



# Forest Frenzy

CITA212 Final Project

BY MAX VALLE

# E-Portfolio

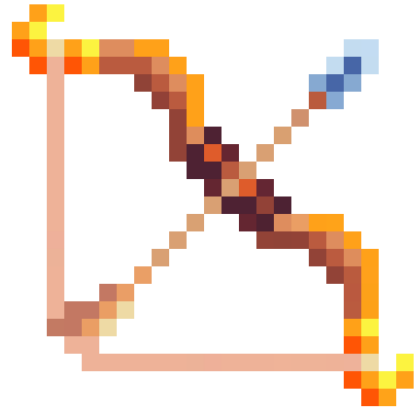
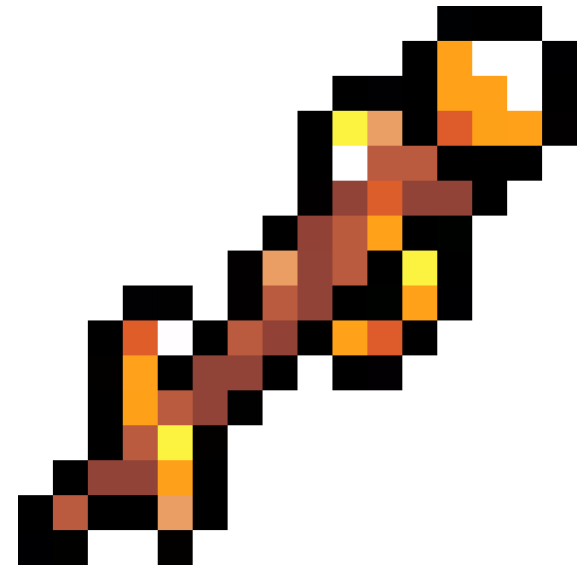
- ▶ Using Google Sites, created a boring but functional e-portfolio
- ▶ There are three primary sections: one for coding projects which is currently empty, one with game projects, and one with other assets (like sprites).
- ▶ The game projects is the most complete sections, with pages for games from both CITA113 and CITA212.

# Creativity – New Scenes

- ▶ Three total scenes
  - ▶ The first is a non-combat area that contains a house and some NPCs. They don't do anything now except stare at the character, but the scene demonstrates some of the basic environment functionality, and also provides an enemy-free location to respawn in.
  - ▶ The second was the first scene made for the project, and contains all the basic environment features, and some of the basic slime enemies.
  - ▶ The third scene is 'deeper into the forest' and has both newer and much harder enemies, the ghost and the grape.

# New Objects

- ▶ This game contains a lot of objects (probably too many to mention) but here are some highlights.
  - ▶ The player. Contains a ton of components relating to weapons, inventory, and combat mechanics
  - ▶ Three weapons: sword, bow, and magic staff. Each one has unique properties, sprites, and animations.
  - ▶ Three enemy types: a slime that just walks around, a ghost that shoots 'bullet-hell' like projectiles, and a grape that lobs a projectile at the player from long range.
  - ▶ Three pickups: Coins, health orbs, and stamina orbs can all be picked up after being spawned by destroyed bushes and enemies.
  - ▶ Environmental obstacles: solid trees, destructible bushes, and collision-enabled ledge and water terrain.



# Custom Sprites

# Classes and Methods – Part 1

## Player

- ▶ ActiveWeapon
- ▶ DamageSource
- ▶ PlayerController
- ▶ PlayerHealth
- ▶ SlashAnim
- ▶ Stamina

## Weapons

- ▶ Bow
- ▶ Magic Laser
- ▶ MouseFollow
- ▶ Projectile
- ▶ Sword

# Classes and Methods – Part 2

## Inventory

- ▶ ActiveInventory
- ▶ InventorySlot
- ▶ Iweapon
- ▶ WeaponInfo

## Scene Management

- ▶ AreaEntrance
- ▶ AreaExit
- ▶ BaseSingleton
- ▶ CameraControler
- ▶ SceneManagement
- ▶ Singleton
- ▶ UIFade

# Classes and Methods – Part 3

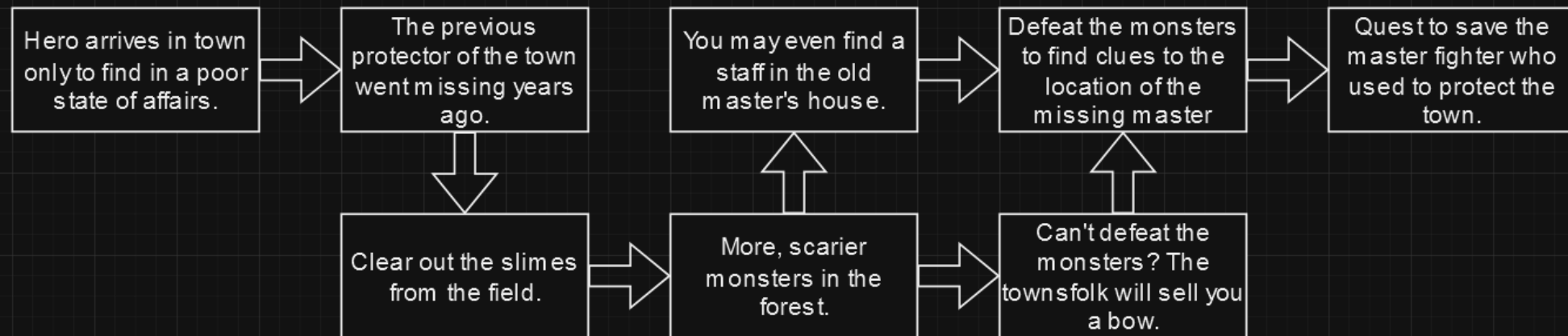
## Enemy

- ▶ EnemyAI
- ▶ EnemyHealth
- ▶ EnemyPathfinding
- ▶ GrapeProjectile
- ▶ Grape
- ▶ GrapeLandSplatter
- ▶ Ienemy
- ▶ Shooter

## Miscellaneous

- ▶ CursorManager
- ▶ Destructable
- ▶ EconomyManager
- ▶ Flash
- ▶ Indestructable
- ▶ Knockback
- ▶ NPCFacePlayer
- ▶ Parallax
- ▶ Pickup
- ▶ PickupSpawner
- ▶ RandomIdleAnimation
- ▶ ScreenShakeManager
- ▶ SpriteFade
- ▶ TransparentDetection

# Storyline



# More Info

- ▶ This game was created following the GameDev.tv course: *Unity 2D RPG: Complete Combat System*
- ▶ Game Link: [Forest Frenzy](#)
- ▶ Github: <https://github.com/Valle94/2DRPG.FinalProject>