The Food Wars Game
(Designed by Johnathan Zhan)

Game Name - Food Wars
Welcome to Food Wars, a first person Call of Duty style shooter where you fire not bullets, but Corner High's not-so-delicious food at your enemies. Choose from a variety of characters inspired by classic High School stereotypes. Make sure to take a shower because things are going to get messy!

Background Story
Howard is nothing but an average frat boy at Corner High who has little skills and is far from popular. He doesn't plan on changing how utterly average he is anytime soon. The food at his school sucks to the point where he'd rather skip lunch and starve than take a bite out of the dubious food he is served at school. When Corner High invites their rivals from Uptown Academy over for a peaceful lunch together at the cafeteria, a jock from Uptown has the bright idea to throw a slice of cheese at someone. Thus, the Great Food Wars have begun. The kids at Corner High must put their differences aside to let the kids at Uptown have a taste of Corner High's terrible food.

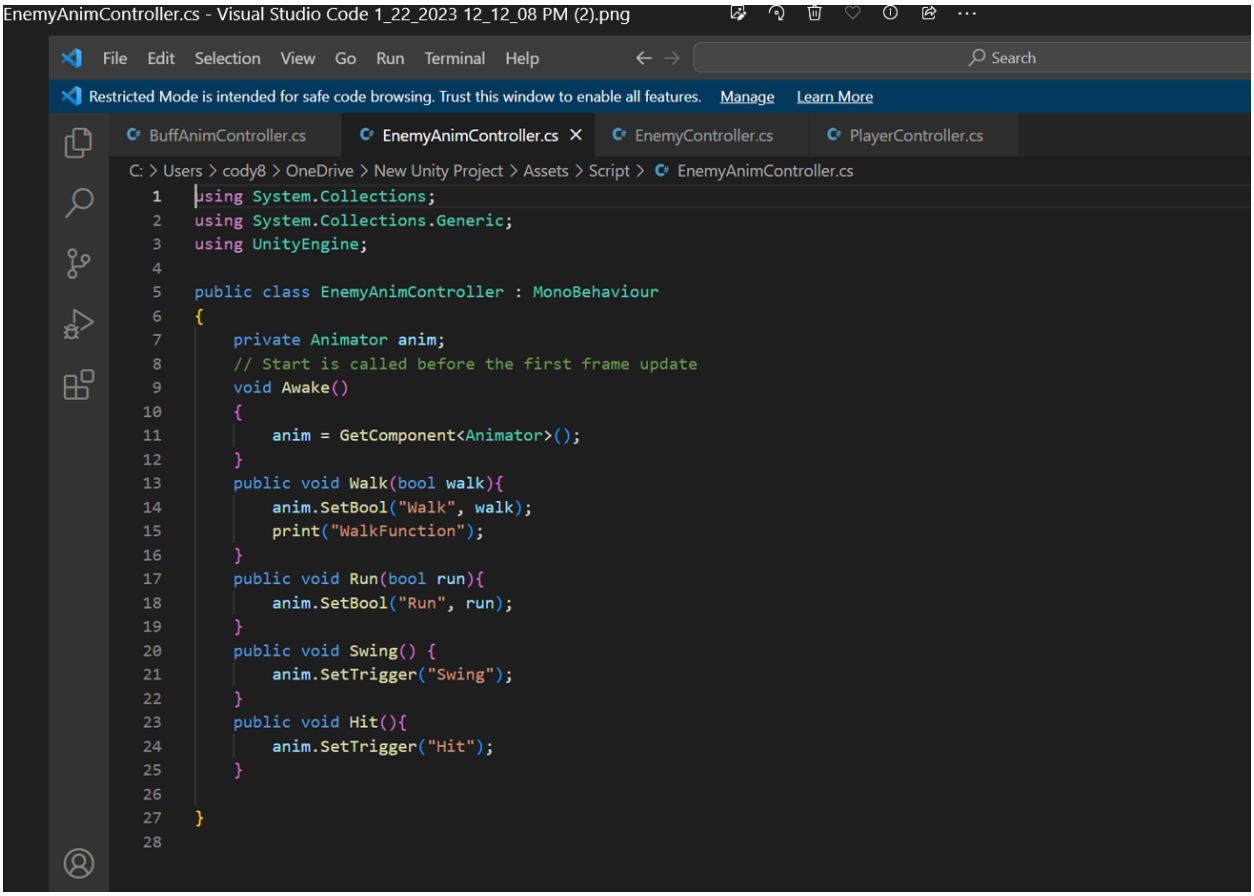
Characters
Howard is boringly average. There is nothing special about him. No skills, little friends, and average grades. Or so he seems. His parents were both veterans. His dad was a Navy Seal and his mom, a combat medic. Howard's dad takes him hunting every month. He knows how to shoot, and with deadly accuracy too. His parents taught him everything they know from basic survival skills to the proper way of clearing a room.

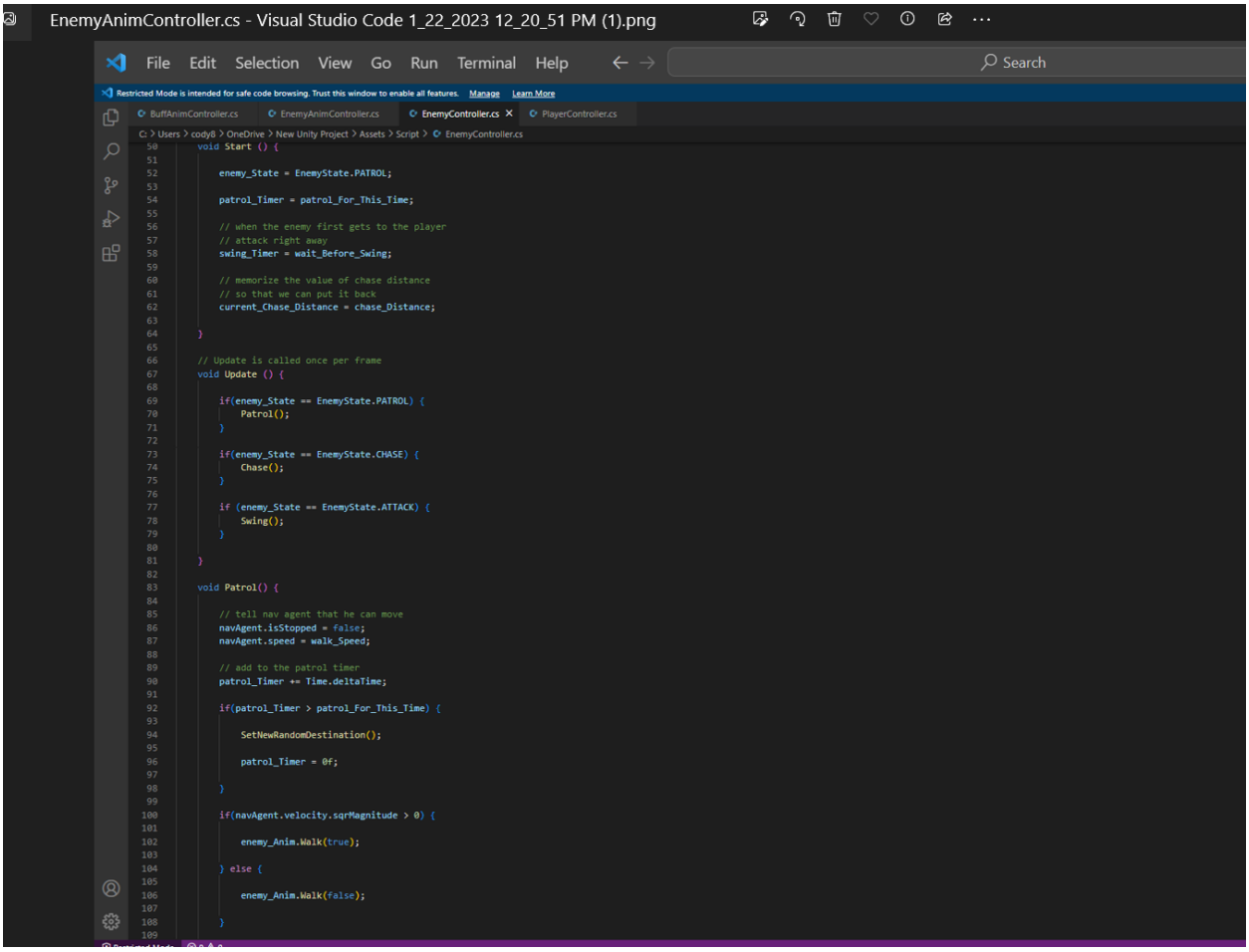
Donnavan is Corner High's star jock. 6ft high with broad shoulders and a strapping appearance, he towers over the other high schoolers. However, strength comes at a price. He hits as hard as a truck, but he's not very fast. Nor very bright either. Donnavan doesn't have the intelligence to handle anything other than blunt objects like a baseball bat.

Stanley is so smart he's guaranteed to be Corner High's valedictorian. He is the living embodiment of a nerd and practically lives in the library. Stanley is so smart he can practically craft anything from scratch if given the right materials. His big round glasses would have gotten him picked on a lot, but he tutors everyone at school, even the teachers.

The Quiet Kid. Nobody knows his name, or what he looks like. They just call him "The Quiet Kid" because he really is just a quiet kid. He never speaks and sits in the corner of the classroom with his hoodie over his head practically invisible. In fact, he always has his head down and his hoodie up with his hands shoved deep in his pockets.

Sample Scripts




EnemyAnimController.cs - Visual Studio Code 1_22_2023 12_20_51 PM (1).png
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BuffAnimController.cs
EnemyAnimController.cs
EnemyController.cs
PlayerController.cs
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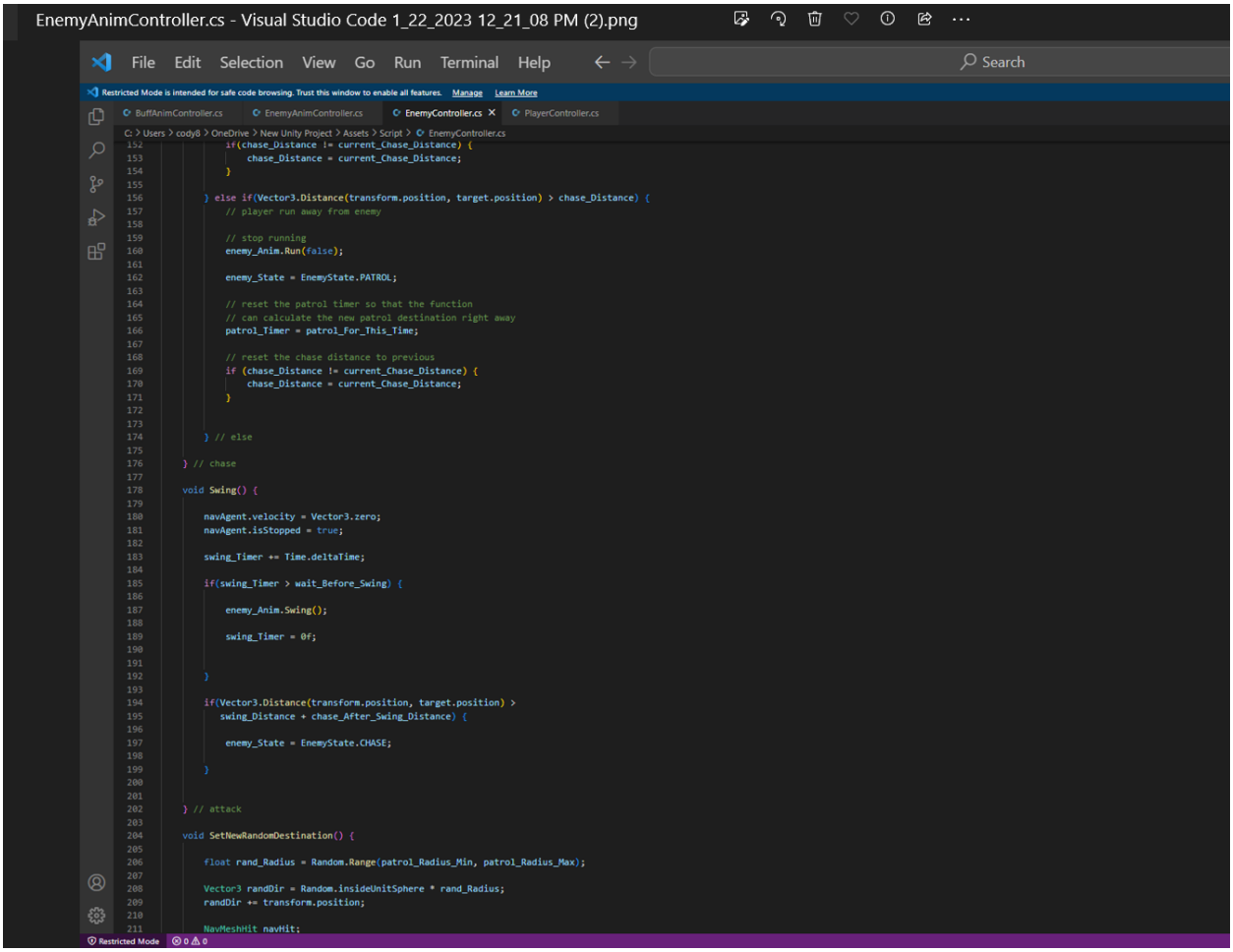
void Start () {
enemy_State = EnemyState.PATROL;
patrol_Timer = patrol_For_This_Time;
// when the enemy first gets to the player
// attack right away
swing_Timer = wait_Before_Swing;
// memorize the value of chase distance
// so that we can put it back
current_Chase_Distance = chase_Distance;
}
// Update is called once per frame
void Update () {
if(enemy_State == EnemyState.PATROL) {
Patrol();
}
if(enemy_State == EnemyState.CHASE) {
Chase();
}
if (enemy_State == EnemyState.ATTACK) {
Swing();
}
}
void Patrol() {
// tell nav agent that he can move
navAgent.isStopped = false;
navAgent.speed = walk_Speed;
// add to the patrol timer
patrol_Timer += Time.deltaTime;
if(patrol_Timer > patrol_For_This_Time) {
SetNewRandomDestination();
patrol_Timer = 0f;
}
if(navAgent.velocity.sqrMagnitude > 0) {
enemy_Anim.Walk(true);
} else {
enemy_Anim.Walk(false);
}


EnemyAnimController.cs - Visual Studio Code 1_22_2023 12_21_08 PM (2).png
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BuffAnimController.cs
EnemyAnimController.cs
EnemyController.cs
PlayerController.cs
C: > Users > cody8 > OneDrive > New Unity Project > Assets > Script > EnemyController.cs
if(chase_Distance != current_Chase_Distance) {
chase_Distance = current_Chase_Distance;
}
} else if(Vector3.Distance(transform.position, target.position) > chase_Distance) {
// player run away from enemy
// stop running
enemy_Anim.Run(false);
enemy_State = EnemyState.PATROL;
// reset the patrol timer so that the function
// can calculate the new patrol destination right away
patrol_Timer = patrol_For_This_Time;
// reset the chase distance to previous
if (chase_Distance != current_Chase_Distance) {
chase_Distance = current_Chase_Distance;
}
} // else
} // chase
void Swing() {
navAgent.velocity = Vector3.zero;
navAgent.isStopped = true;
swing_Timer += Time.deltaTime;
if(swing_Timer > wait_Before_Swing) {
enemy_Anim.Swing();
swing_Timer = 0f;
}
if(Vector3.Distance(transform.position, target.position) >
swing_Distance + chase_After_Swing_Distance) {
enemy_State = EnemyState.CHASE;
}
} // attack
void SetNewRandomDestination() {
float rand_Radius = Random.Range(patrol_Radius_Min, patrol_Radius_Max);
Vector3 randDir = Random.insideUnitSphere * rand_Radius;
randDir += transform.position;
NavMeshHit navHit;
Restricted Mode
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