Source File

**Title:** MadRash

The aim of our game is to navigate the player throughout the levels and reach the end target to progress through to the next level. The game is a 3d game but designed to reflect a 2d game, sort of Mario style whereby the player has objects(enemys) in the way and must avoid the objects in order to progress. The player is aided by powerups in order to be able to progress to certain points in the level and the player will have a health bar which if depleted will end the game.

Sam Contributions:

* I created the Menu scene. Added the buttons to the menu scene and invoked the ‘Scene Manager’ method to progress to Level 1.
* I created the Scene for level 1 & level 2.
* I added the ground Terrain for level 1. I then added ‘Floating Islands’ to the scene which the player must navigate through to progress through the Level.
* I added a player object to the scene and applied relevant components i.e. RigidBody, Box Colliders.
* I developed the player animations and mechanics to trigger at the relevant points i.e when the player jumps they will carry out a jumping motion.
* I created an ‘script to follow the camera view to fix on the players position and follow them throughout the level.

Aadharsh Contributions:

* I developed the terrain in Level 1. I added a function whereby the player cannot leave the perimeters of the terrain.
* I developed the terrain in Level 2. I created holes within the terrain that act like fire pits.
* I imported the enemys using the Unity asset store.
* I added components to the enemy i.e. RigidBody, Box Colliders.
* I added a Scripts to the enemy to make the enemy move on their respective islands but also making sure the enemy cannot leave the island.
* Within the enemy Script I added methods when the enemy collides with the player object.
* I added a spawn manager to the game to randomly spawn enemys in level 2.
* I developed the relevant enemy animations to be invoked when needed.

Dhavish contributions:

* I created a terrain object for Level 2.
* I transformed the terrain to appear like a rocky environment.
* I imported powerup objects to the project folder.
* I then added the powerups to the screen.
* I added the relevant components to a powerup object.
* I created a script for the powerups objects that gave the player a boost when absorbed.
* I added a ‘death’ animation to the player object when the player is deemed to have died.
* I developed the players animations to reflect when a powerup object has been absorbed.
* I added in boxes to level1 for the player to use when navigating to the next island.