TP Adventures- Progress

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Progress

- Have player texture
- Have animations for player walking, jumping, rolling, and crouching.
- Have textures for enemies
- Have textures for a level
Progress

- Created a level with the desired layout of terrain.
- Working parallax background
- Working camera that follows the player
Progress

- Have enemy objects
- Enemies walk back and forth on their platforms
- Player dies when enemy collides with it
- Enemy dies when Player jumps on it
Progress

- Enemy object listens for triggers from the player object
- Enemy checks for collision with other objects in the level
Basic Structure

- Currently have 6 C# scripts
  - Basic enemy movements
  - Camera movement
  - Bounds checking
  - Menu
  - Player
  - Clock

- Currently have 4 spritesheets

- 1 level texture map
• Basic Enemy Script
• Holds speed and direction variables
• Checks for collision
• Kills player on collision
Player Script

- Contains basic player setup and movements
- Sets up the animator for the various sprites
- Checks current state in order to change the animation

```csharp
public class Player : MonoBehaviour {
    public float maxSpeed = 3;
    public float speed = 50f;
    public float jumpPower = 150f;

    public bool grounded;
    public bool rolling;
    public bool crouching;

    private Rigidbody2D rb2d;
    private Animator anim;
    private SpriteRenderer sprite;

    // Use this for initialization
    void Start () {
        rb2d = gameObject.GetComponent<Rigidbody2D>();
        anim = gameObject.GetComponent<Animator>();
    }
}
```
Graphics & Animations

- Player Sprites
- Environment
- Enemy Sprites
Graphics & Animations (cont)

- Idle & Walking
- Crouching
- Rolling
Graphics & Animations (cont)

- Waterfall (of poo)

- Death & Respawn (in progress)
Menu

- New Scene
- Used UI object for button
- Unity automatically attaches an On Click () to the UI button
- The C# script called with On Click()

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class MenuManager : MonoBehaviour
{
    public void ToGame()
    {
        SceneManager.LoadScene("Practice_level");
    }
}
```
Clock

- Clock is converted to string and is attached to the camera
- Need to decide how to use clock (ie, countdown, bonus points, etc).
- Could modify this for counting enemies Life bar, etc.
Sample Run of Play button and Clock

- Functional Menu
  and clock
- Need to stylize with
  better graphics
  and more options
  in menu
To do...

- Sound
- Level increment
- Main menu