Works Cited and or Referenced

12/12/2021

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In terms of any scripts/scripting I have done in this project, none has been copy & paste. They have however, all derived directly from one or many tutorial videos… a close proximity to copy & paste. Some have taken me so many attempts that I can write them from memory (see Parallaxing). I will attempt to list each script and tie it to the main tutorials the code came from.

BackgroundLoop:

To this point an unsuccessful venture… but my attempt was completely modeled after

<https://www.youtube.com/watch?v=3UO-1suMbNc&t=562s> by Press Start.

DeathScreen: This one is an amalgamation of

<https://www.youtube.com/watch?v=Wy8IsxtD224&t=193s> by N3K EN

and

<https://www.youtube.com/watch?v=HwI32elDCn0&t=641s> by Muddy Wolf

GameMaster: This one was basically a test I did… to destroy the player

HealthBar: I watched a lot on this topic… my attempts to reconcile what is happening in Kevin’s Player Control and Enemy scripts and my UI have not been successful up to this point. The nuts and bolts of the code are mostly from

<https://www.youtube.com/watch?v=BLfNP4Sc_iA> by Brackeys

every other attempt I made after the basic function to effect the health bar on collision or with a fall comes from the following:

<https://www.youtube.com/watch?v=a_sywixMKrQ&t=318s> by Beaver Joe

<https://www.youtube.com/watch?v=cR8jP8OGbhM&t=348s> by Code Monkey

<https://www.youtube.com/watch?v=gzXtfsezXWo&t=186s> by xOctoManx

LevelManager: The Level Manager is used as a script with a few of these guys… but I think this one is tied directly to the DeathScreen Script.

Parallaxing: Oh boy… This one had issues because of camera layout, a fundamental misunderstanding of layer ordering, and even which versions I was or wasn’t using… also a version control issue in GitHub.

These tie slightly into the never ending loop I have yet to make work… so it is a simplified version of the following

<https://www.youtube.com/watch?v=5E5_Fquw7BM> by Brackeys

<https://www.youtube.com/watch?v=zit45k6CUMk> by Dani

<https://www.youtube.com/watch?v=wBol2xzxCOU&t=570s> by Code Monkey

The script has been completely reworked a few times, and has finally landed on the Brackeys version.

Player: So many failed attempts… well I can get the player’s health to drop when I hit tab with test code… that also effects the UI. So almost works. It also ties into the death screen vs just destroying the player so yay! The player dies when he falls below a certain level… anyway I got this from to many places to list. So here are the main ones.

<https://www.youtube.com/watch?v=BePP-jtrs9U&t=62s> by Brackeys

<https://www.youtube.com/watch?v=sPiVz1k-fEs&t=499s> also by Brackeys

<https://www.youtube.com/watch?v=OyA7GuK_k5o&t=166s> by inScope Studios

<https://www.youtube.com/watch?v=JC59tDg4tmo&t=50s> by Alexander Zotov

<https://www.youtube.com/watch?v=fzHQBZmK_Jc&t=70s> by Jayanam

<https://www.youtube.com/watch?v=g_3aHOaKwZY> by iUnity3dtutorials

<https://www.youtube.com/watch?v=cR8jP8OGbhM&t=348s> by Code Monkey

SoundFXS: The sound itself was… mostly settings and assets. I quickly abandoned scripting most audio related things (the audio manager approach)… aside from the starting and stopping of sound effects on click… and figuring out how to end main scene music when the death screen came up.

<https://www.youtube.com/watch?v=JnbDxG04i7c> by Jimmy Vegas

<https://www.youtube.com/watch?v=BKCsH8mQ-lM&t=216s> by SpeedTutor

<https://www.youtube.com/watch?v=HhFKtiRd0qI&t=197s> by Brackeys

State Manager, UI Manager, Main\_Menu\_Func, and OptionsMenu are all in the same UI boat:

<https://www.youtube.com/watch?v=xNHSGMKtlv4&t=97s> by John French

<https://www.youtube.com/watch?v=zc8ac_qUXQY> by Brackeys

<https://www.youtube.com/watch?v=Wy8IsxtD224&t=193s> by N3K EN

<https://www.youtube.com/watch?v=HwI32elDCn0&t=641s> by Muddy Wolf

There are probably more… these bleed over into audio and deathscreen… and the player script.

WaveSpawn: This is probably the most carbon copy thing. I followed a two part Brackeys tutorial on wave spawn generators and it worked perfectly… first time for everything!!!

<https://www.youtube.com/watch?v=Vrld13ypX_I>

<https://www.youtube.com/watch?v=q0SBfDFn2Bs> both by Brackeys

Other Scripts: I tried a very minimal line here and there on other scripts… like player controller and camera… or enemy… but those are all 99.9% Kevin scripts.