

PANTEON GAMES DEMO PROJECT REPORT

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Contents

- Project preview
- Task1 Progress
- Task2 Progress
- Task3 Progress
- Directory Structures

1 Project Preview

- When starting the project, I first started to recognize and understand the given assets and to deal with the infrastructure of the assets.
- By trying all the assets in turn, I started to think about what and how I could use them.
- Then I created the level design in my head and created a level using assets as a prototype.
- I overlaid all the prefabs using texture and made them look real.
- Then I created the animation structure using Mixamo for the animations of the Player.
- Then I created the camera structure to follow the Player.
- Finally, I completed the first part by writing the script to move the Player.
- While writing the player's movement script, I first wrote a script where the character can go in any direction with the arrow keys (W,A,S,D) whenever he wants. Later, I realized that this was not what you wanted from me and I completed the movement script by writing a different script.
- The first script I wrote is the CharacterControl script in the Scripts folder, you can review it and add it to the character if you want, so that the character can move freely.

2 Task1 Progress

-For Task 1, I first started by placing Static and Horizontal obstacles and writing scripts for horizontal obstacles.

-Later, I placed Rotator, Half Donut and Rotating Platforms and wrote their scripts.

-When the Player hovers over the Rotating Platform, it starts to apply force in the rotated direction using AddForce.

3 Task2 Progress

-For task2, I created an invisible area called the finish line at the end of the level.

-When he enters this invisible space, he transitions to another scene where the wall will be painted.

-I created a script called Paintable to paint the wall. In this script, when clicked with the mouse, it sends a ray to the wall with Raycast and in case of collision, it performs the task of painting the wall by creating a brush object on the wall with the prefab I created called Brush.

4 Task3 Progress

-I wrote a script called Opponent Control for Task3.

-In this script, the platform is divided into two parts, the opponent sends a ray in front of him with a raycast, if there is an obstacle, the Translate process is applied from the part where it is located to the other part where it is not. On the other hand, the opposite is the case. Thus, he can show the reflex to avoid obstacles.

-Then I wrote a script inside Game Manager for real-time sorting, this script was written according to the logic of finding the distance of the character's current position from the finish line and sorting them.

5 Directory Structures

- Platform
- FreeLookCamera
- Directional Light
- Player
- FinishPlatform
- Wall
- FinishLine
- Obstacles
- Rotating Platforms
- GameManager
- MenuManager
- Opponents
- RealTimeReplacement

Many thanks for the process and demo project, very developer and beneficial. :)