



Culmination Project Progress Report 2

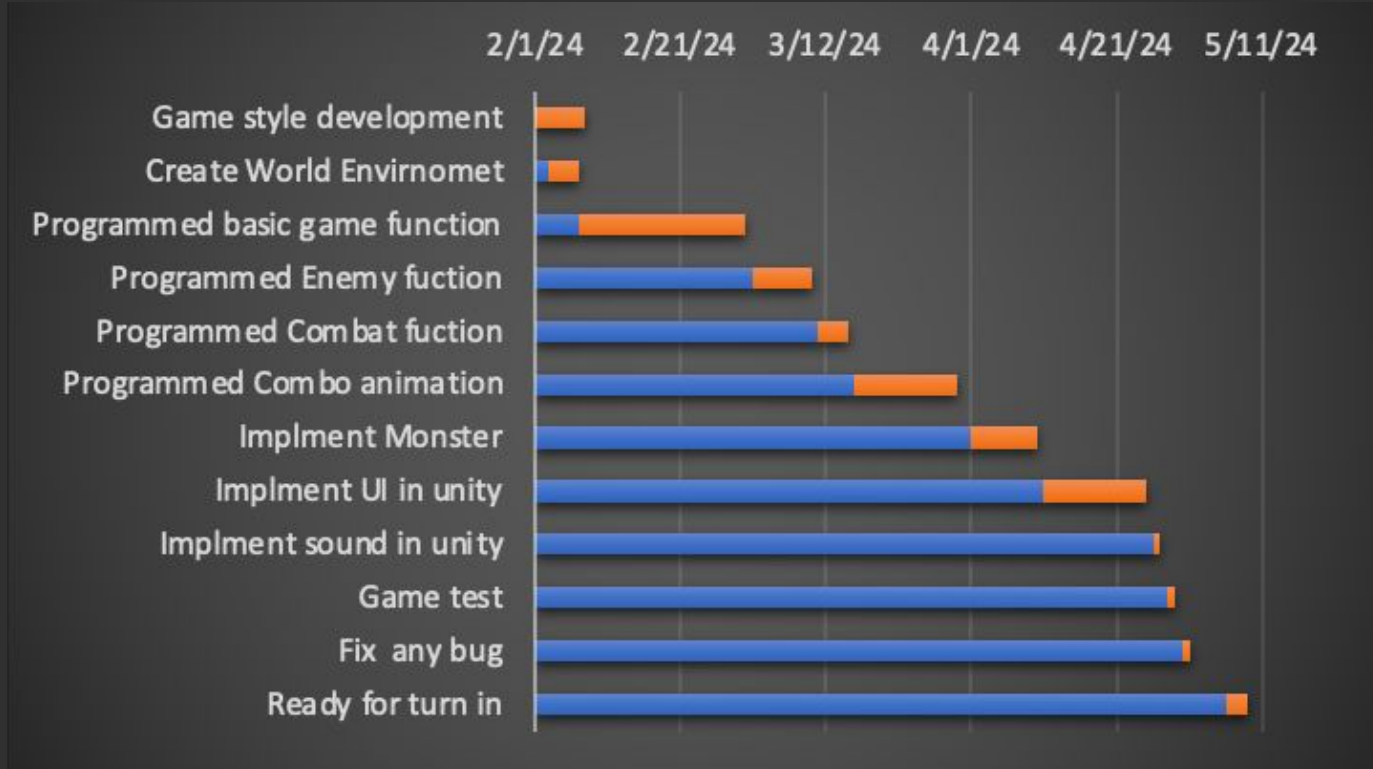
Su Huan Li

Project Description

Create a simple basic RPG-style combat system. That includes one player character that can move, attack, heal, and have an AI monster such as a non-boss and boss that detects the player and fights with them and each monster will have different attack skills and damage. Eventually, once players eliminate the boss, the game is clear.

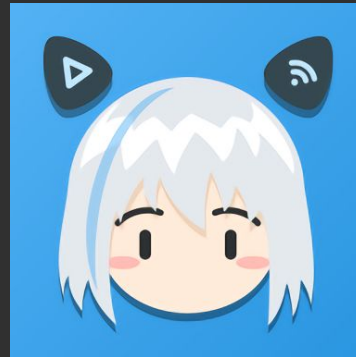


Schedule



Resources

1. Unity
2. Unity Asset Store
3. Blender (3d model)
4. House of model
5. Mixamo
6. Freesound
7. A PC
8. Google



Progress Update

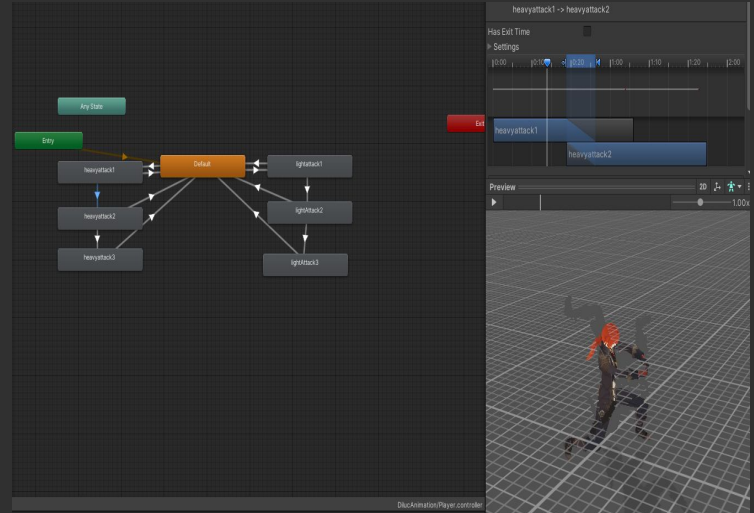
The screenshot displays the GeForce Experience overlay interface over a game scene. The interface is dark-themed and features several functional panels:

- Top Bar:** Displays "GeForce Experience" in the center, "Game" on the left, and "Display 1 - Full HD (1920x1080) - Scale 0.84x" on the right. A "Play Focused" indicator is also visible.
- Left Panel:** Contains three options: "屏幕快照 Alt+F1" (Screenshot), "照片模式 Alt+F2" (Photo Mode), and "游戏滤镜 Alt+F3" (Game Filter).
- Center Panel:** Features three main controls: "即时重放" (Instant Replay) with a "关" (Off) status, "录制" (Recording) with a green indicator and "正在录制" (Recording) status, and "直播" (Streaming) with a "未广播" (Not Broadcasting) status.
- Right Panel:** Includes "性能" (Performance) with a bar chart icon, "图库" (Library) with a filmstrip icon, and a settings gear icon.

The background shows a game scene with a character in a field of tall grass. At the bottom, the Windows taskbar is visible, showing the search bar, taskbar icons, and system tray with the date and time "11:01 PM 4/1/2024".

Challenge's

Some of the challenges I faced during the period were mostly related to animation, for example, adjusting or fixing the animation that was downloaded from other resources. Also, adjust the transition between animations that are played to make it seem more smooth. Then I also need to set up the condition of triggering a combo attack so the player can execute multiple attack animations.



Next Step

Once I have all the enemy-needed functions, I'll start creating my start/end scene, the world environment, animation effect, attack skills, and sounds.

