

# Viral Vial

## Terrain / Map

- Used PCG (Gaia) for the terrain creation.
  - Uses stamps to create realistic terrains.
- Raycast from camera to player to make any objects between them transparent.
- Trigger areas around doors display prompts to buy them and start listening for any interact events.



## Enemies

- Custom wave spawner.
  - Spawns new wave after all enemies are dead.
  - Chooses a random spawn point for enemies not in view of camera.
  - The chance of spawning each type of enemy can be set.
  - Texture mapped animations to allow GPU mesh instancing

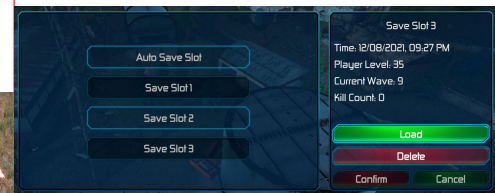
## Player & Tech Tree

- Modified animations and animator from Unity Store to work with our player
- Heavily utilized C# events with event manager to trigger animations, spawn ability effects, update GUI, etc.
- Used Particle Systems and lighting for special effects
- Made use of Unity's new InputSystem to enable full keyboard & controller support



## Save-Load

- Created special Serializable class that gets saved as a JSON and stores player inventory, tech tree progress, current wave, etc.
- Wave spawner auto saves current player state at beginning and end of waves
- When saving during waves, auto save file is copied to save slot



**VIRAL  
STUDIOS**

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