

Build Notes M2:

Team Longshot

Arissa Adams

Theodore Doudak

Sheon Duncan

Joshua Frizzell

Jeffrey Lyon

Chosen Game: Diablo 3

Unity Version:

Unity 2021.1.7F1

• Controls

- Right mouse-click to move around. Move the mouse cursor to desired location, right click, a small green circle will appear in the target location, and your avatar will move there if possible.
- Left mouse-click is attack, clicking will spawn a projectile that deals damage to other Avatars. Switch between weapons by selecting "1" or "2".
- Selecting "1" enables melee attacking, Selecting "2" enables ranged attacking. The default that players start on is the melee attack.
- Space Bar removes 10 points of health from the Player
- The 'H' Key adds 10 points of health to the Player

• Walk Through

- Upon start-up the splash screen will appear, next will be the title screen, which will finally load into the Main Menu.
- From the Main Menu choose desired action, see Main Menu section for more information.
- Hitting play will load the Prototype Level.
- Once in the Prototype level players can move around the area, test out health functions, interact with an enemy, shoot projectiles, collect money and potions, talk to an NPC, practice basic moves, pause/unpause the level, go back to the main menu, adjust the settings, or quit the game.
- To end the game you can win or lose, to do so find the Golden Cow to win and deplete the player's health to zero to lose.

- **Main Menu**

- Appears after Splash Screen and Title Screen.
- Play, Options, Credits, Test Level & Quit Buttons.
- The Play button loads our Prototype level.
- The Options button pulls up a settings menu to adjust the game sound. There is a button at the bottom to return to the main menu
- The Credits button loads the credit scene, which shows the names of each team member and has a rolling list of our references. There is a button at the bottom to return to the main menu or quit the game.
- The Test Level Button loads our ToyBox level.
- The Quit button activates an “Are You Sure?” menu with Yes and No options. Clicking the yes button will immediately exit the application. Clicking the No button will return the player back to the Main Menu.

- **Pause Menu**

- Available while playing the game in the ToyBox and Prototype levels.
- There is an on screen pause button which pulls up the Pause Menu.
- Pulling up the Pause Menu stops all time. The menu has Return, Options, and Main Menu buttons. The Return button disables the pause menu, restarts time, and allows the player to continue playing in the ToyBox or Prototype level. The Main Menu button returns the player to the starting Menu scene which replays the title screen then advances to the Main Menu. The Options button pulls up the Options Menu, which allows the player to change the settings (currently just controls the volume).

- **Toybox**

- Loads in from Main Menu when user hits the Test Area button.
- The ToyBox level features 1 enemy for the player to engage with as well as several test dummies/targets to attack and collectables to pick up. Players can move around the area using Right-Click movement and Attack with Left-Click Input. From the ToyBox level players can Pause/Unpause and quit the game. (See Pause/Unpause for that Menu's functions)
- The ToyBox level features one NPC, the Wanderer, who they can approach and start a conversation with. Starting the conversation will bring up one of the things the NPC can “say” and clicking on the continue (>>>) button will advance to the next sentence until the conversation is over. Selecting Start Conversation will restart the conversation from the beginning.
- While playing users can see the pause and quit buttons on the HUD as well as their Health and Mana pools.
- To leave the ToyBox level players can click on the quit button, pause the game and then click on the Main Menu button, or lose the level. To end the level (for now) the player must lose. To do that players must reach zero health which will then show the Losing screen. The Losing screen has buttons to navigate back to replaying the level and to quit the game.

- **Prototype Level**

- Loads in from Main Menu when user hits the Play button.
 - The Prototype level features an enemy for the players to engage with as well as a friendly NPC, the Wanderer, that the player can speak to. Controls are the same here as in the Toy Box area and the same Menu options and HUD displays appear in this level as well with the exception of the on-screen potion counter which only appears in the Prototype level.
 - Players can collect gold coins to earn money which is tracked on the HUD and they can also collect health and mana potions. While the potions (at this time) don't add to the health and mana pools of the player they can collect them and see the number they have updated on the HUD.
 - To leave the Prototype Level players can click on the quit button, pause the game and then click on the Main Menu button, or win/lose the level. To win the level players must find the Golden Cow and run into it which will activate the winning screen, which has buttons to retry the level or quit. To lose the level players must reach zero health which will then show the Losing screen, which has the same buttons as the winning screen.
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- **Known Issues**

- ❖ Health and other inputs working when time is stopped:
 - Load into the ToyBox or Prototype level.
 - Pause the game by using the button.
 - Try to move or take away health while paused.
 - Unpause the game and you will see the player move to the last clicked location and the health has decreased by the amount you took away.
- ❖ Wanderer does ballet when getting stuck in corners:
 - Load into the ToyBox or Prototype level.
 - Watch the Wanderer NPC.
 - See if they put themselves in a corner or you could attempt to push them into the corner with the player avatar.
 - Once backed into a corner, sometimes the NPC will begin quickly rotating while moving away from the wall, hence doing ballet.

- ❖ Player gets stuck rotating in the Enemy if the Enemy defeats Player:
 - Load into the Prototype level.
 - Let the Enemy attack and defeat you.
 - Notice that behind the Losing Screen the Player Avatar is rotating within the Enemy Avatar.
 - ❖ Rocks Have No Collision:
 - Load into the ToyBox or Prototype level.
 - Walk into one of the rock prefabs and you'll notice the Avatar doesn't collide with it and instead walks right through.
 - ❖ Potions don't update Health or Mana pools:
 - Load into the Prototype level.
 - Attempt to pick up a potion by walking the Player into it.
 - Notice that the on screen potion counter updates but the actual Health and Mana pools are not added to and updated.
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- **Added Features / Tasks**

- **Arissa Adams**

- HUD Elements
 - *"As the player I want to be able to see important information on the HUD while I'm playing. I also want to be able to see objectives and what my current location is."*
 - Created updated sprites for all buttons and HUD elements as well as added in new sprites for features like the gold count, potion counter, and dialogue. Set-up dialogue and location system which shows the player the option to speak to friendly NPCs and the name of the area they are in on the HUD. Potion counter updates when Player collects a health or mana potion.
- Environment and Collectable Assets
 - *"As the player I want to see more things in the environment so the game feels more real. I also want more items to interact with or collect."*

- Created prefabs to be used for the Health and Mana collectables as well as a special collectable (The Golden Cow) to be collected as the winning condition by the player. I also created the Friendly NPC prefab and edited other prefabs to fix bug problems.
- Friendly NPCs
 - *“As the player I want to be able to interact with beings inside the world that aren’t enemies and as the NPC I want to add to the realism of the game by being something the player can “talk” to.”*
 - Created an NPC that looks visually different from the player and enemies. Set up a script to control NPC behaviors and the ability to become intractable once the player gets within a certain range which activates a dialogue system with different phrases for the NPC to say when the player talks to them.
- Bug Fixes
 - *“As the player I don’t want to be able to access anything until the title screens have finished playing. While playing the game I don’t want any inputs to be registered while I have the game paused.”*
 - This bug from our first Milestone allowed users to interact with the buttons on the Main Menu while the title screen was still loading in. I fixed this by altering the animation that controls the screen fade. I disabled the buttons entirely until the menu screen was completely loaded in. I also worked on fixing other bugs as they appeared while working on this Milestone.

Theodore Doudak

- Avatar
 - *As an avatar, I want to exist, so that I can represent any character in the game.*
 - Define a base “avatar” for all future characters.
- Player Avatar Movement
 - *As the player, I want to traverse the level, so that I can find something to do.*
 - Define a player avatar from the base "avatar". Character horizontal movement via input. Character vertical movement via input. Character Updatable NavMesh for locomotion
- Avatar/Player Shoot
 - *“As an avatar (and the player), I want the ability to shoot projectiles from a weapon, so that I can defeat my enemy.”*
 - Avatar has the ability to “shoot” a projectile from their weapon. Player avatar can activate Shoot ability via input. Projectiles, on collision with another Avatar, deal damage. Projectiles vanish on collision or after certain distance
- Enemy Avatar

- *As an Enemy Avatar, I want to exist so I can move towards and attack the player.*
 - Create Enemy Avatar
 - Game Over Screen
 - *As a player I want to be able to navigate out of the game or back into the game after my avatar dies.*
 - Game over screen shows when a player is defeated. Button that takes you back to the main menu. Button that resets the level. Demotivating message that hurts the player's feelings.
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Sheon Duncan

- Items
 - *“As the Player I want to be able to pick up items/ collectables that are on the ground”*
 - Create a Collectible Prefab that can be changed at any point as well as a UI element that will show the player how much of a current item they have on them. I also created a script that enables the player to walk over the Collectible to pick it up and have a sound play whenever it is picked up.
 - Sound Effects
 - *“As an avatar I want sound effects to play whenever I interact with another avatar”*
 - I want a sound effect to play whenever an Avatar is hurt and I also want a sound effect to play whenever the Enemy Avatar dies.
 - Sound Fixes
 - *“As the Player I want the sound effects to play only during specific actions”*
 - I want Sound effects to only play when the Dummy is hit by the sword and Sound effects to only play when the Target is hit by the Avatars projectile. I also want a sound to only play when the Enemy is hit by the player and have all of this working within the prototype level.
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Joshua Frizzell

- Basic Enemy AI

- “As an enemy avatar, I want to traverse the level, so that I can defeat the player.”
 - Create an enemy prefab that will wander the level. When the player enters a certain distance from the front of the enemy the enemy will pursue the player and attack until the player has been eliminated.
 - Prototype Level
 - “As the player I need a way to test out features and experience basic gameplay.”
 - Create a larger area for the player to roam around and test out the functionality of the game.
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Jeffery Lyon

- Enemy Health
 - As a player, I want to be able to visually see how much health my enemies have
 - Upon starting the level, enemies spawn with a health bar above their heads
 - The health bar is attached to the enemy and stays centered above their head during movement
 - The health bar tracks how much health the enemy currently has
 - Upon taking damage, the bar depletes according to the damage received
 - Should the enemy heal, the health bar refills accordingly
 - Upon reaching zero the enemy and health bar despawn, reaching a “death” state
- Avatar / Player Healing
 - As an avatar, I want the ability to heal myself via an input
 - Upon taking damage, the player has the option to heal themselves
 - By pressing the “H” key, players will heal ten points per press

- Healing is limited to the current amount of health potions available in inventory
 - Current limit is 5 times
 - The player cannot heal past max health
 - The player cannot use a healing potion if they have max health
 - If the player has no healing potions, healing does not occur
 - Players cannot heal upon death
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