

This is a game where you crashed on a unfamiliar planet, your generator and portals are down. In order to fix your generator you need to first fix your portals, thus you go out to find things to fix your ship. You win the game when you finally fix your generator and an animation will play with the ship flying off. The application was made with c# and unity. The platforms required to run my application, are laptops and computers.

Files the code are in

Animation scripts – lavaRisescript, spikes (for code that normally call for animation to play)

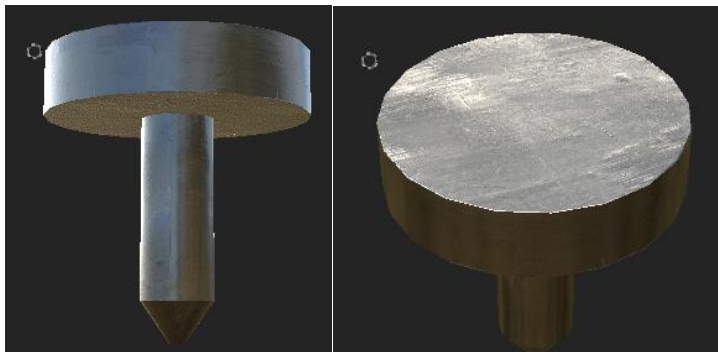
UI related scripts - soundeffectsandUI , collectCode, collectListScript, foxMessage, healthbar, shopscrip, restrauntscrip, showDeathUI, staminacontroler (for code that normally call for UI)

General Scripts – movement, menuscrypt, pickupcrystal, nextSceneAnimation, musicSlider(for code that doesn't suit the other categories)

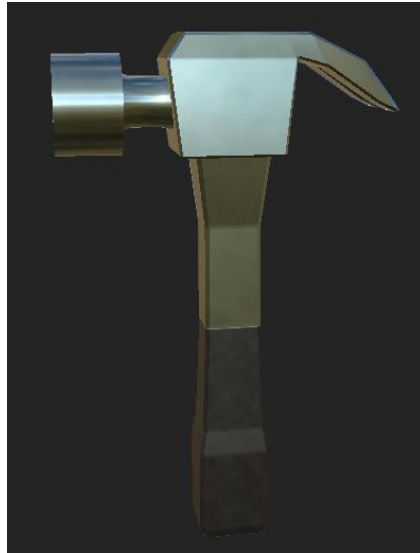
Scripts such as playerspawnsport, gamemanager and playerfirstspawnsport are in the assets folder

The items to collect are custom-made by me which are:

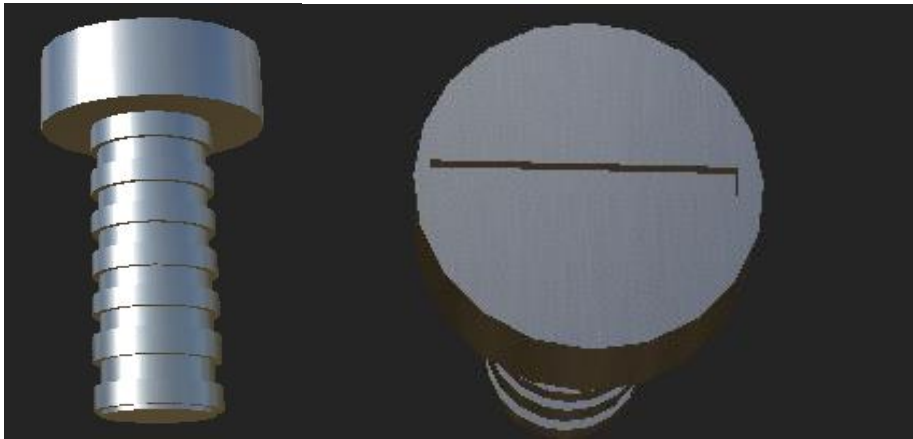
Nail



Hammer



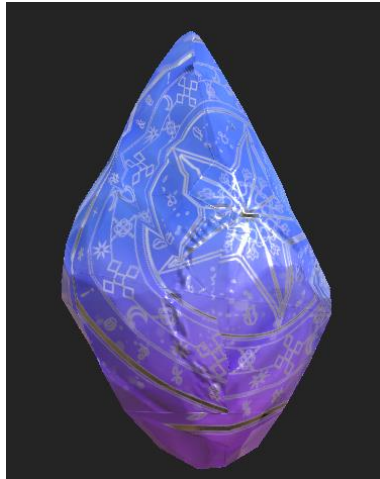
Screw



Screwdriver



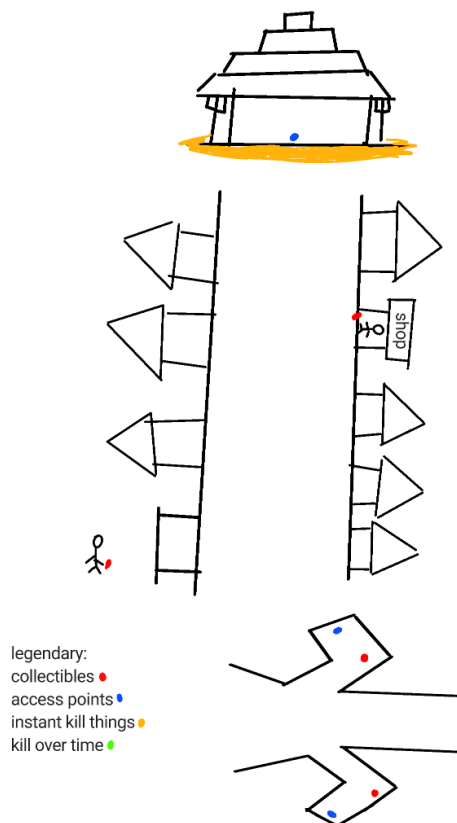
Crystal

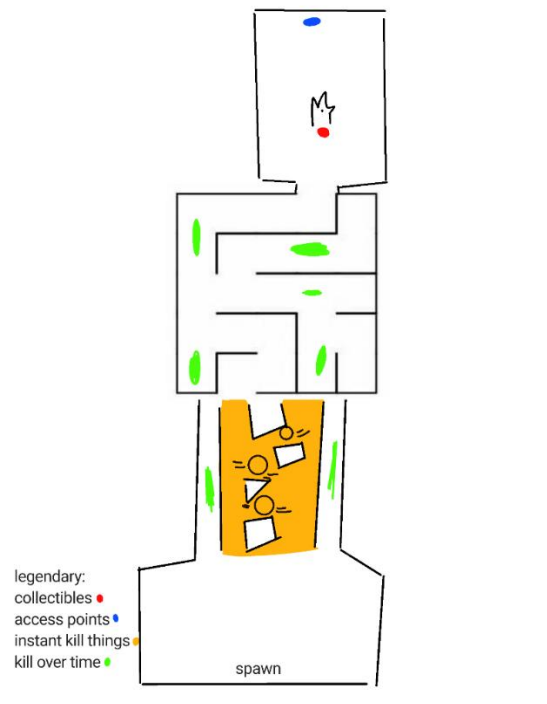


You have to have the item in the center of your screen and click on it to collect it.

The Nail and Screw can be found in the ship's wings. The hammer can be obtained by talking to the lady at the restaurant, and the crystal can be found in Scene 2 after finishing the fox's trials

Heres the rough map





Most of the UI is custom made by me such as

The clipboard



Dialog Boxes





Message backgrounds



Button



The walking controls are:

W: walking forward

A: walking left

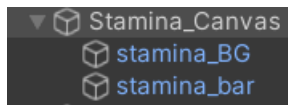
S: walking backward

D: walking right

Space: Jump

(You can adjust the walking speed under the name of `moveSpeed` in the movement script)

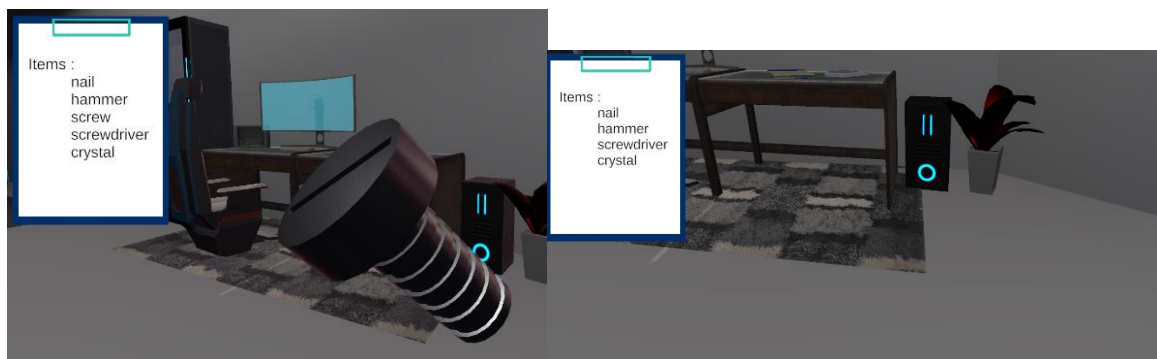
Sprint: left shift



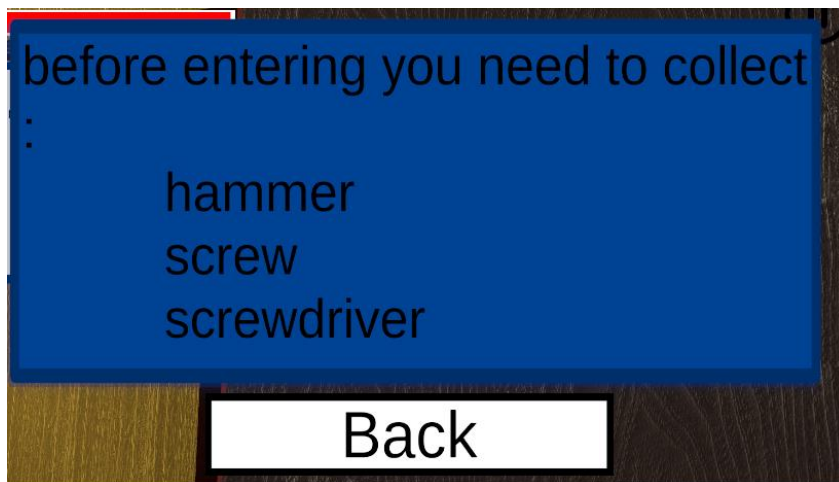
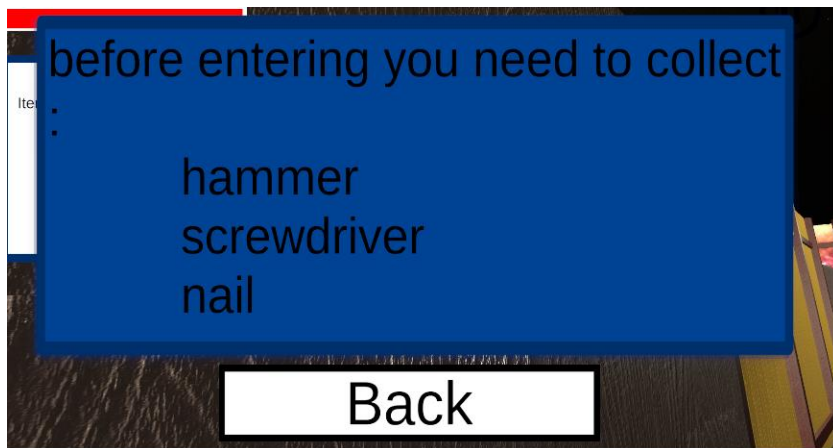
(there is a stamina pool that pops up when you sprint, you can adjust the recovery and the decrease through, StaminaRegen and StaminaDrain, respectively. The code for stamina is called StaminaController)

The camera can turn left, right, up and down, following the mouse's direction. If the mouse is turned to the left, the camera turns left. If the mouse is turned right, the camera turns right. (You can adjust the rotation speed of the camera, under the name of rotationSpeed)

There is a list on your left that updates on what you need to collect or what you must do. For example, if you click on the nail, the nail is removed from the list.

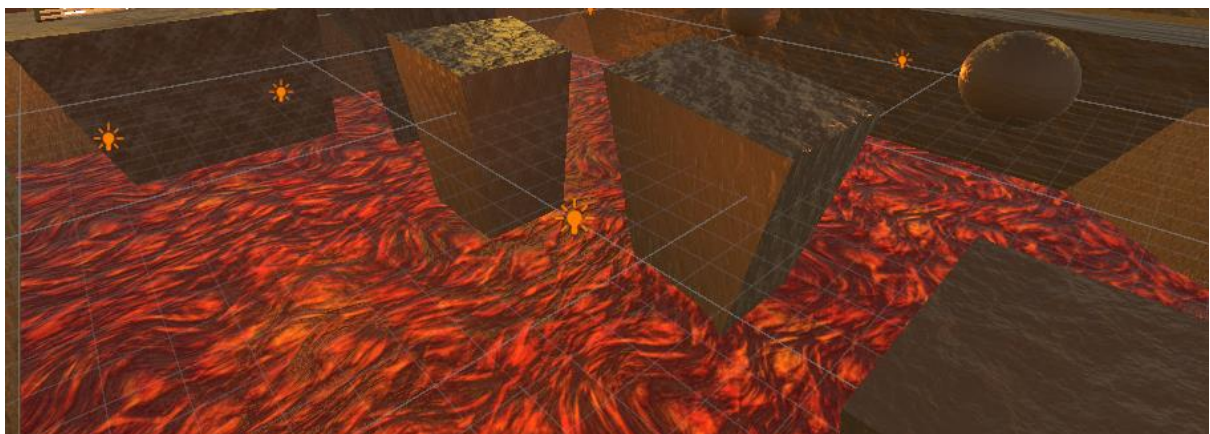


Additionally, to go to the second scene, you need to collect 4 unique items and when clicking on the door it will show a message saying you are unable to go to the next section unless collecting those 4 items, the list will update depending on what you need to collect left



There are things that can damage/ kill you in the game.

Lava:

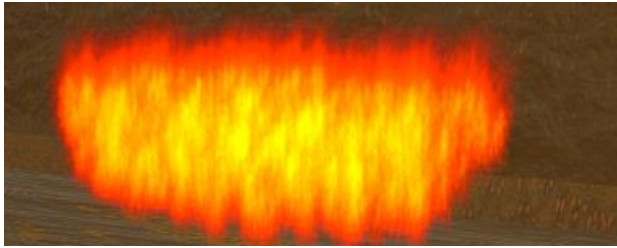


Lava can instantly kill you, it is seen in scene one, where you trigger an event making lava rise, and in scene two, where you have to jump over it

Flying stones:

The flying stones will instantly kill you (seen in scene 2)

Fire:



Fire does 10 damage to your health

Poison:



Poison does 15 damage to your health

Sound Effects:

When any of the dialog boxes pop up, there will be dialog in another language, by using <https://acedio.github.io/animalese.js/> to help generate the dialog

Commits:

I've been doing constant commits over the weeks but had issues pushing it

mostly complete draft	Gracefoo06 • 2 days ago	↑
Holiday content	Gracefoo06 • 4 days ago	↑
extra	Gracefoo06 • Jun 14, 2023	↑
Spaceship	Gracefoo06 • Jun 14, 2023	↑
main menu	Gracefoo06 • Jun 13, 2023	↑
Adding animation	Gracefoo06 • Jun 6, 2023	↑
week7 class	Gracefoo06 • May 29, 2023	↑
click on object, collect object	Gracefoo06 • May 26, 2023	↑
Update movement.cs	Gracefoo06 • May 26, 2023	↑
Head rotations	Gracefoo06 • May 26, 2023	↑
final commit	Gracefoo06 • just now	↑
Few Adjustments	Gracefoo06 • 22 hours ago	↑
sound effects for access points ...	Gracefoo06 • 3 days ago	↑
Mostly complete draft	Gracefoo06 • 3 days ago	↑
Holiday content	Gracefoo06 • 5 days ago	↑

Bugs:

There is a noise to transition from scene 1 to 2, but the audio cant be heard despite playing, probably due to the delay of the sound effect.

The screw can't move despite me animating it

Credits:

<https://substance3d.adobe.com/community-assets/assets/c231ccc62cb241753caf7fc1aeeaacddb3d8466>

<https://wallpapers.com/cute-galaxy>

https://www.youtube.com/watch?v=YR7LWVENgGM&list=PLK7eT0NRVis7mkWWAc2UsSSftXOM2xqx_&index=9

https://www.flaticon.com/free-icon/video-pause-button_16427

<https://sketchfab.com/3d-models/higokumaru-honkai-impact-3rd-0e903387170846f5939adaa0c277b91b>

<https://www.youtube.com/watch?v=926a-7b9EIs>

<https://sketchfab.com/3d-models/mieruko-chan-shrine-ghost-b2d52e833f1f4863844307441f9ebd37>

<https://www.pinterest.com/pin/382313455864537742/?mt=login>

<https://www.youtube.com/watch?v=AFYWsbUSasw>

<https://sketchfab.com/3d-models/kitsune-fox-shrine-statue-b51e4bb527d749c38bfb6f964b2b9ead>

https://dreamlightvalleywiki.com/Brown_Tatami_Mat_Flooring

https://www.pinterest.se/pin/142637513184705264/?amp_client_id=CLIENT_ID%28_%29&mweb_unauth_id=&from_amp_pin_page=true

<https://www.pinterest.com/pin/bedside-table-2--580119995729451921/>

<https://www.youtube.com/watch?v=hJoCPGDPXP0>

<https://www.youtube.com/watch?v=m9zhgDsd4P4>

https://www.youtube.com/watch?v=JcG_ugrzfHE

<https://www.youtube.com/watch?v=jwld89z9d90>

<https://www.youtube.com/watch?v=nKEyaQHf5co>

Tutorials I followed:

<https://www.youtube.com/watch?v=CE9VOZivb3I>

<https://www.youtube.com/watch?v=JivuXdrIHK0>

https://www.youtube.com/watch?v=zc8ac_qUXQY

<https://www.youtube.com/watch?v=NE5cAICRgzo>

https://www.youtube.com/watch?v=Fs2YCoamO_U&t=636s

<https://www.youtube.com/watch?v=zEfahR66Pa8&t=412s>

<https://www.youtube.com/watch?v=xvLMD2qWaKk>

<https://www.youtube.com/watch?v=FfwBoC9dd3o&t=371s>

<https://www.youtube.com/watch?v=xku7oOuJrQU>