

9/20

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Game Concept and Inspirations

- The player plays as Soldier Briggs patrolling Area 51
- Stops all invaders from infiltrating Area 51
- Boxhead Zombies Series (2008)
- Based on "Raid Area 51" Facebook Event (9/20/19)

Introduction:

- Team Overall Goal is to complete a functioning Demo of our game concept with:
 1. At least 1 Complete Level with Multiple Enemy Waves.
 2. Functioning Properties for Winning and Losing
 3. Functioning Character Animations
- My Overall Goal is to complete a functioning Demo of our game concept with:
 1. A Complete tile map for a playable level
 2. Locating & Attaching BG and SFX music/sounds
 3. Coding Obstacles and Power-ups

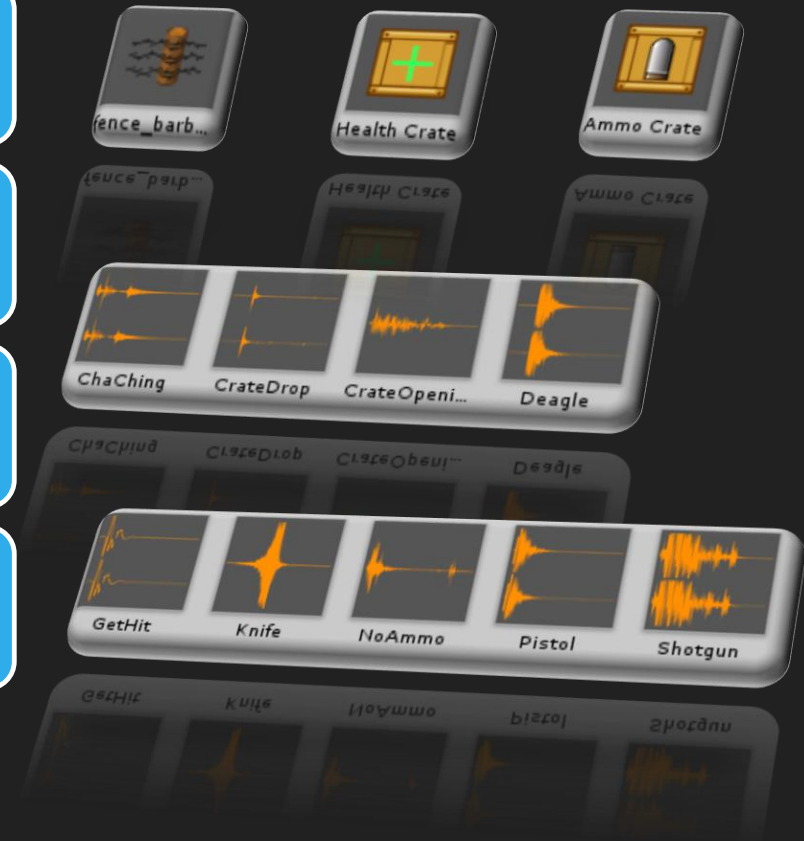
Programs/Materials:

Unity Video Game Engine

Laptop/Desktop

2D Assets

SFX & BG Music





Level Design

- Environment Assets were sourced from [Opengameart.org](https://opengameart.org)
- Obstacles – Barbed Wire
- Power-ups - Crates

Obstacle/Power-Ups Code

```
public void PickupCrate()
{
    if (gameObject.tag == "Health" && HealthScript.health < 100)
    {
        HealthScript.health += 10f;
        Destroy(gameObject);
    }
    else if (gameObject.tag == "Health" && HealthScript.health == 100)
    {
        healthFull.enabled = true;
    }
    else if (gameObject.tag == "Ammo")
    {
        AmmoCount.ammo += 15;
        Destroy(gameObject);
    }
}
```

```
start()
{
    crate.gameObject.SetActive(true);
    //drive.gameObject.SetActive(false);
    //pickupText.GetComponent<Text>().enabled = false;
}
```

```
references
private void OnCollisionEnter2D(Collision2D collision)
{
    if (collision.gameObject.tag == "Player")
    {
        PickupCrate();
    }
}
```

```
1 reference
public void PickupCrate()
{
    if (gameObject.tag == "Health")
    {
        HealthScript.health += 10f;
        Destroy(gameObject);
    }
    if (gameObject.tag == "Ammo")
    {
        AmmoCount.ammo += 10;
        Destroy(gameObject);
    }
}
```

```
void WinCondition()
```

```
    if (score >= 500)
```


Sound Effects and Background Music Code

```
if (pistolState == true)
{
    SoundManagerScript.PlaySound("SFX/Pistol");
    ShootBullet();
    AmmoCount.ammo -= 1;
}
else if (isKnifeState == true)
{
    stabSomeone();
}
else if (isShotgunState == true && AmmoCount.ammo >= 3)
{
    SoundManagerScript.PlaySound("SFX/Shotgun");
    ShootBulletSpread();
    AmmoCount.ammo -= 3;
}
```

```
(*)
Pistol = Resources.Load<AudioClip>("SFX/Pistol");
Knife = Resources.Load<AudioClip>("SFX/Knife");
Shotgun = Resources.Load<AudioClip>("SFX/Shotgun");
CrateOpening = Resources.Load<AudioClip>("SFX/CrateOpening");
ChaChing = Resources.Load<AudioClip>("SFX/ChaChing");
Hit = Resources.Load<AudioClip>("SFX/GetHit");
```

```
audioSrc = GetComponent<AudioSource>();
```

date is called once per frame

```
Update()
```

references

```
public static void PlaySound(string clip)
```

```
switch (clip)
```

```
{
    case "SFX/Pistol":
        audioSrc.PlayOneShot(Pistol);
        break;
    case "SFX/Shotgun":
        audioSrc.PlayOneShot(Shotgun);
        break;
    case "SFX/CrateOpening":
        audioSrc.PlayOneShot(CrateOpening);
        break;
    case "SFX/Knife":
        audioSrc.PlayOneShot(Knife);
        break;
    case "SFX/ChaChing":
        audioSrc.PlayOneShot(ChaChing);
        break;
}
```

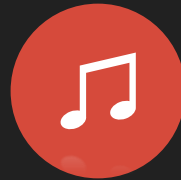
Accomplishments



Playable
Demo/Prototype



Complete Tile map
for Main Level



Sound Effects and
BG Music



2D Assets for
Obstacles/Pickups



Code for Sound
and Interactables

Challenges



TIME CONSTRAINTS



SEARCHING THROUGH
FILES OF SOUND
ONLINE



TILE MAPS BEING
LOST/UNSAVED

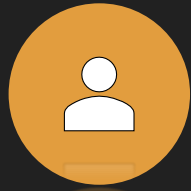


INVISIBLE PICKUPS

Future Additions



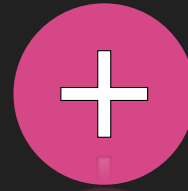
ENEMY
VARIANTS



BOSS STAGE



ADDITIONAL
WEAPONS



ADDITIONAL
LEVELS



SECRET
ENDING



DIALOGUE/CUT
SCENES