Unity Scripting Assignment

By

Warren Gill

(DGH1)

The Layout

The Start Screen: will consist of a simple GUI layout with 4 buttons centred at the bottom. These will be a Rules button, a Play Button, a Credits button and a Quit button. My animated and assignment name will be in the centre. The best and last times will be displayed in the centre at the top along with the name of the player that set the best time.

Best Time: 50:000   By: Warren

Last Time: 58:346

Unity Programming Assignment
By
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Rules

Play

Credits

Quit
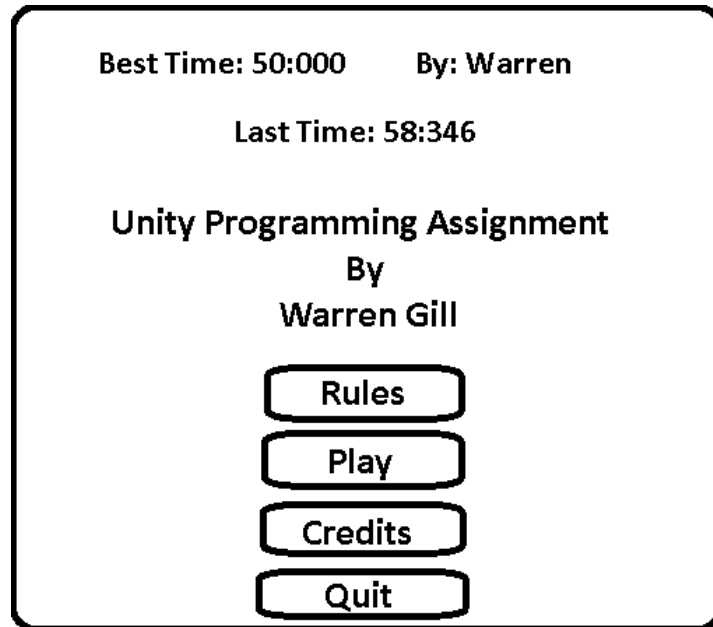
The Rules: screen will feature animated rules placed one under the other and a Continue GUI in the bottom right that brings the player back to the start screen once clicked.

WSAD to move

Left Click to shoot

Hit at least 13 targets

Shoot everything twice!!

Continue..
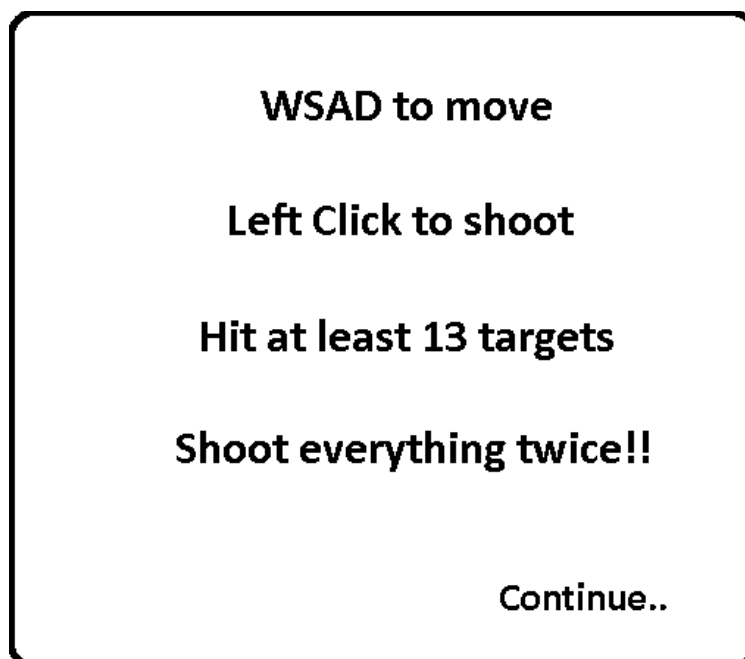
The Level: which is accessed when the player clicks the Play button, will be a simple army shooting range, set on an alien planet, in which the player must get to the finish line all the

while shooting a certain amount of targets in order to open an exit and leave the level, perhaps 15 out of 20. The level will begin after a 3 second count down and then be time attack, the timer will be displayed in the bottom centre of the screen and the best and last times will be saved and displayed on the main menu. The camera will follow behind the player in the third person perspective. Each section will feature 4 moving targets and broken doors that must be shot off their hinges in order to proceed to the next section.

Some doors will be triggered animations and one will be opened via pressure pad after a large boulder has rolled onto it. The ammo will be displayed in the bottom left and limited to 20 and once it reaches zero it will regenerate slowly. This is to promote ammo management. Once a player hits a target it will be counted in the bottom right of the screen.
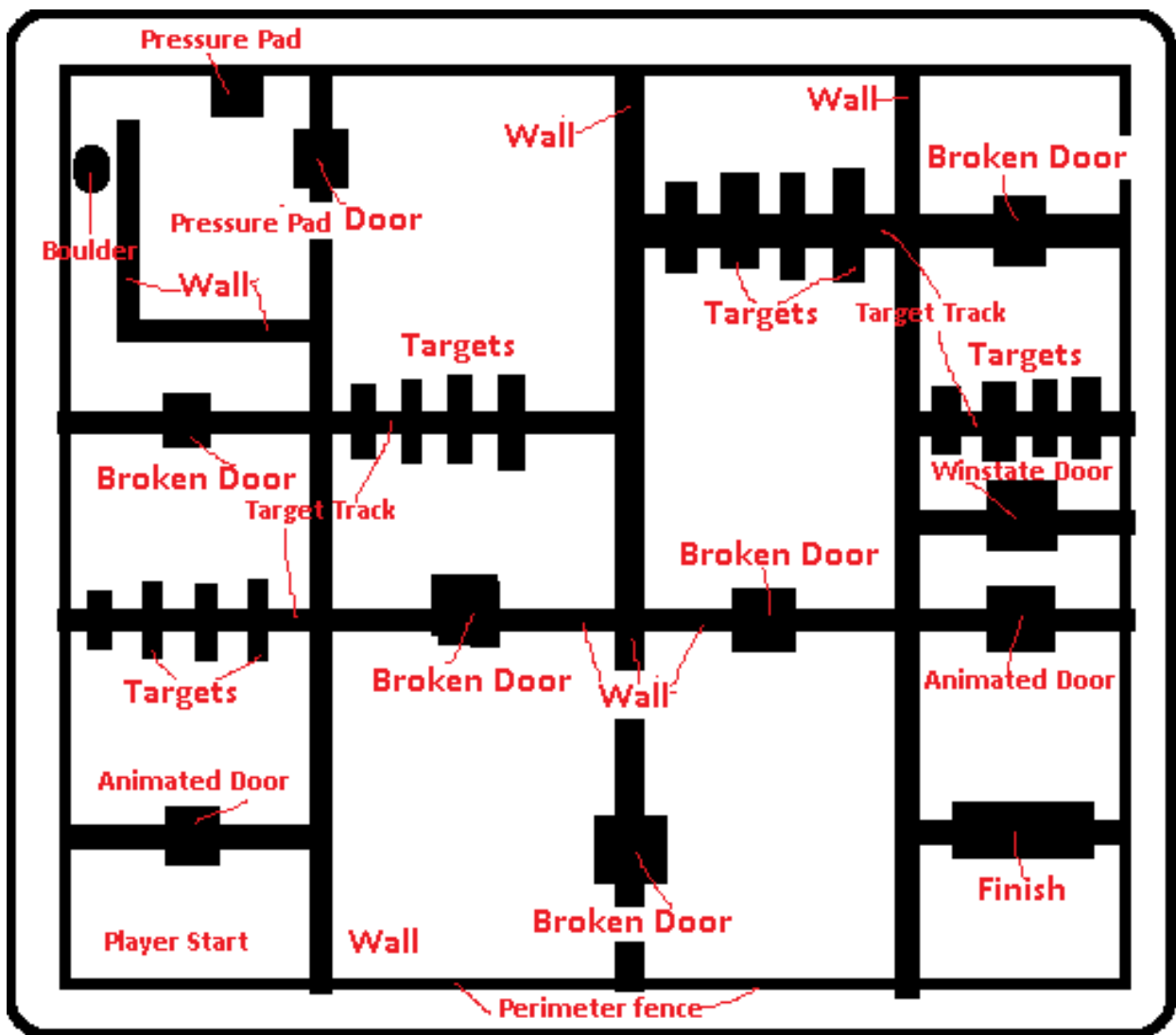
The Credits: is accessed when the player clicks the Credits button and will consist of my name and class and there will be a link to my website.

Created By

Click name to visit website

Warren Gill

DGH1

Continue..
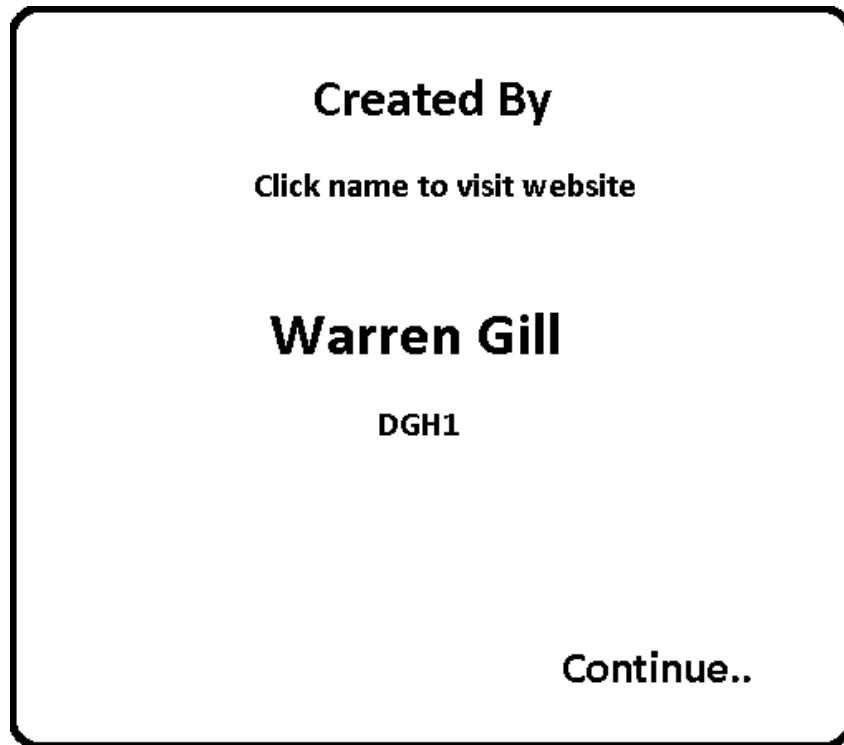
Endgame: will be accessed upon a successful completion of the test. It will be identical to the credits scene only this time contains a "Congratulations" message at the top.
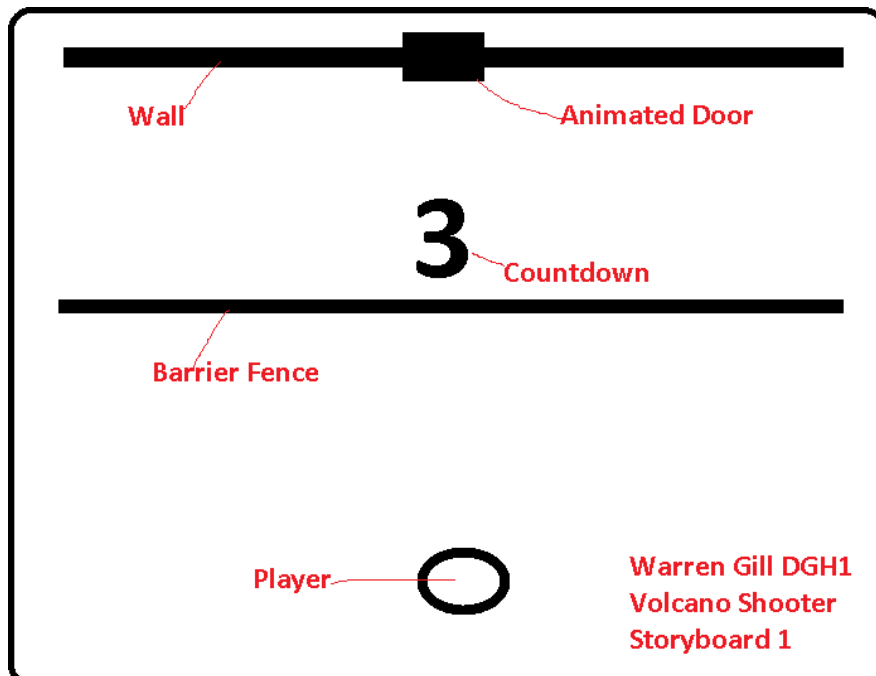

Congratulations You Passed!

Created By

Click name to visit website

Warren Gill

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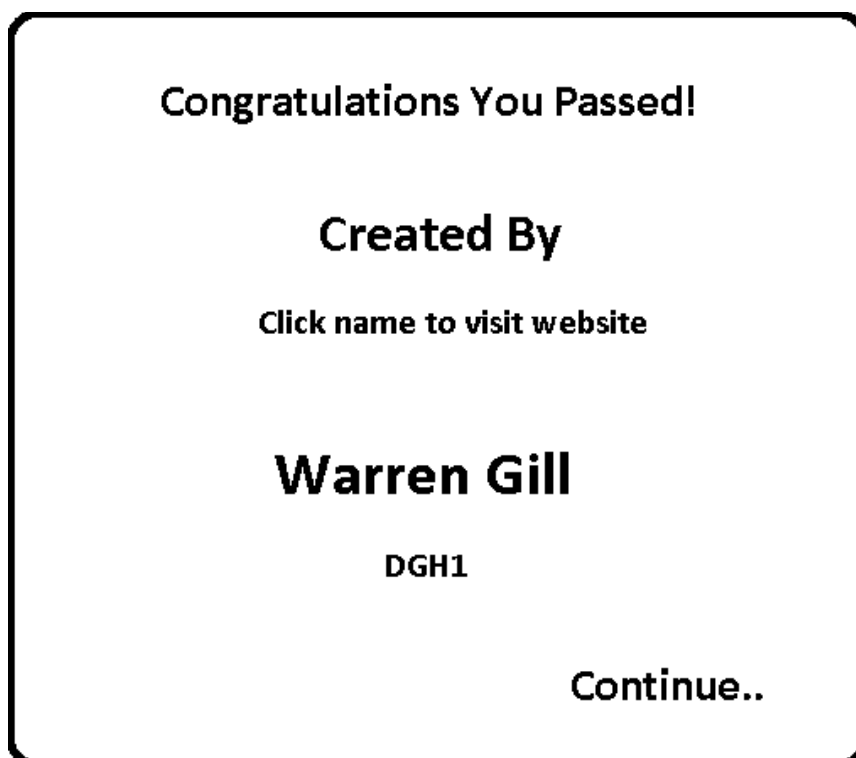
Continue..

New Record: will be accessed if the player beats the previous best time. There will be a simple "Congratulations" message and a text field under it where the player can enter his/her name. There will be a continue GUI in the bottom right which brings the player back to the start screen.

The Quit: button will close the unity application if the player clicks it.

Storyboarding

Wall

Animated Door

3 Countdown

Barrier Fence
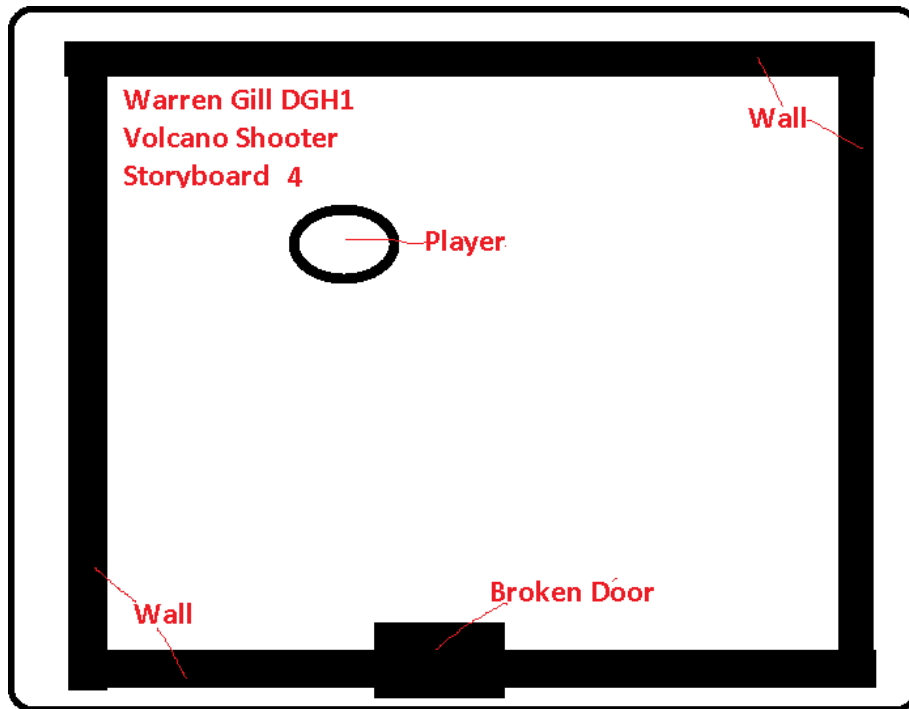
Player

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Volcano Shooter
Storyboard 1

As the level begins the player must wait 3 seconds before the barrier is lifted and the test begins. Once the player moves towards the door it will trigger the open animation and thus revealing the first set of targets.
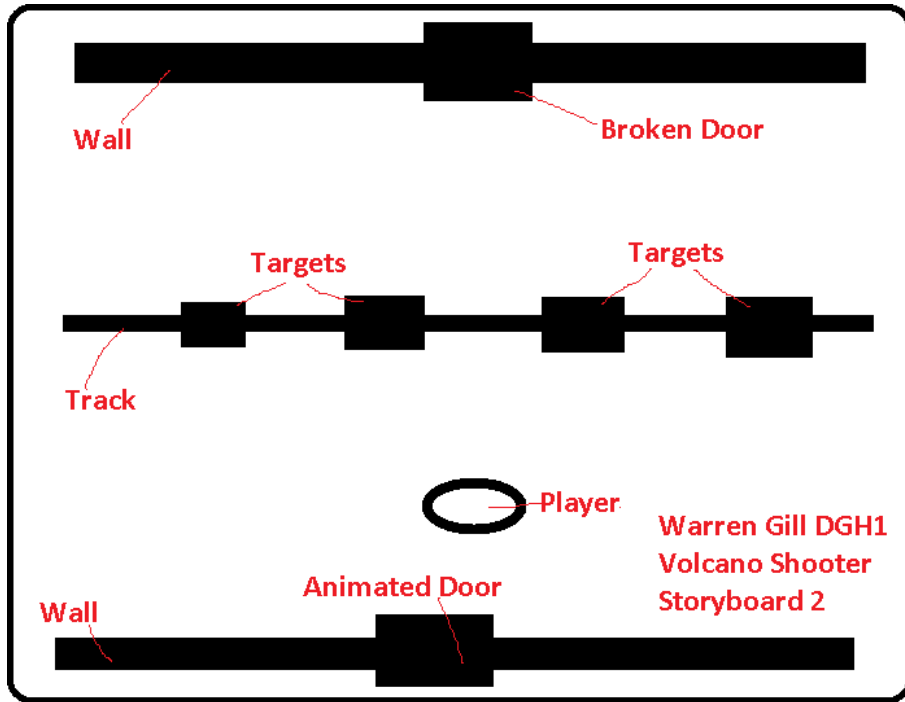
The targets will be moving from side to side along a track. To pass the test the player must hit at least 13 out of 16 targets so it is advised to hit all of the early targets. Once all targets are gone the player must then shoot the broken door as it will not open otherwise.
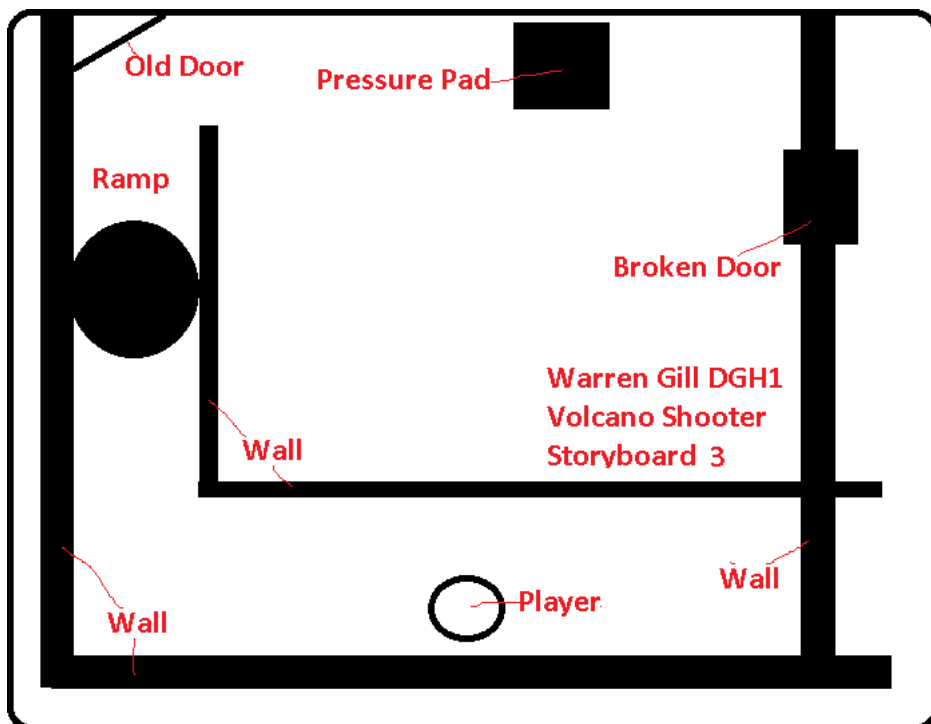
The player must go up the ramp and shoot the boulder onto the pressure pad which opens the door. Bullets have no effect on this door and only the boulder can open it.

Next the player must shoot through another broken door in order to proceed.
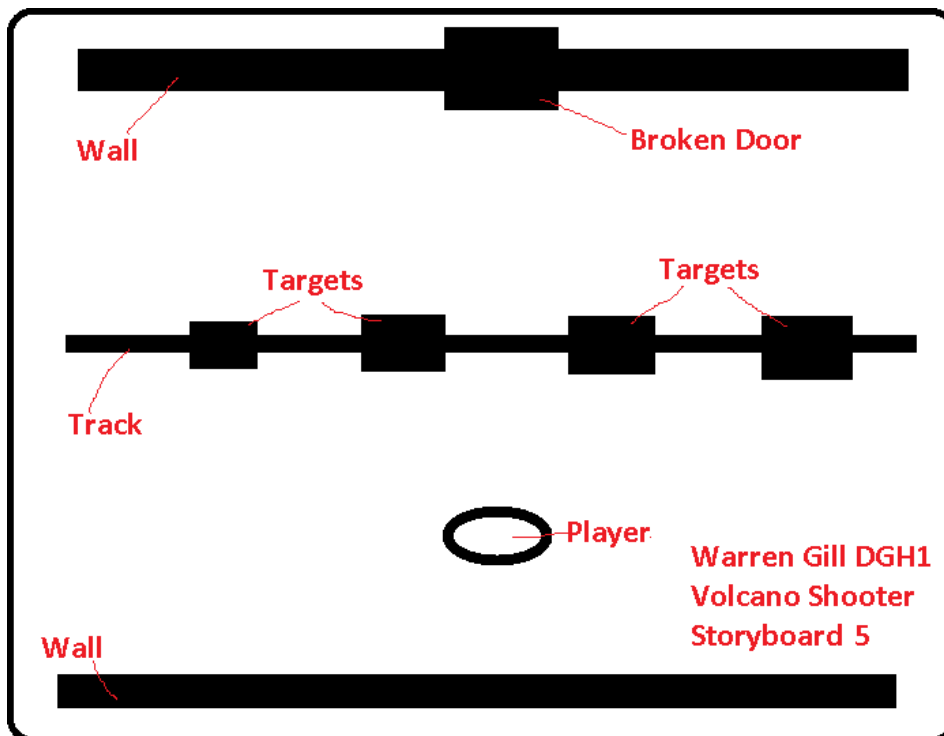
Then it is on to the second set of targets. Again it is advised to shoot them all and the broken door as quickly as possible. It is a time attack test after all.

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Volcano Shooter
Storyboard 6

Wall

Broken Door

Player

Wall

Broken Door

Wall

Player

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Volcano Shooter
Storyboard 7

Wall
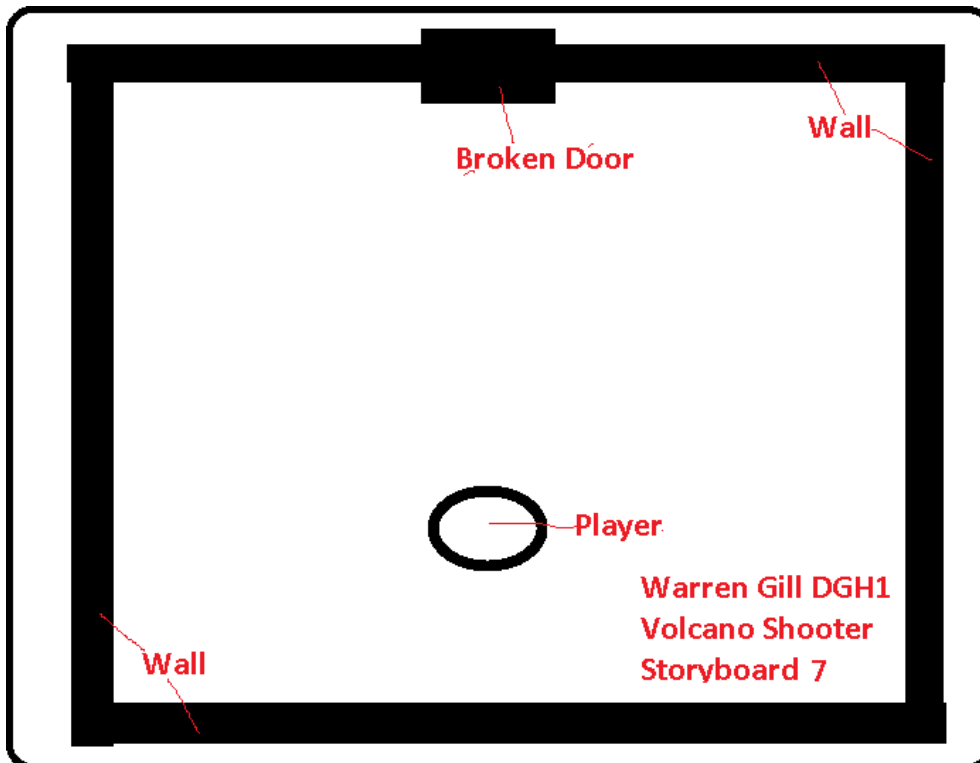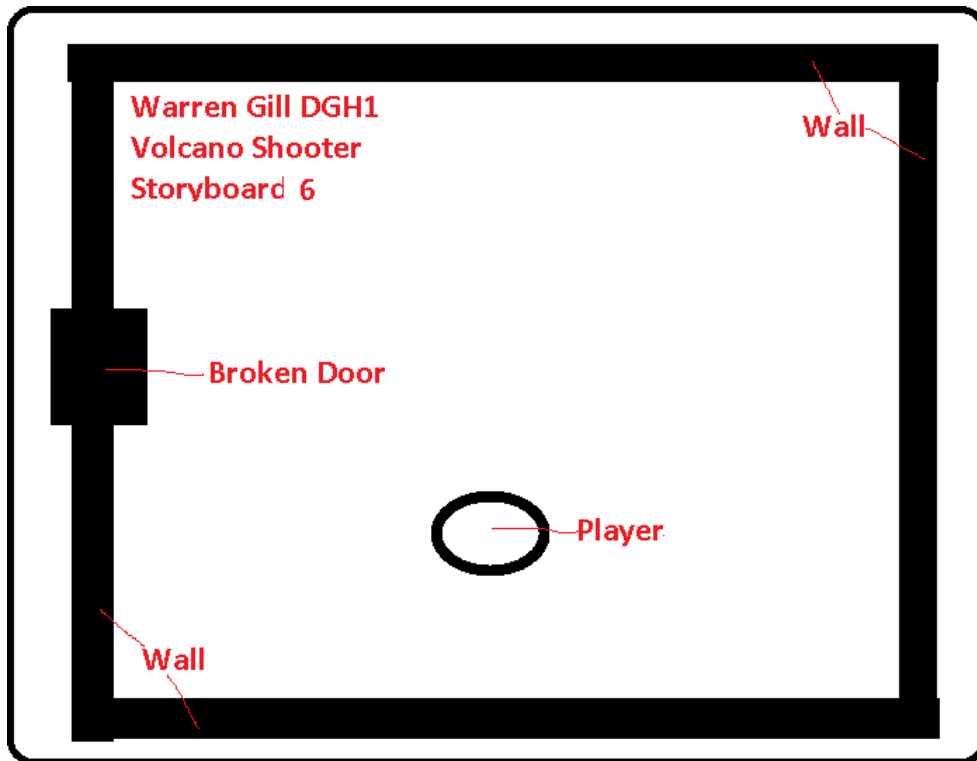
Next is a simple two section transition onto the next target area but the player must shoot through some broken doors.

Wall

Broken Door

Targets

Targets

Track

Player

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Volcano Shooter
Storyboard 8

Wall
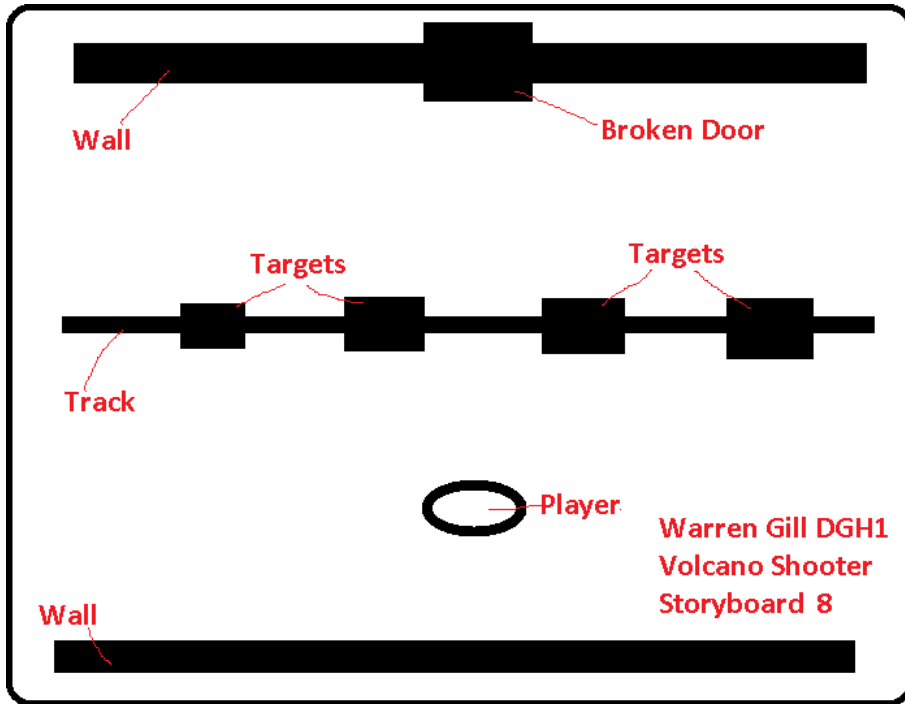
The third target area is next. You can skip three targets here as there are four left. The player must also shoot through a broken door in order to proceed.

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Volcano Shooter
Storyboard 9

Wall

Player

Wall

Broken Door
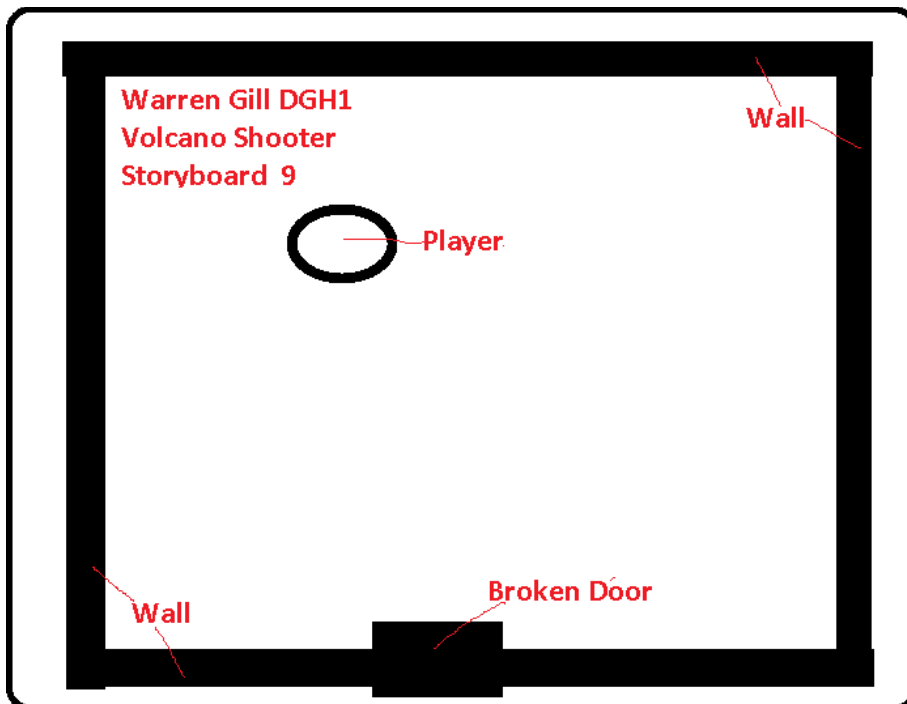
Same as before, just shoot the door down to get to the last target area.

Wall

Goal Door

Targets

Targets

Track

Player

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Volcano Shooter
Storyboard 10

Wall
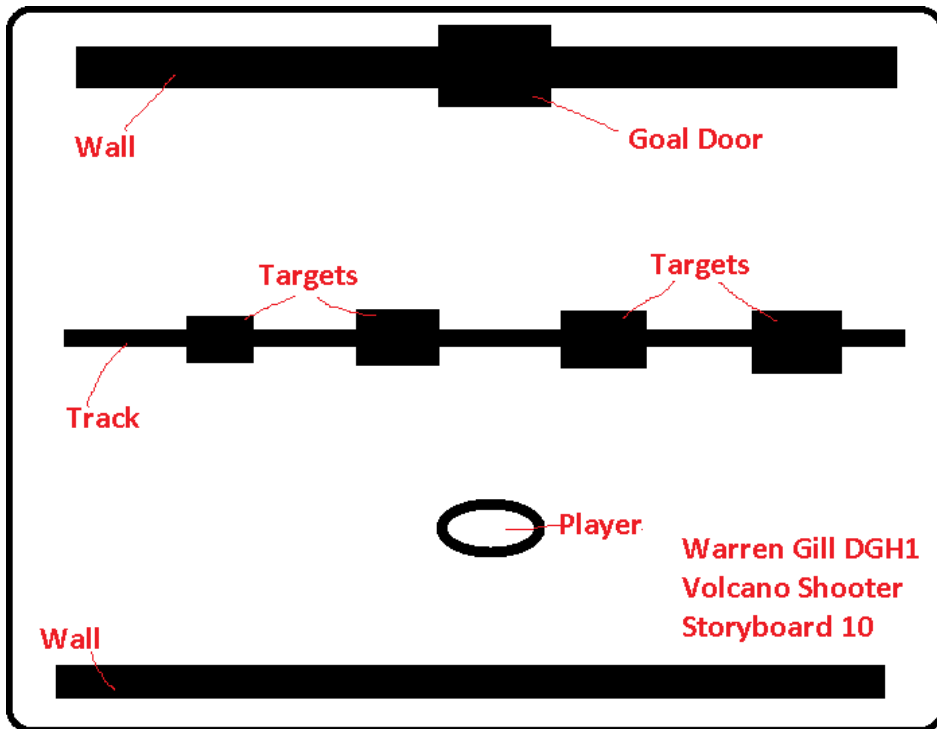
The final target area is reached and if the target number reads 13 or more then the goal door will open. If not then the player must go back and shoot any targets that may have been missed.

Finish Line

Wall

Animated Door

Wall

Player

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Volcano Shooter
Storyboard 11

Wall
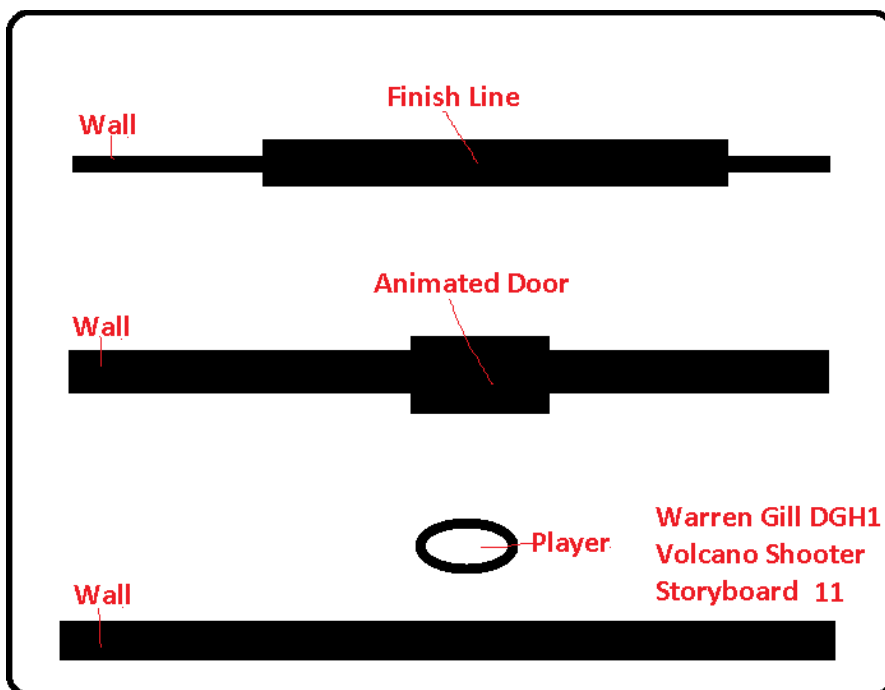
After the goal door opens it's a simple run to the finish line. Once it is crossed the time is recorded and displayed. If the player has set a new record the enter name scene will load. If not the congratulations scene will load.

Main Level Flowchart

Process

manual input

terminator

stored data

database, data from elsewhere

decision

Play is clicked

321 countdown begins and entrance fence destroys at 0

Main Timer Begins

Player navigates to 1st door

Door animation plays

Broken door opens

Player shoots boulder onto pressure pad

Onscreen message, shoot boulder onto pressure pad

Player shoots targets and broken door, moves to next section

Player shoots targets and broken door, moves to next section

Number of targets hit is displayed on screen

Number of targets hit is displayed on screen

stored data

stored data

stored data

Player shoots targets and broken door, moves to final section

Number of targets hit is displayed on screen

stored data

Is target number 13 or more

Yes

No

Destroy Final Broken Door

Display Win State Rule, 13 targets needed

Player shoots extra targets and moves to final door

Number of targets hit is displayed on screen

stored data

Player navigates to and crosses finish line

Save time

Load start

stored data

stored data

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