

CITA 312 FINAL
BY GABBIE PURCHIARONI

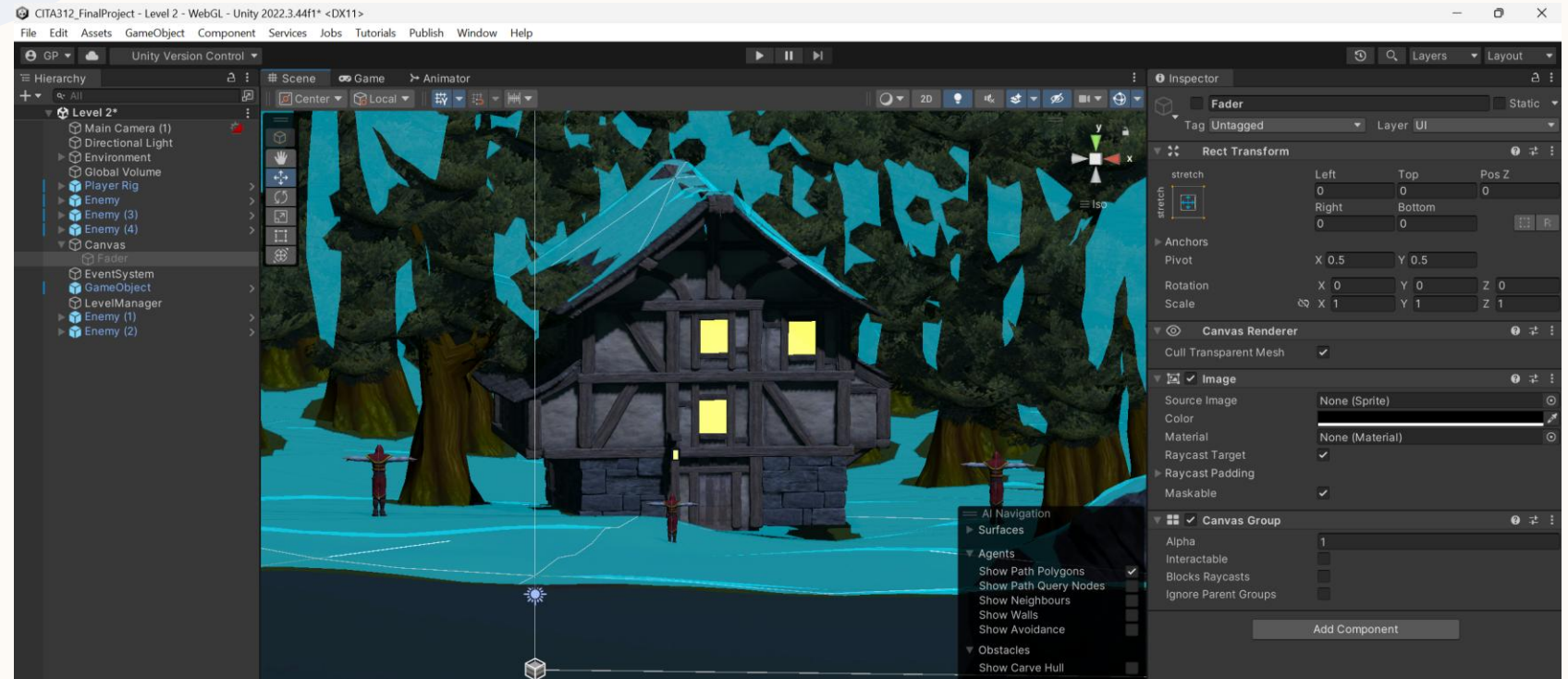
GAME OVERVIEW

The Adventures Of Sir Lancealot

Free The Villages

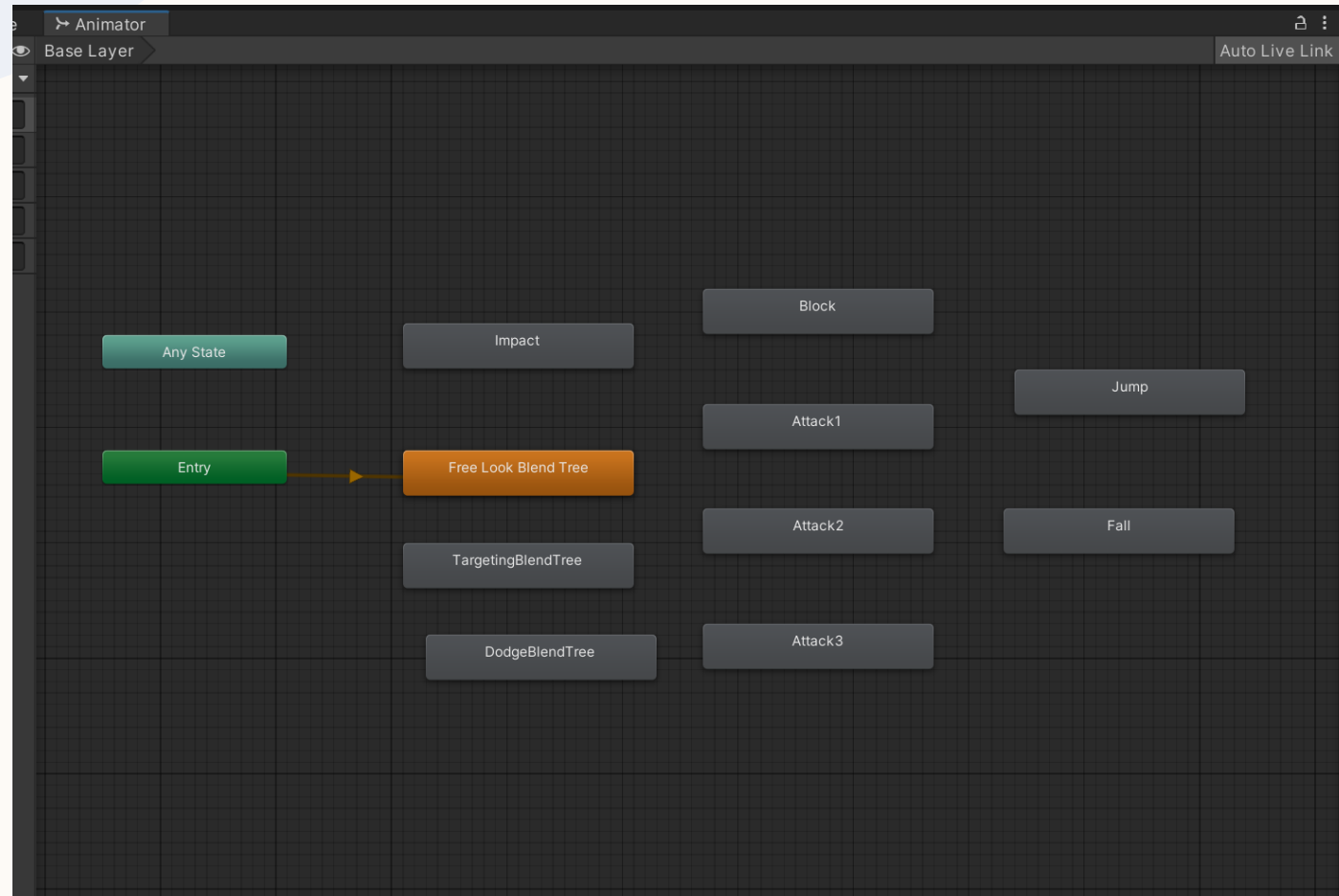
3rd Person Action

DEVELOPMENT HIGHLIGHTS

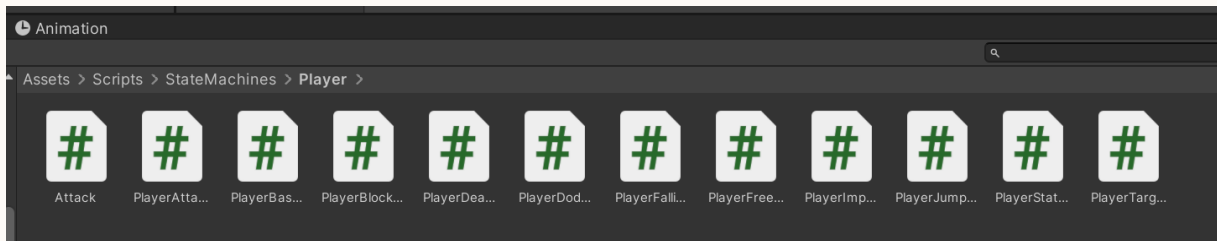


SCRIPTS, MECHANICS, AND VISUAL DOCUMENTS

SCRIPT COUNT: 33



STATE MACHINES



```
StateMachine.cs X
Scripts > StateMachines > Player > C# PlayerStateMachine.cs > ...
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

0 references | Unity Script (1 asset reference)
public class PlayerStateMachine : StateMachine
{
    0 references
    [field: SerializeField] public InputReader InputReader {get; private set; }
    0 references
    [field: SerializeField] public CharacterController Controller {get; private
    0 references
    [field: SerializeField] public Animator Animator {get; private set; }
    0 references
    [field: SerializeField] public Targeter Targeter {get; private set; }
    0 references
    [field: SerializeField] public ForceReceiver ForceReceiver {get; private set;
    0 references
    [field: SerializeField] public WeaponDamage Weapon {get; private set; }
    4 references
    [field: SerializeField] public Health Health {get; private set; }
    0 references
    [field: SerializeField] public Ragdoll Ragdoll {get; private set; }
    0 references
    [field: SerializeField] public float RotationDamping {get; private set; }
    0 references
    [field: SerializeField] public float FreeLookMovementSpeed {get; private set
    0 references
    [field: SerializeField] public float TargetingMovementSpeed {get; private se
    0 references
    [field: SerializeField] public float DodgeDuration {get; private set; }
    0 references
    [field: SerializeField] public float DodgeLength {get; private set; }
    0 references
    [field: SerializeField] public float JumpForce {get; private set; }
    0 references
```

```

File Edit Selection View Go ... CITA312_FinalProject
PlayerStateMachine.cs Attack.cs X
Assets > Scripts > StateMachines > Player > Attack.cs > Attack > Knockback
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4 using System;
5
6 // Allows it to be Serialized in the inspector because we are not attaching this to the player
7 [Serializable]
8
9 0 references
10 public class Attack
11 {
12     // Class Specifically for attacking data
13     // Only readable not an editable serialized field
14     // The "A" in animation is capital because it is a property
15     // need the get private set because it is a property
16     [field: SerializeField] public string AnimationName {get; private set; }
17     [field: SerializeField] public float TransitionDuration {get; private set; }
18     [field: SerializeField] public int ComboStateIndex {get; private set; } = -1;
19     [field: SerializeField] public float ComboAttackTime {get; private set; }
20     [field: SerializeField] public float ForceTime {get; private set; }
21     [field: SerializeField] public float Force {get; private set; }
22     [field: SerializeField] public float Knockback {get; private set; }
23     [field: SerializeField] public int Damage {get; private set; }
24 }
25
26

```

```

// Constructor for making states
1 reference
public PlayerAttackingState(PlayerStateMachine stateMachine, int attackIndex) : base(state
{
    attack = stateMachine.Attacks[attackIndex];
}
0 references
public override void Enter()
{
    stateMachine.Weapon.SetAttack(attack.Damage, attack.Knockback);
    //Adding a transition into the animation to get it to play smoother
    stateMachine.Animator.CrossFadeInFixedTime(attack.AnimationName, attack.TransitionDura
}
0 references

```

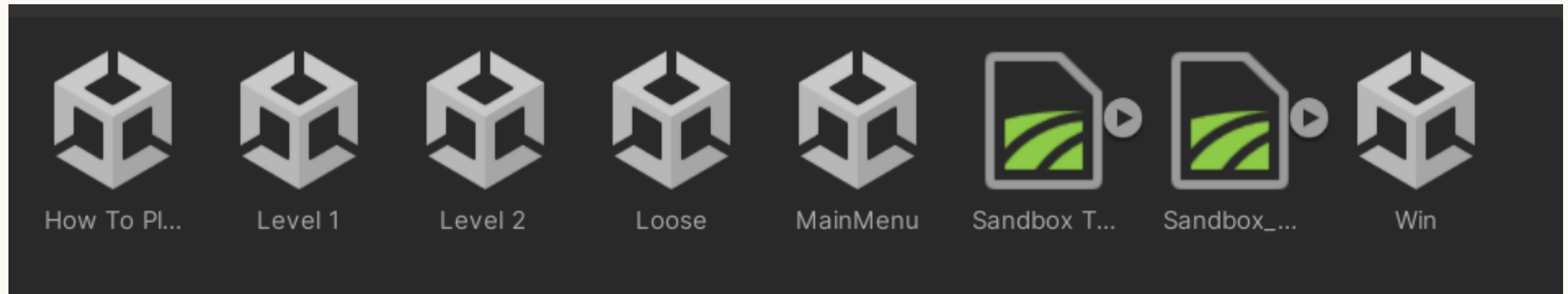
UI AND ANIMATIONS

CITA 312
FALL 2025

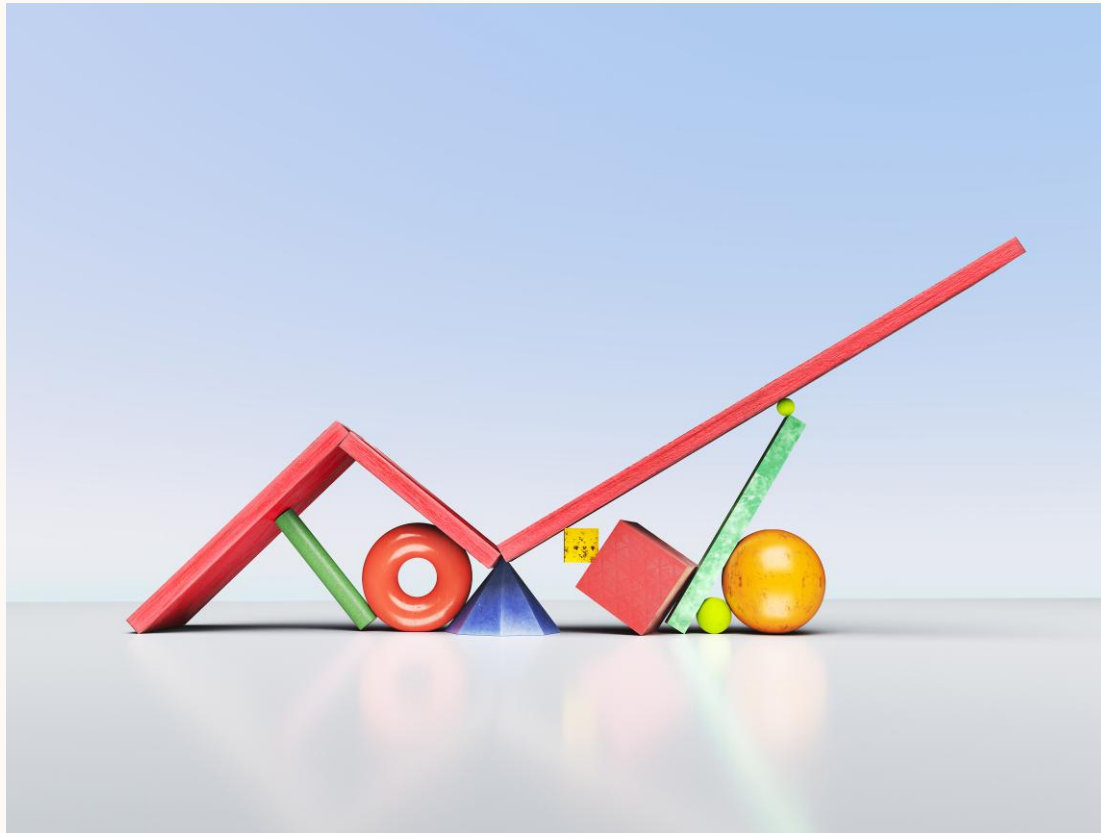
*The Adventures
of Sir Lancelot*



GAME FLOW



PROJECT PROGRESS



- Original Idea
- What I produced

CHALLENGES AND SOLUTIONS

- Time
- Climbing
- Enemies
- Not Updating to GitHub
- Restarting my Game

TECHNICAL DELIVERABLES

Game Link: [Unity Play | CITA 312 Final Project game](#)

GithubLink:
https://github.com/GabbiePurch/CITA312_FinalProject.git

E-Portfolio: [Site Title – Gabbie Purchiaroni](#)



**THANK
YOU**

Questions?