Technical Document

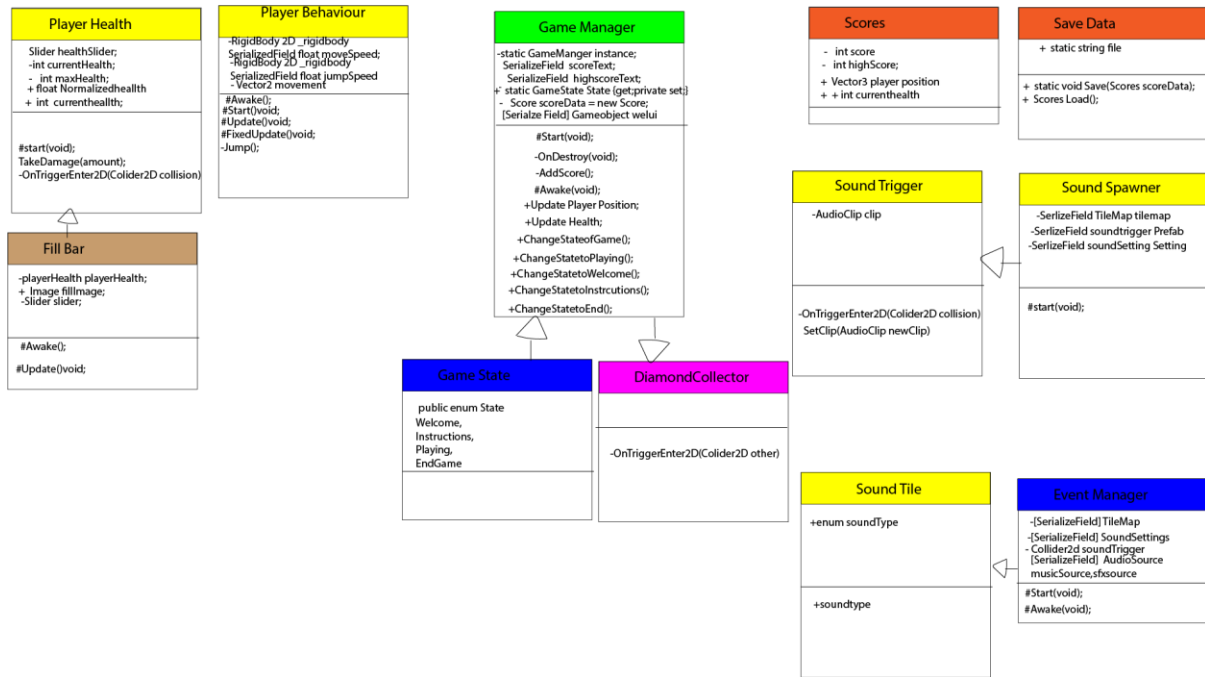Miriana Nicole Grixti

IDM5.2

Contents

Crc Cards

Player behaviour

Payer moved
Jumps
Dies

Player Health
Diamonds

Player health

Controls Health

Fill Bar

Reduce the fill of the bar

Player Health

Sound Trigger

Play Audio Clip

Sound Spwner

Spawn sound on tile

Sound Trigger

Sack

when player touche destroy

Game Manager
Player Behaviour

Game State

declare the game scenes and methods

Game Manager

Add score
update high score
save new high score
changes scenes
update player position

Game state
Diamond
collector

Event Manager

Declare the music source
sound effects source

Sound tile

Save Data

save data in string file

Scores

Scores

int score
int high score

Diamond collector

om collision destorys gameobejct

Sound Tile

decalre sound

UML Diagram

Player Health

Slider healthSlider;
-int currentHealth;
- int maxHealth;
+ float Normalizedheallth
+ int currenthealth;

#start(void);
TakeDamage(amount);
-OnTriggerEnter2D(Colider2D collision)

Player Behaviour

-RigidBody 2D _rigidbody
SerializedField float moveSpeed;
-RigidBody 2D _rigidbody
SerializedField float jumpSpeed
- Vector2 movement

#Awake();
#Start()void;
#Update()void;
#FixedUpdate()void;
-Jump();

Game Manager

-static GameManger instance;
SerializeField scoreText;
SerializeField highscoreText;
+ static GameState State (get;private set;)
- Score scoreData = new Score;
[Serialze Field] Gameobject welui

#Start(void);
-OnDestroy(void);
-AddScore();
#Awake(void);
+Update Player Position;
+Update Health;
+ChangeStateofGame();
+ChangeStatetoPlaying();
+ChangeStatetoWelcome();
+ChangeStatetoInstrcutions();
+ChangeStatetoEnd();

Scores

- int score
- int highScore;

+ Vector3 player position
+ + int currenthealth

Save Data

+ static string file

+ static void Save(Scores scoreData);
+ Scores Load();

Fill Bar

-playerHealth playerHealth;
+ Image fillImage;
-Slider slider;

#Awake();

#Update()void;

Game State

 public enum State
Welcome,
Instructions,
Playing,
EndGame

DiamondCollector

-OnTriggerEnter2D(Colider2D other)

Sound Trigger

-AudioClip clip

-OnTriggerEnter2D(Colider2D collision)
SetClip(AudioClip newClip)

Sound Spawner

-SerlizeField TileMap tilemap
-SerlizeField soundtrigger Prefab
-SerlizeField soundSetting Setting

#start(void);

Sound Tile

+enum soundType

+soundtype

Event Manager

-[SerializeField] TileMap
-[SerializeField] SoundSettings
- Collider2d soundTrigger
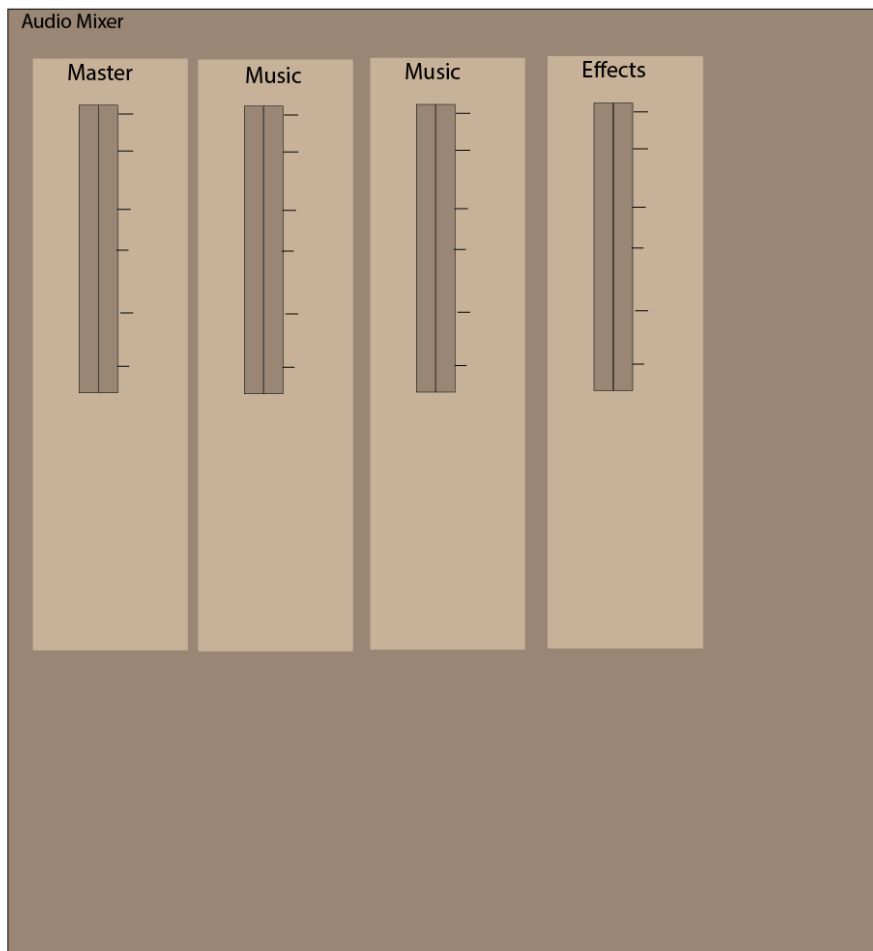 [SerializeField] AudioSource
 musicSource,sfxsource

#Start(void);
#Awake(void);

4

Wire Frames:

For the creation of these design i did some research on the unity assets store for music editor tool.

Sound List ▷

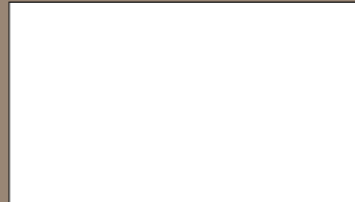Options

| jump effect.mp3 |
| Water effect.mp3 |
| obstacle sound effect.mp3 |
| collect diamond effect.mp3 |
| collect key effect.mp3 |
| open the door sound.mp3 |
| lose health sound effect .mp3 |
| background music 1.mp3 |
| background music 2.mp3 |

┼ ┼ ┼ ┼ volume

Audio Mixer

Master Music Music Effects
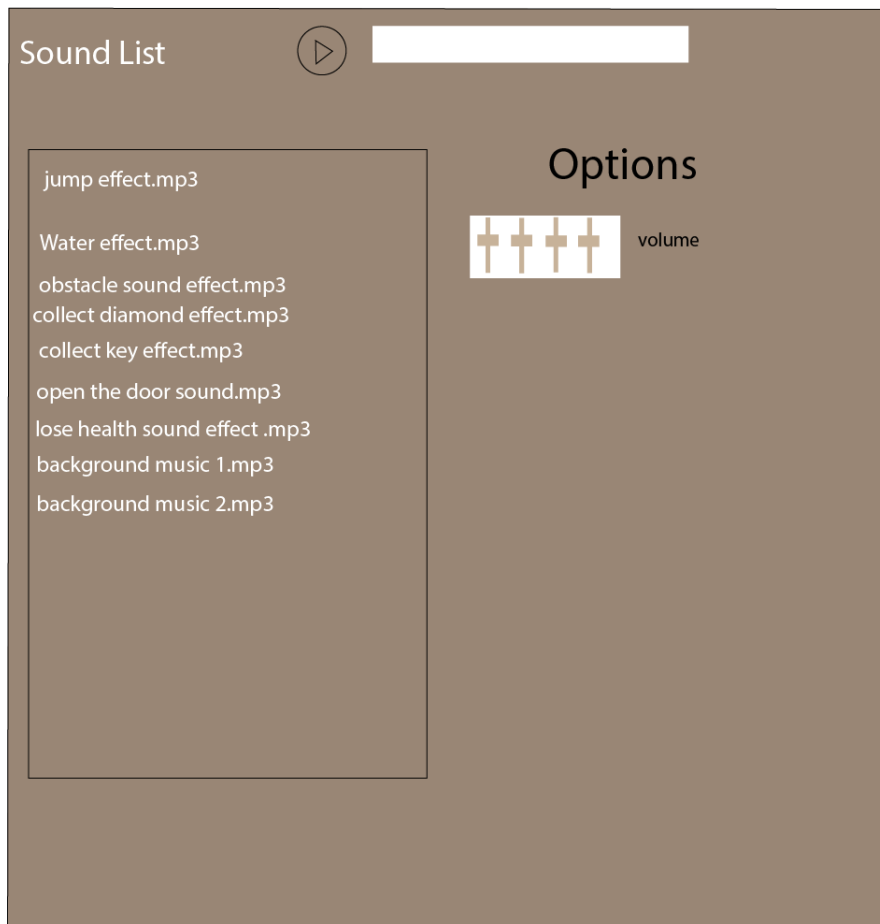
Description

Sound 1

background music 2.mp3

object trigger

Ranges