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CS 485 Game Programming

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FPS Controller Report

Individual project that was to script for player control and camera movement and gain experience in game design.

Github link: <https://github.com/thomaslmbert/CSUSMprojects>

The goal was to create our own first-person controller game with a selection menu. I decide to merge this project with the first: Roll a ball. The game is essentially based on what we see in class.

Commands:

Move: wqsd + mouse

Jump: Space

Fire: Left click

List of my own adds (Roll a ball HW #1):

- Game menu
- New skybox
- Jump action
- Audio sounds for background and jump
- New area of game with spikes
- Spikes will reload the level if they are hit so be careful!
- New texture for the ball

List of my own adds (FPS HW #2):

- Textures for player and enemies
- Animations for player
- Refacto game menu

References:

<https://github.com/xye-csusm/SimpleProject2> (class sample)

<https://github.com/xye-csusm/SampleProject4> (class sample)

<https://assetstore.unity.com/packages/vfx/shaders/free-skybox-cubemap-extended-107400>
(skybox)

<https://assetstore.unity.com/packages/3d/props/ball-pack-446> (Roll a ball assets)

<https://assetstore.unity.com/packages/3d/characters/humanoids/character-pack-zombie-sample-131604> (fps assets)

<https://assetstore.unity.com/packages/3d/characters/humanoids/free-animated-space-man-61548> (fps assets)

<https://assetstore.unity.com/packages/vfx/particles/simple-fx-cartoon-particles-67834> (fps assets)

<https://unity3d.com/fr/learn/tutorials/projects/survival-shooter/player-character?playlist=17144> (animation tutorial)

<https://unity3d.com/fr/learn/tutorials/topics/user-interface-ui/creating-main-menu> (game menu)