Kin Fantasia
## *Department of Entertainment Technology*
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Summary

The project is about a basic adventure exploration game combat experience scene. The basic game is about the player in a fantasy world with species other than humans, such as elves, dwarves, centaurs, mermaids, goblins, etc. The goal for the player is to follow the task and complete it. Once all the tasks are completed, the game is finished.

Description

The project is about creating a simple RPG-style combat system that includes at least one character that allows characters to interact with it. An enemy that detects the player and auto-executes the action set up, such as an attack. In addition, we added some audio effects to make players feel more immersed while exploring the game. The most assets in the game were from Unity assets or other online websites, but I have also created some basic environment models, such as the grass and tree. It's my first time making and learning this kind of game, so I'm not proficient with all the skills I need for this project. However, I have the basic concept of how to make a character move, create animation, create a health system, damage system, and so on. By using the knowledge I have, I can create a functional demo scene to demonstrate my work.
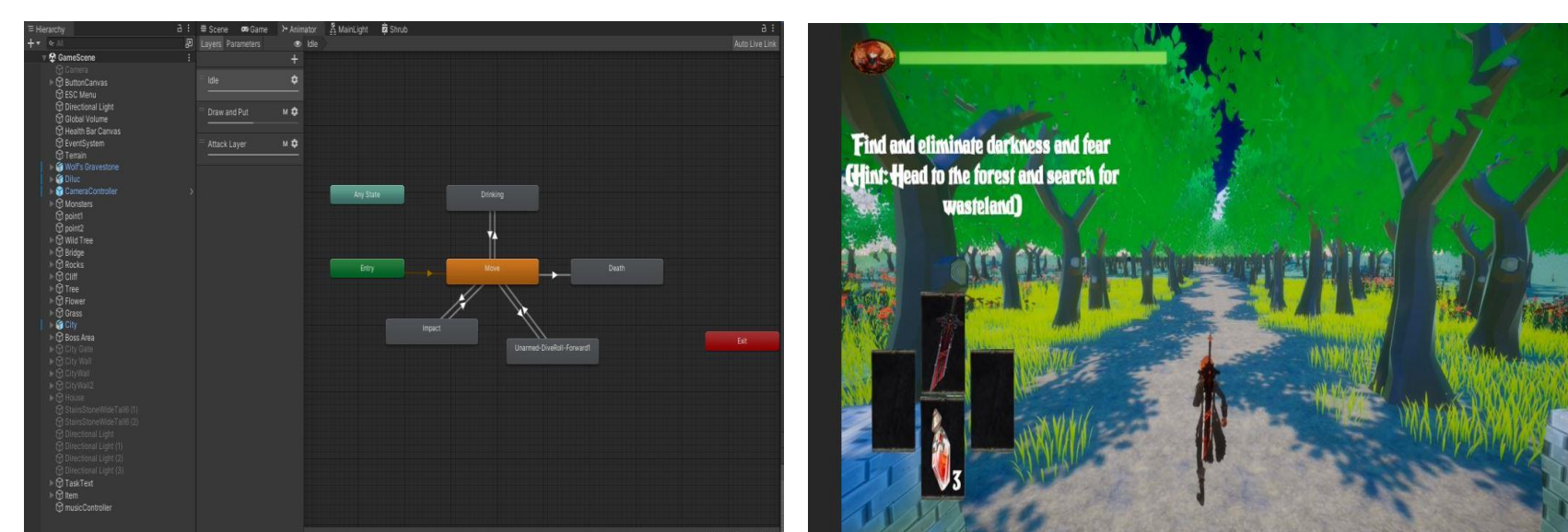

Budget

| Item	Estimate amount	Total spent
Sound effect research	100.00	0.00
PC/Desktop computer	1200.00	0.00
Asset	200.00	0.00
Blender/Unity	100.00	0.00
Estimate Total	$1700.00	$0.00

Procedure

First, create a character controller that has basic movement, then apply each movement with the corresponding animation. After getting a weapon asset put into the scene, adjust its position, then create an attack script and make sure that when the weapon hits the enemy, it does damage. I added an attack animation to it. From there, start creating an enemy that has almost the same structure as the player character, then add the AI component to control the enemy's action. Once that works, I can start creating my terrain, build the world, add more enemies by copying the steps, and add more visuals and sound effects or functions if they have not been implemented yet. Lastly, test play for debugging any potential issue that may cause the game to break or any function that's not working as it should.
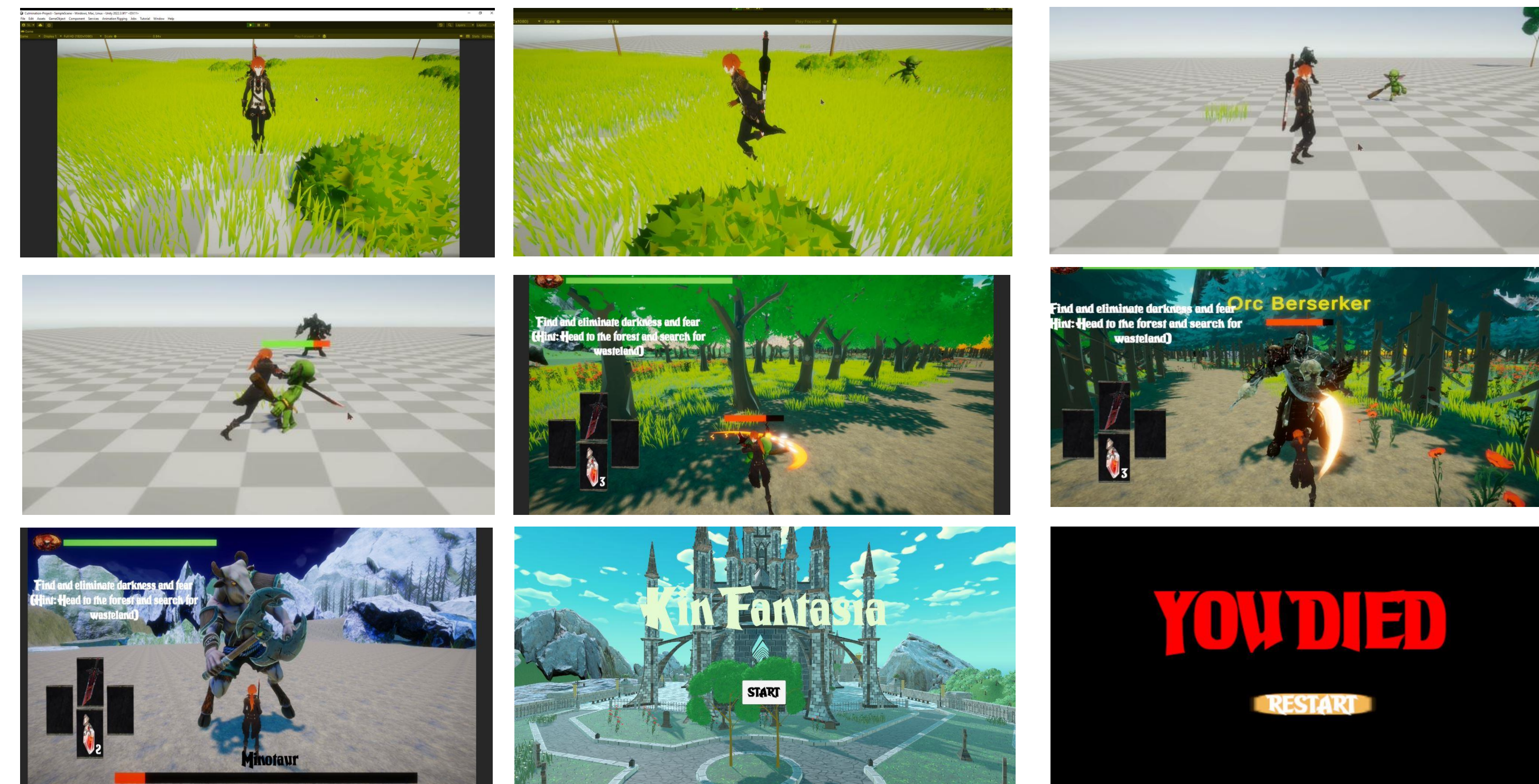
Methods

- 3D Software: Blender
- 3D Model Website
- Unity Assets Store
- Sound Effect Sites
- Designed Game Software: Unity
  1. Import asset
  2. Implement world frame
  3. Programmed

Schedule
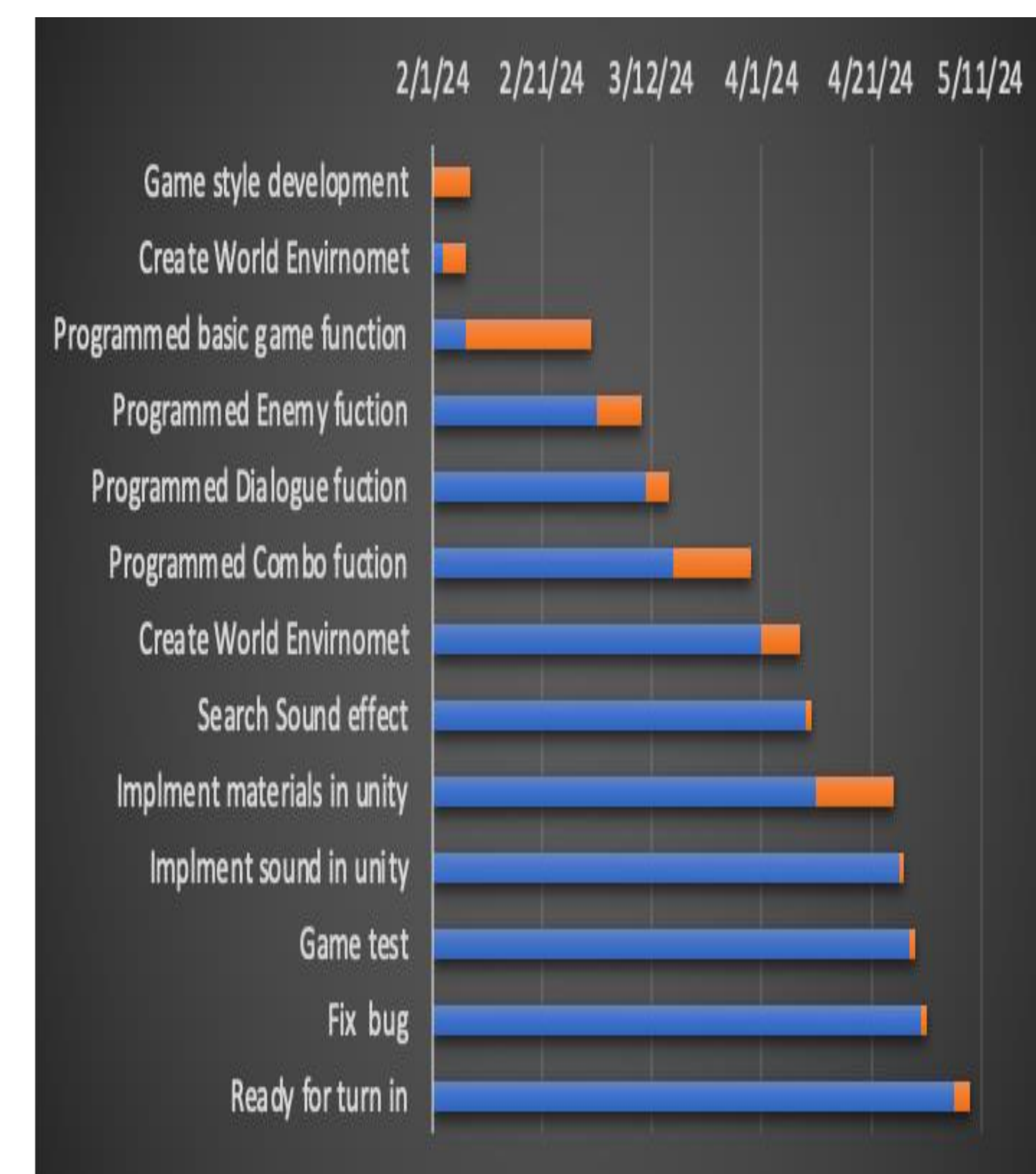
Results

The outcome of my project would be learning how to make a basic 3D combat system where the player can at least control one character to interact with and could be able to play different attack animations, effects, and sounds. The game's environment also, if I get the time, I may create my own; if not, I'll use the resources from the online assets store and ultimately import those materials to Unity so I can be programmed to make the game. But certainly, the most crucial part is that the game will function not as a full game but as a demo or beta version in which it has at least one complete scene of the world, and players can move and interact with it.

Conclusion

The outcome of my project would be learning how to make a basic 3D combat system where the player can at least control one character to interact with and could be able to play different attack animations, effects, and sounds. The game's environment also, if I get the time, I may create my own; if not, I'll use the resources from the online assets store and ultimately import those materials to Unity so I can be programmed to make the game. But certainly, the most crucial part is that the game will function not as a full game but as a demo or beta version in which it has at least one complete scene of the world, and players can move and interact with it.

Reference

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