

Phase 1 – Evaluation

LO4: Build and deploy a game project across a chosen platform.

2.

I started out the project by setting up the game scene. Then I began with the main tool in the game which is the blade. I made a shadow trail with white to alpha colour which represents the cut trail. Then I coded the script which when the collider meets the fruit it will trigger the cut fruit animation. When the fruit trigger animation happens, the fruit will rotate to where the collider hits. Then I made the fruit spawner. This was made using an empty game object which acts as a point where the fruit spawning script will start working. The up direction of the game object is the direction which the script will launch the fruits to. The script has the amount of spawn points and the minimum and the maximum delay. Then I moved the watermelon(whole) and the watermelon(cut) models which were done on blender to the project. The watermelon(cut) was planned out so that when the watermelon is cut it will appear and act as it was cut. So I made 2 colliders on each slice which are already in each other so when the fruit will be cut, when the cut fruit will appear, the cut animation will occur. This was really tough to do since the colliders need to overlap in order to work. Then I made the play scene which had the name and the play button which will start the game by loading the Game Scene. Then I added the score which was really hard for me to add in the game. The game was challenging since I never coded with c# and new to unity but for the next assignment I would now know how to overcome some problems and logic in certain games.