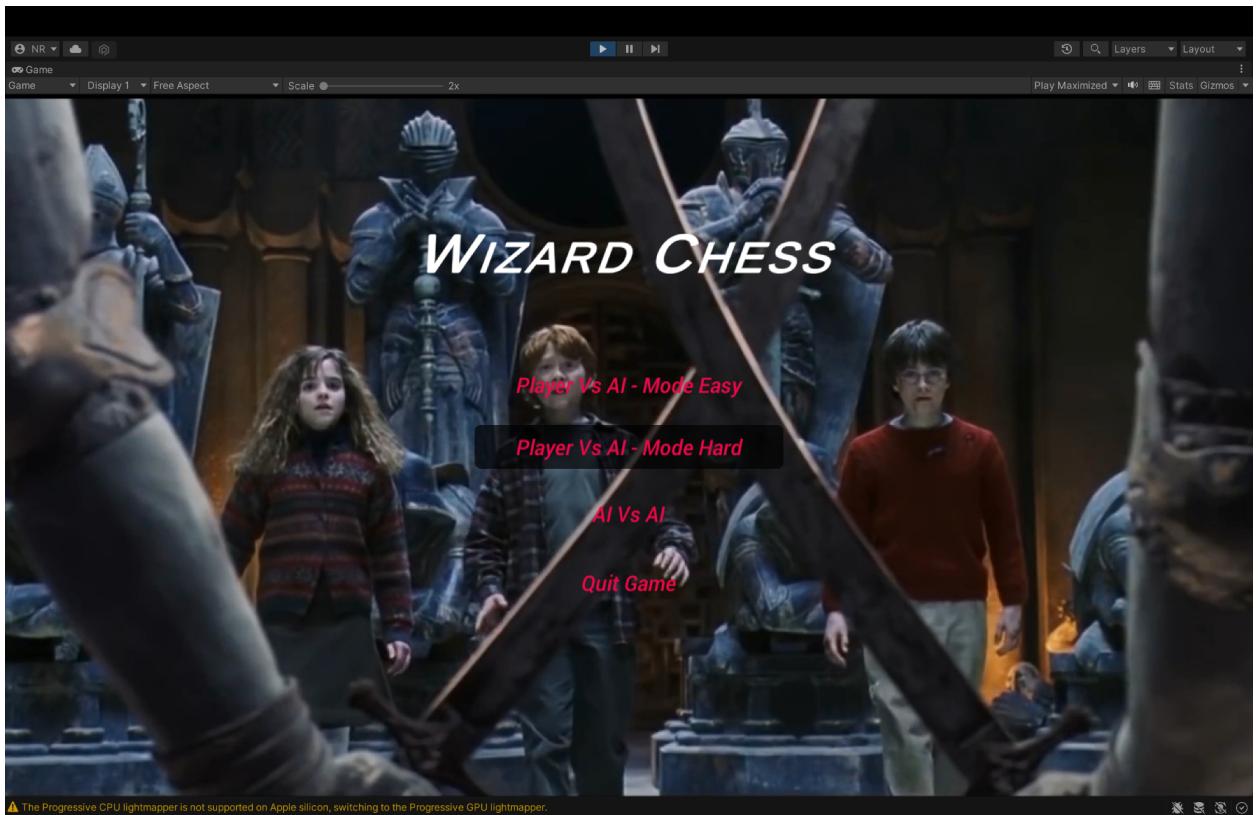
In this game a total of four scenes are created.

1. Menu - For Users preferences with video as a background
2. Chess - Main Chess Game scene.
3. Menu_In_Game - For user preferences in the middle of the game.
4. Finish - For final user interactions.

Menu:

In this scene a harry potter video is played as the background for the feel.





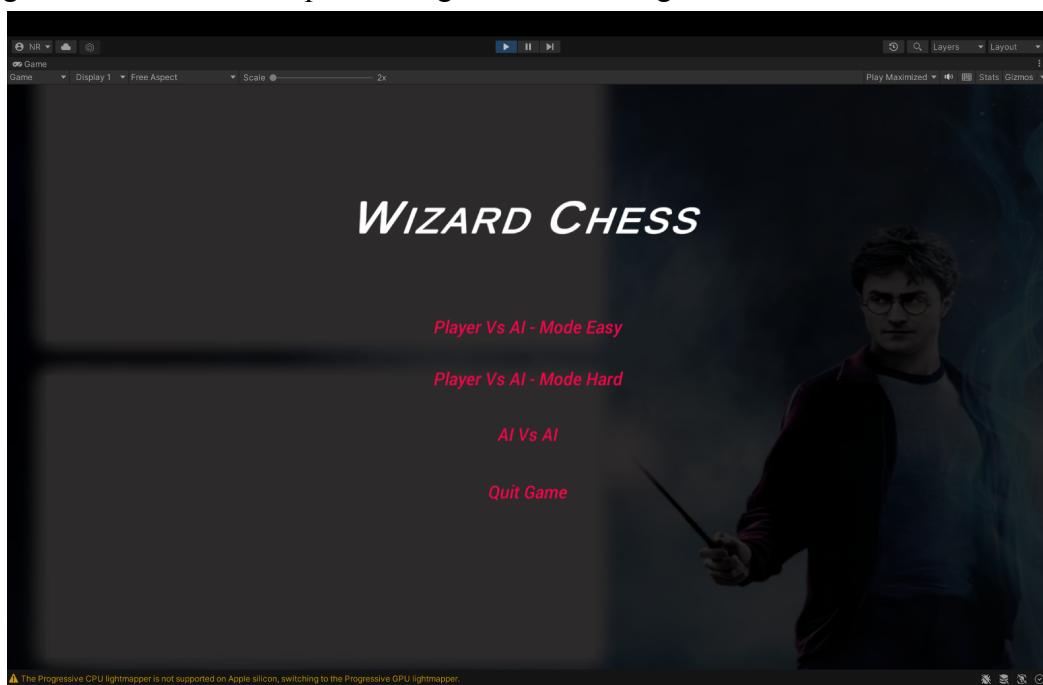
Chess Scene:

This scene is the main game scene where the game play resides here.



Menu In Game:

This menu has the user preferences that the user wants to access in the middle of the game. This scene has a plain background as an image.

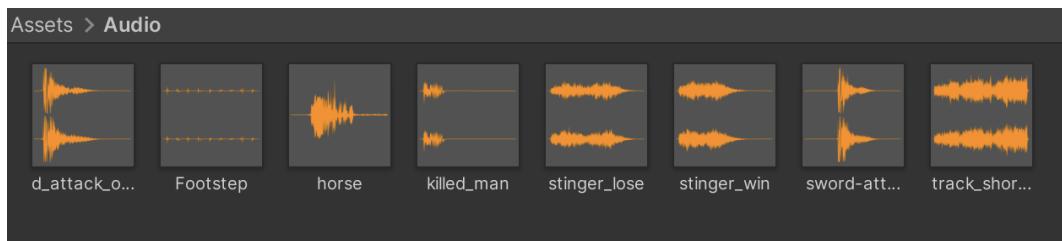


Sounds:

For each scenario audios are added for the real game feel.

Audos are added for:

1. Game Background Music.
2. Character walking.
3. Sword Killing.
4. Character dying.
5. Horse

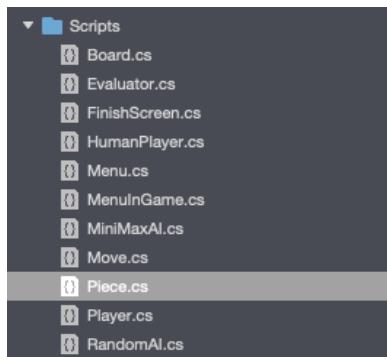


Game Play:

The game play is controlled through the scripts.

Few main scripts are:

1. Board.cs - For organizing the board tiles and characters.
2. Evaluator.cs - For evaluating character movement
3. HumanPlayer.cs - For Controlling the human player interaction.
4. Move.cs - For moving the character to the appropriate position.
5. Piece.cs - For performing specific actions based on the character.
6. MinMaxAI.cs - For calculating the best for by the AI using the popular MinMax algorithm.



Selecting the Player and the next movement by the human player



Animations that are applied to all characters.



Character Moving with walk animation



Killing the opponent with kill animation



Killing the opponent with attack animation



On killing opponent destroyed

