Culmination Project Progress Report 2

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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.
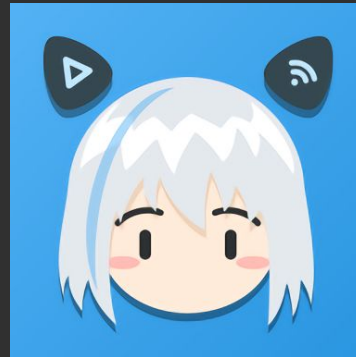
Schedule
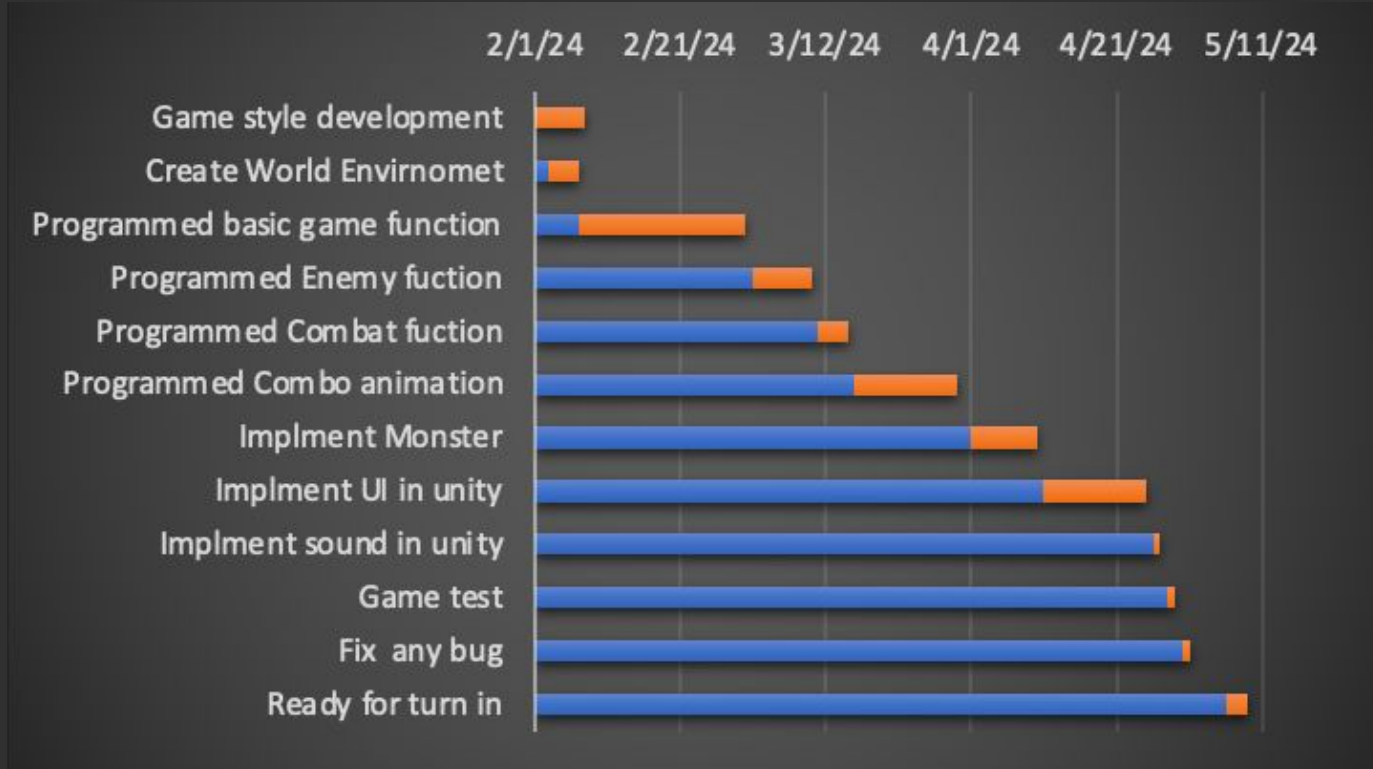
Resources

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

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.
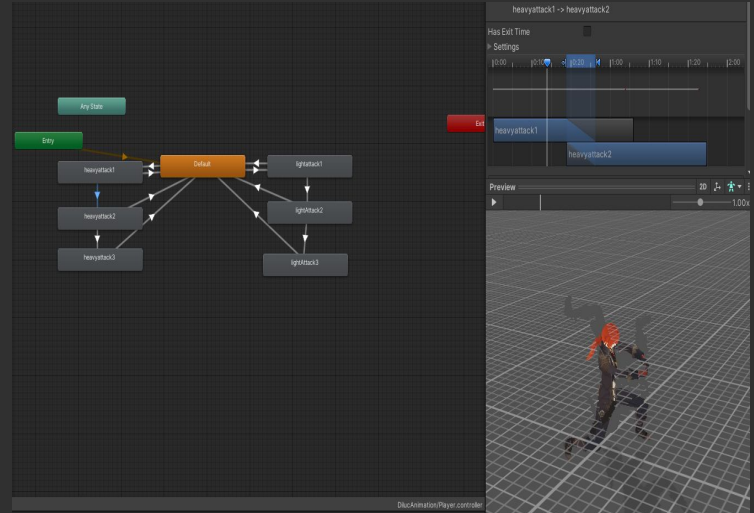
Next Step

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.