

Report

Summarize Features:

Some of the main features of my game are being able to pick up coins and shoot monsters. The monster spawning is all random between to set float variables and how many monsters spawn is also completely random between two integer values, and both increase to make the next level harder. There is a welcome scene, how to play scene, two levels, a scene for if you die, and scene for when you win.

Functionality:

The works play getting the input for vertical and horizontal values of the arrow keys or AWSD to move the payer around and shooting by pressing the space bar. The enemies work by Unity generating the random time and amount of enemy spawning in addition, Unity will get the player's position in the game and move the enemies in that direction by calculating the distance between the player's position and where the enemies randomly spawned. The player's health works by assigning a health int and damage int to the play and monsters; every time the player gets hit by a monster, the health goes down by a certain amount, and the damage int. That health is then reflected in a health bar slider that goes down every time you are hit.

Creative Choices:

I came up with the game entirely, I used functions from each game and had the challenge of coming up with new implanted features of my own, such as the monsters spawning randomly around the player's movement. I also created all the sprites in the game except for the trees.

Storyline:

The storyline of my game is your village asks you to go help other villages in need to fend off monsters and collect coins to help their village thrive, in the first village you only run into purple giant spiders and only need to collect 5 coins to help them. The second village is surrounded by more purple monsters and big, tall brown monsters that are a lot stronger than the purple spiders, you need to collect 10 coins to help save that village, and then you return home.