HW 1: Extending Survival Shooter

SANIDHYA SINGAL*, Indraprastha Institute of Information Technology Delhi

ANS 1

The Survival Shooter Game has been finished by following the Training Day Phases videos from [1]. Everything has been implemented as described in the tutorial. The player has a gun, with which it is able to shoot the enemies. It has some health (shown at the lower left corner of the screen) which decreases when the enemies attack the player. Whenever it shoots an enemy, it receives some points which increase its score. The game has 3 different enemies, which are spawned at random places in the environment. Killing a Zombunny gives you 10 pts; killing a Zombear gives you 20 pts, while killing an Hellephant gives you 50 pts. The total score can be seen at the top the screen. The game also has a background music, and other audio clips like Player Hurt, Zombunny Hurt, etc. If the player's health reduces to zero, the game is over. It is, then, restarted. All the features have been shown in a video file, attached along with.

ANS 2 – 5

The player is made to jump by allowing it to move in Y direction and applying some thrust in upward direction in the form of an impulse. The player jumps only when it at the Floor layer. It cannot jump from a non-floor layer (e.g. Shootable layer, etc.). It can only move and come back down. The player is able to point gun at the enemies below it by disabling the restriction on the movement of gun in the Y direction. Finally, we add a timer that allows the player to have this ability to jump for 10 seconds only. We also add a Collectible for the same.

All the three types of collectibles have been implemented in the game. The index is shown at the top right corner of the screen. The colour of each item indicates the colour of the corresponding collectible. A Collectibles Manager has been implemented that allows us to spawn the collectibles at different positions in the environment. The positions are chosen randomly. Also, the collectibles appear only after the player's score increases beyond a multiple of 50, i.e., 50, 100, 150, so on. The collectibles are in the form of rotating cubes. Whenever the player collides with any of them, it achieves some extra ability in the form of increased health, invincibility shield, etc. Again, all the features have been shown in the video file, attached along with.

REFERENCES

[1] https://unity3d.com/learn/tutorials/s/survival-shooter-tutorial

---

*This is the corresponding author