

Week 8 Day 2

Milestone 2 Check-In

Preparing for Milestone 3



Logistics

- 18 May (today): Milestone 2 due
- 25 May (next Wed): Milestone 3 due
- 1 June (next next Wed): Final Presentations
- 8 June 12:15-15:15: CS Software Fair
(optional)

Milestone 2



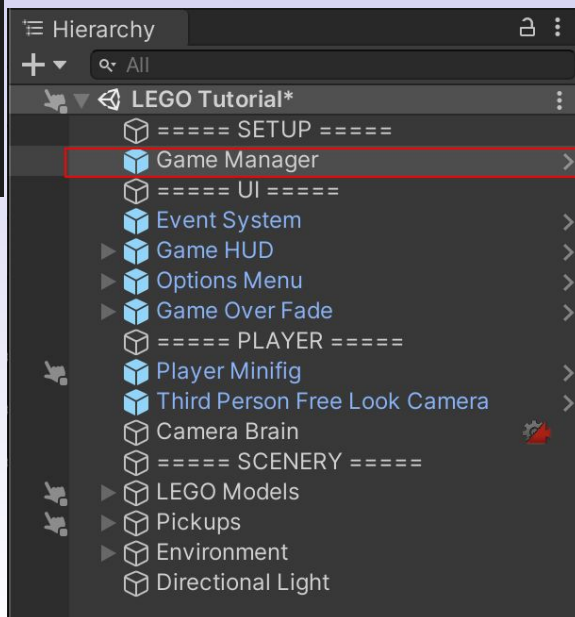
Sidenote: Game Manager

To find and store your manager(s) on Start() within other scripts, use this function (or use the Instance stuff):

```
private GameManager gameManager;  
  
private void Start()  
{  
    gameManager = FindObjectOfType<GameManager>();  
    gameManager.DoStuff();  
}
```

```
24 public class GameManager : MonoBehaviour  
25 {  
26     public bool hasPlayerCompletedTheFirstTask = false;  
27     public GameObject referenceToThePlayer;  
28     public int numberOfFlowerPotsLeftToWater = 5;  
29  
30     public static GameManager Instance = null;  
31     private void Awake()  
32     {  
33         // You might consider keeping the GameManager from getting destroyed  
34         // when you change scenes and preventing multiple from existing.  
35         if (Instance != null)  
36         {  
37             Destroy(gameObject);  
38             return;  
39         }  
40         Instance = this;  
41         DontDestroyOnLoad(this);  
42         // Other scripts can now access me with GameManager.Instance instead  
43         // of having to find the game manager on Start  
44     }  
45  
46  
47 }
```

```
4 using UnityEngine.SceneManagement;  
5  
6 public class SceneLoadingManager : MonoBehaviour  
7 {  
8     1 reference  
9     public void LoadSceneByName(string SceneName)  
10     {  
11         SceneManager.LoadScene(SceneName);  
12     }  
13  
14     0 references  
15     public void GoBackToTitleScene()  
16     {  
17         LoadSceneByName("Title");  
18     }  
19  
20     0 references  
21     public void LoadNextScene()  
22     {  
23         SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);  
24     }  
25 }
```



Milestone 3

- Flesh out your work into a demo-able prototype that lasts between 1 and 15 minutes
- Implement the core features, art, and user flow
- This should ~pretty much~ be your final project
- Don't worry if there are some edge case bugs

Work Today: Plan Milestone 3

Duplicate this slide, change the title to your group/project name, and edit the below. If you finish early, start working on Milestone 3!

- Additional interactions/features we need for Milestone 3
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Astra: Plan Milestone 3

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- Additional interactions/features we need for Milestone 3
 - **Grab mechanic (Manas)**
- Additional art/level design we need for Milestone 3
 - **Instruction graphic (how to move, grab) (set due dates and assign who will lead this)**
 - **Finish tutorial and space station level design (Elisse and Esteban)**
 - **Add puzzles (set due dates and assign who will lead this)**
 - **Tutorial (Esteban)**
 - **Obstacle course (Manas)**
 - **Fuse into fuse box Puzzle (Finsam)**
 - *More puzzles*
- Other things we need for Milestone 3
 - *Menus*



Tennis Menace: Tennis

Duplicate this slide, change the title to your group/project name, and edit the below. If you finish early, start working on Milestone 3!

- Additional interactions/features we need for Milestone 3
 - **Grab Mechanic (Monday : Ping)**
 - **Capsule Followers (Monday : All)**
 - **Ball Physics (Monday : Shaurya)**
 - *Tennis Bot (Monday : Shaurya)*
- Additional art/level design we need for Milestone 3
 - **Sound Effects (Monday : Ariane)**
 - **Stadium Walls (Monday : Ping)**
 - *Instructions for new players (Monday: All)*
 - *List stretch goals in italics (set due dates and assign who will lead this)*
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Work Today: Plan Milestone 3

Meditation Garden

- Interaction Design - Emmanuel
 - **Finalize grab details for watering can**
 - **Basic Teleportation Functionality**
 - **Setup pointer system**
 - **Provide space to teleport to**
 -
- Additional art/level design we need for Milestone 3
 - **Music** - Lofi vibes
 - **Sky** - Sunset/Evening vibes + Clouds
 - **Shaders** (Jasmine)
 - **Garden / Rooftop** - More natural design + coloring
 - *Clean world design (5/21) - Vencent*
 - *Music (5/22) - Vencent*
- Other things we need for Milestone 3
 - **User interface (menus and tutorial)- Jasmine (Monday night)**
 - **Create growable meshes for 2-3 different plant models (done by**



Xplore: Plan Milestone 3

- Additional interactions/features we need for Milestone 3
 - **Dialogue animation**
 - **Level 1 of gladiator game (rocks and shield)**
 - **Playing around with the rocks and deflecting them**
 - *Level 2 of gladiator game (sword and gladiators)*
 - *Level 3 of gladiator game (both)*
- Additional art/level design we need for Milestone 3
 - **Asset for rocks**
 - **Asset for shield (set due dates and assign who will lead this)**
 - *Asset for sword (set due dates and assign who will lead this)*
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Dogeball: Plan Milestone 3

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- Additional interactions/features we need for Milestone 3
 - **Life tracking**
 - **Haptics on impact**
 - **Aggressive ball physics**
 - *Additional target types (bonus points, moving targets, magic targets)*
 - *Power-ups (invincibility, slow-mo, shield, area damage)*
- Additional art/level design we need for Milestone 3
 - **Game over screen / high score page**
 - **Tune target size / spawn rate / aggressive ball spawn rate**
 -
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