

# VIDEO GAME DEVELOPMENT



PLAY

QUIT



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BY: NICHOLAS FARKASH

# Key Phrases

- Game Engine (Unity)
- Script/Code
- Scene
- Asset



# Process

- Assets
- Scenes
- Level Construction
- Scripts
- Features





# Assets


- Unity Hub
- Creator Kit: RPG
- Personal Assets


Learn


PROJECTS TUTORIALS


 **Platformer Microgame**  
Project - Beginner - 30m

 **Creator Kit: FPS**  
Project - Beginner - 1h 15m

 **John Lemon's Haunted Jaunt: 3D Beginner**  
Project - Beginner - 5h 30m

 **Ruby's Adventure: 2D Beginner**  
Project - Beginner - 14h 20m

 **Beginner Scripting**  
Project - Beginner - 2h 45m

 **Creator Kit: RPG**  
Project - Beginner - 1h 10m

# Scenes

- Individual Scenes

- BuildIndex

- Functions

```
1  using System.Collections;
2      using System.Collections.Generic;
3      using UnityEngine;
4      using UnityEngine.SceneManagement;
5
6  public class MainMenu : MonoBehaviour
7  {
8      public void PlayGame()
9      {
10         SceneManager.LoadScene("Overworld");
11     }
12
13     public void QuitGame()
14     {
15         Application.Quit();
16         Debug.Log("Quitting Game");
17     }
18 }
```

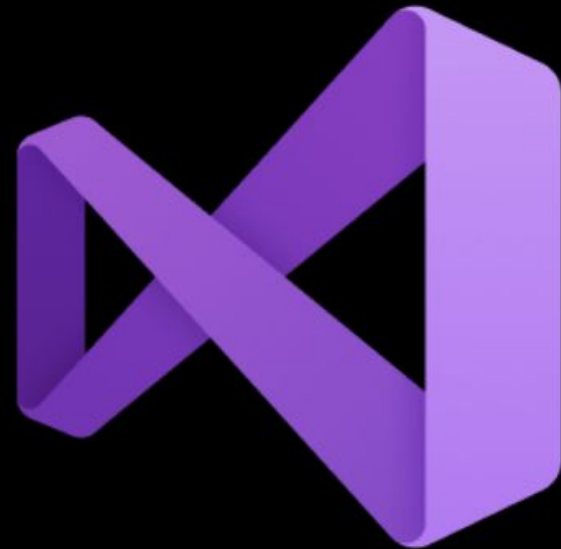
# Level Construction

- Tilesets
- Layers
- Camera



# Scripts

- `FadingSprite`
- `SceneManagement`
- `MainMenu`
- `BattleSystem`



# Features

- Interactive Questline
- Inventory
- Battle System



Conversation Script (Script)	
Conversation Script Items	
= 1	Oh, Hero! Perfect timing!
= 1.1	I need 3 Golden Apples to make some potions. Can you
= 1.2	Harsh, yet true. I need 3 Golden Apples. Can you help
= 1.3	Thank you Hero! There should be enough in town. (The
= 1.4	I understand...
= 1.5	Fine then, no potions for you!



# Inventory

- Inventory Items

- Collection



# Interactive Quest Line

- NPCs
- Quests
- Dialogue Branches



## Conversation Script (Script)

### Conversation Script Items

- |       |   |
|-------|---|
| = 1   | Oh, Hero! Perfect timing!                             |
| = 1.1 | I need 3 Golden Apples to make some potions. Can you  |
| = 1.2 | Harsh, yet true. I need 3 Golden Apples. Can you help |
| = 1.3 | Thank you Hero! There should be enough in town. (The  |
| = 1.4 | I understand...                                       |
| = 1.5 | Fine then, no potions for you!                        |

# Battle System

- Battle States
- Actions
- User Interface

```
IEnumerator PlayerAttack()
{
    bool isDead = enemyUnit.TakeDamage(playerUnit.damage);

    enemyHUD.SetHP(enemyUnit.currentHP);
    dialogueText.text = playerUnit.unitName + " attacks!";

    yield return new WaitForSeconds(2f);

    if(isDead)
    {
        state = BattleState.WON;
        StartCoroutine(EndBattle());
    } else
    {
        state = BattleState.ENEMYTURN;
        StartCoroutine(EnemyTurn());
    }
}
```



Strength: 8  
Max HP: 40

Held Item:  
None



Warrior Lvl 5



Hero Lvl 2



Strength: 10  
Max HP: 50

Held Item:  
Axe +3



Warrior wants to  
battle!

Attack

Heal

Flee

# Future

