TP Adventures-Progress

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Progress

- Have player texture
- Have animations for player walking, jumping, rolling, and crouching.
- Have textures for enemies
- Have textures for a level

Progress

- Created a level with the desired layout of terrain.
- Working parallax background
- Working camera that follows the player

Progress

- Have enemy objects
- Enemies walk back and forth on their platforms
- Player dies when enemy collides with it
- Enemy dies when Player jumps on it

Progress

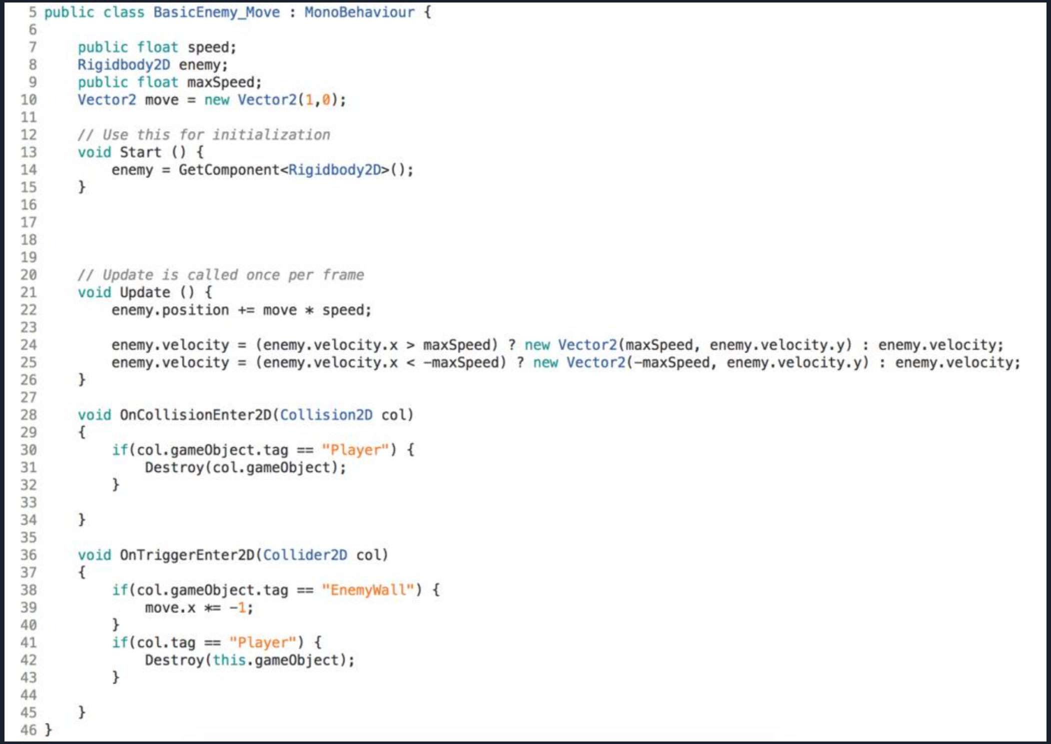
- Enemy object listens for triggers from the player object
- Enemy checks for collision with other objects in the level

Basic Structure

- Currently have 6 C# scripts
  - Basic enemy movements
  - Camera movement
  - Bounds checking
  - Menu
  - Player
  - Clock
- Currently have 4 spritesheets
- 1 level texture map

Enemy Script

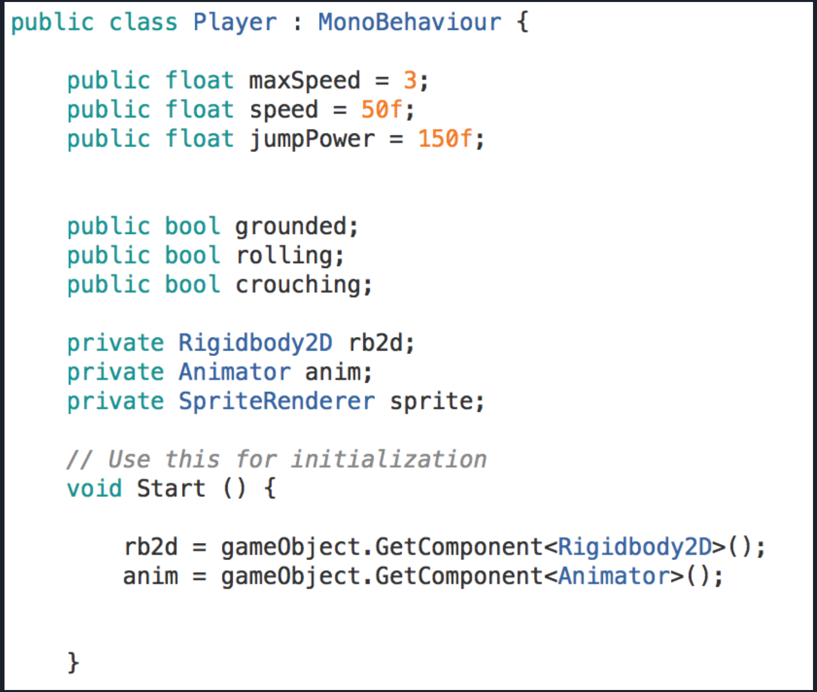
- Basic Enemy Script
- Holds speed and direction variables
- Checks for collision
- Kills player on collision



```
public class BasicEnemy_Move : MonoBehaviour {

    public float speed;
    Rigidbody2D enemy;
    public float maxSpeed;
    Vector2 move = new Vector2(1,0);

    // Use this for initialization
    void Start () {
        enemy = GetComponent<Rigidbody2D>();
    }




    // Update is called once per frame
    void Update () {
        enemy.position += move * speed;

        enemy.velocity = (enemy.velocity.x > maxSpeed) ? new Vector2(maxSpeed, enemy.velocity.y) : enemy.velocity;
        enemy.velocity = (enemy.velocity.x < -maxSpeed) ? new Vector2(-maxSpeed, enemy.velocity.y) : enemy.velocity;
    }

    void OnCollisionEnter2D(Collision2D col)
    {
        if(col.gameObject.tag == "Player") {
            Destroy(col.gameObject);
        }

    }

    void OnTriggerEnter2D(Collider2D col)
    {
        if(col.gameObject.tag == "EnemyWall") {
            move.x *= -1;
        }
        if(col.tag == "Player") {
            Destroy(this.gameObject);
        }

    }
}
```

Player Script

- Contains basic player setup and movements
- Sets up the animator for the various sprites
- Checks current state in order to change the animation



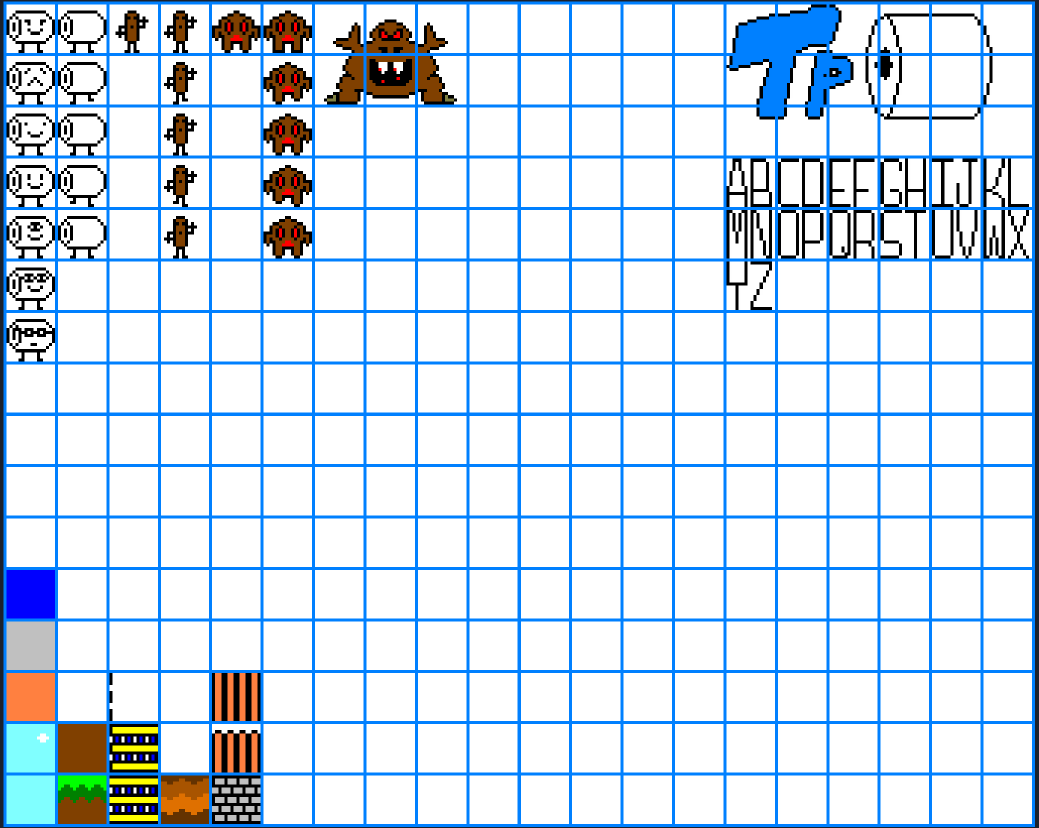
```
public class Player : MonoBehaviour {

    public float maxSpeed = 3;
    public float speed = 50f;
    public float jumpPower = 150f;


    public bool grounded;
    public bool rolling;
    public bool crouching;

    private Rigidbody2D rb2d;
    private Animator anim;
    private SpriteRenderer sprite;

    // Use this for initialization
    void Start () {

        rb2d = gameObject.GetComponent<Rigidbody2D>();
        anim = gameObject.GetComponent<Animator>();


    }
```

Graphics & Animations

- Player Sprites

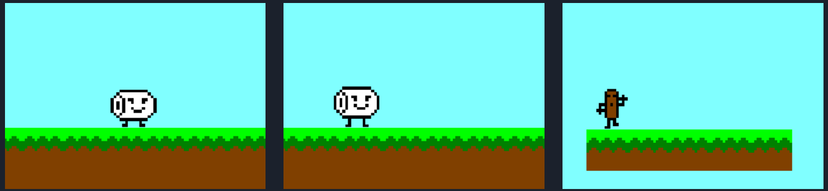
- Environment

- Enemy Sprites

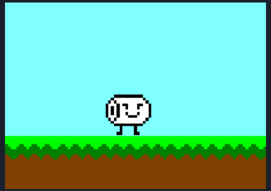


Graphics & Animations (cont)

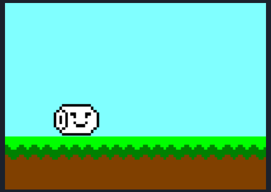
- Idle & Walking



- Crouching

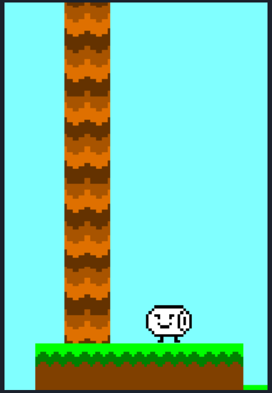


- Rolling

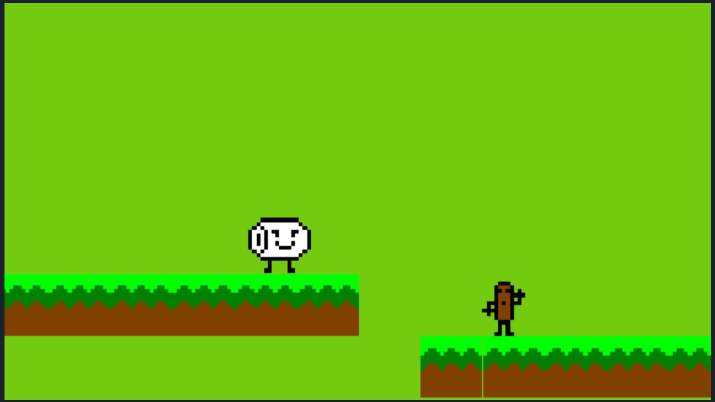


Graphics & Animations (cont)

- Waterfall (of poo)



- Death & Respawn (in progress)



Menu

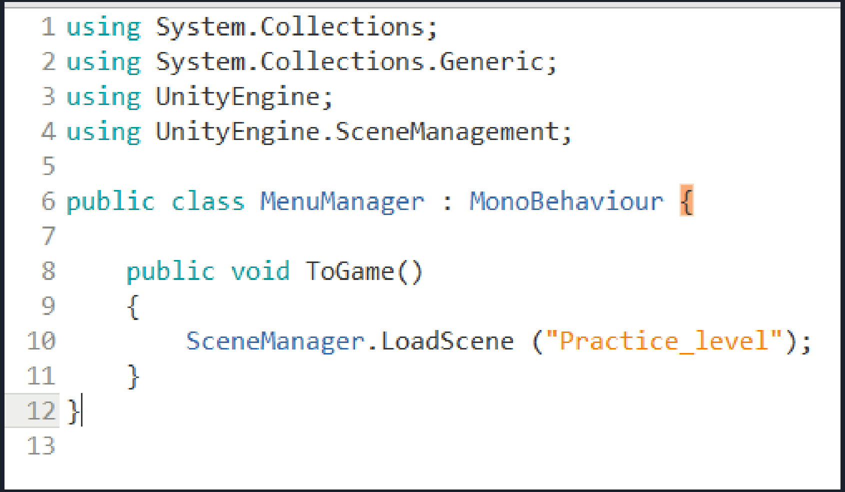
- New Scene
- Used UI object for button
- Unity automatically

  attaches an On Click ()

  to the UI button

- The C# script called with

  On Click()



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MenuManager : MonoBehaviour {

    public void ToGame()
    {
        SceneManager.LoadScene ("Practice_level");
    }
}

```

Clock

- Clock is converted to string and is attached

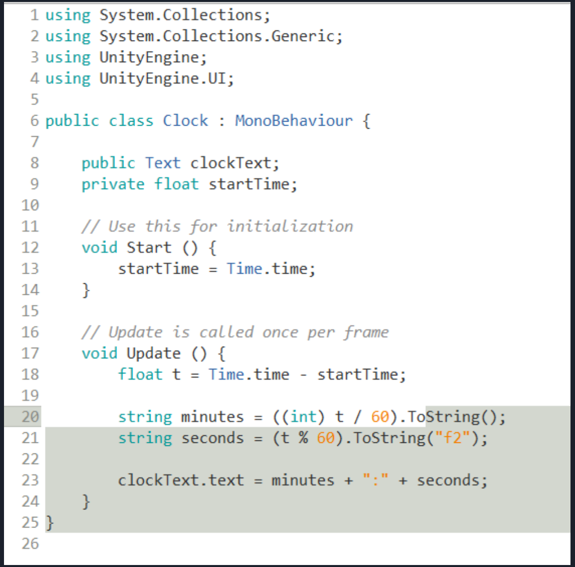
  to the camera

- Need to decide how to use clock

  (ie, countdown, bonus points, etc).

- Could modify this for counting enemies

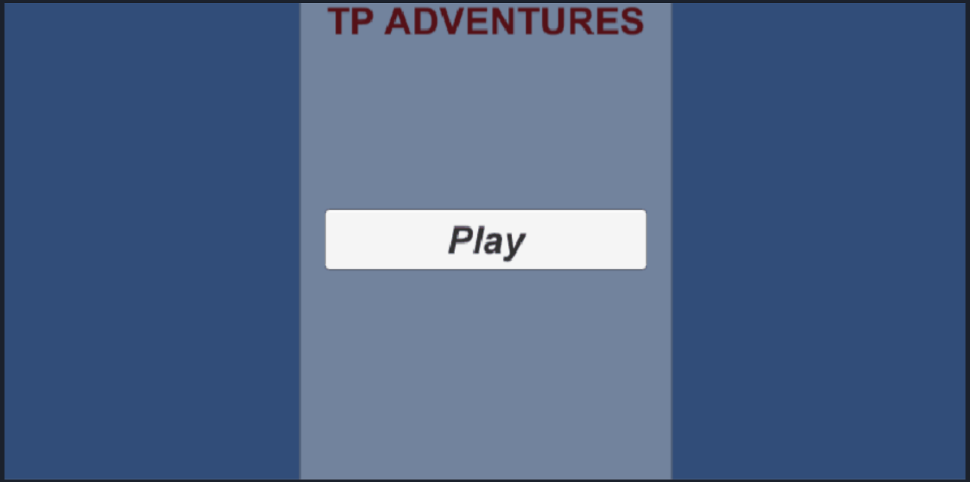
  Life bar, etc.



```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class Clock : MonoBehaviour {

    public Text clockText;
    private float startTime;

    // Use this for initialization
    void Start () {
        startTime = Time.time;
    }

    // Update is called once per frame
    void Update () {
        float t = Time.time - startTime;

        string minutes = ((int) t / 60).ToString();
        string seconds = (t % 60).ToString("f2");

        clockText.text = minutes + ":" + seconds;
    }
}

```

Sample Run of Play button and Clock

- Functional Menu and clock
- Need to stylize with better graphics and more options in menu



To do...

- Sound
- Level increment
- Main menu