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-Interim-

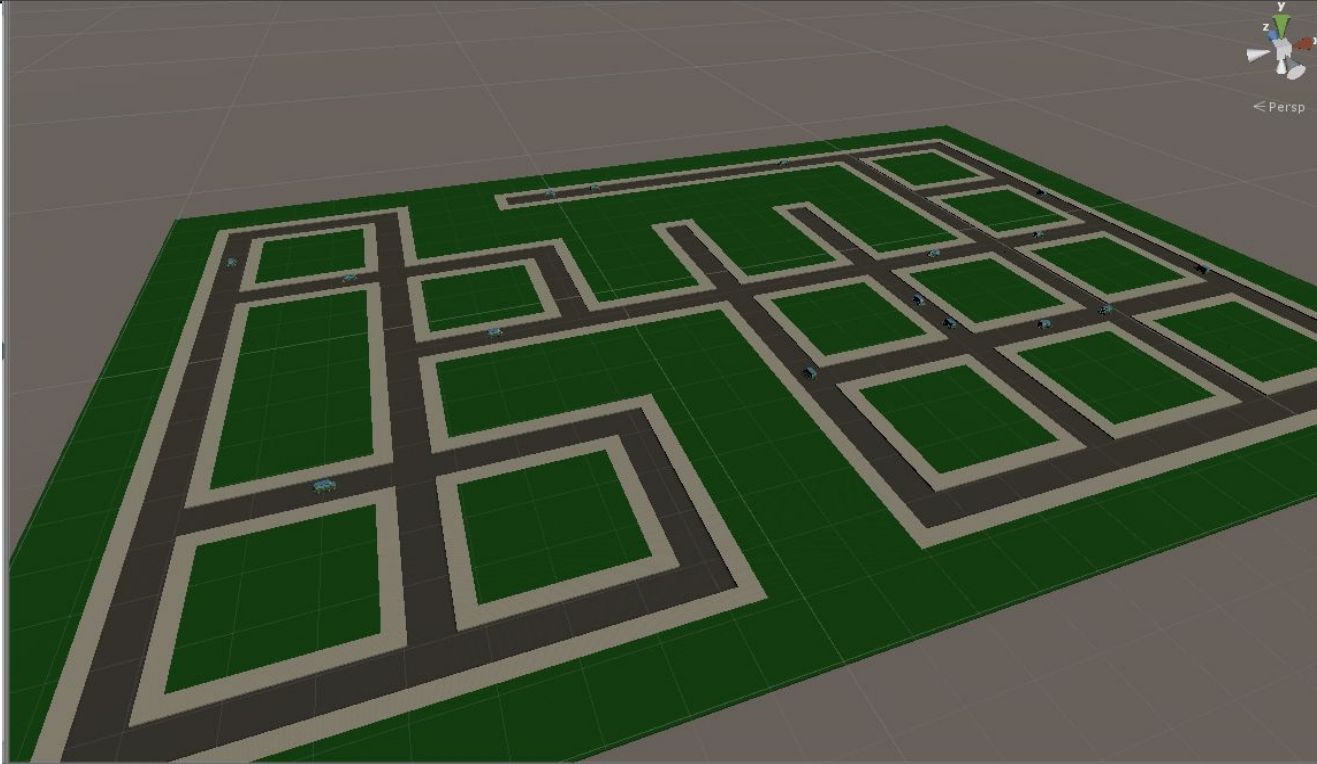


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Low Target - achieved or not?

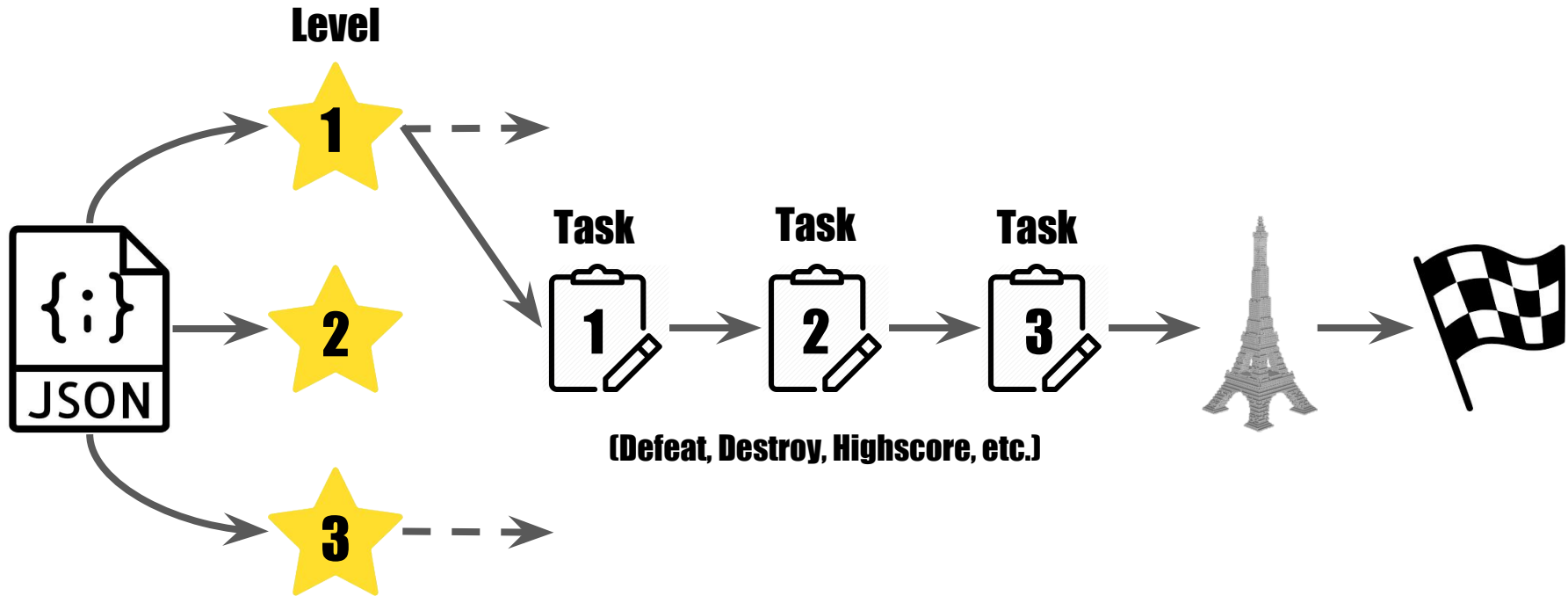
- Advanced set of attacks **MISSING**
- Inclusion of combos and chaining of attacks **DONE**
- Walk and basic attack animations for the character **DONE**
- Multiple destructible environment objects **DONE**
- Destruction refinement **DONE**
- Simple user interface and HUD **DONE**
- Task based goals **DONE**
- Map generation: Fill given layout with prefab city modules **PARTLY**
- First in-game sound effects for hits & environment **MISSING**
- ➔ First city-like level, destroy sensibly and in flow **PARTLY**

Static enemy AI



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Level and Task System



Unitys 2019 Input System

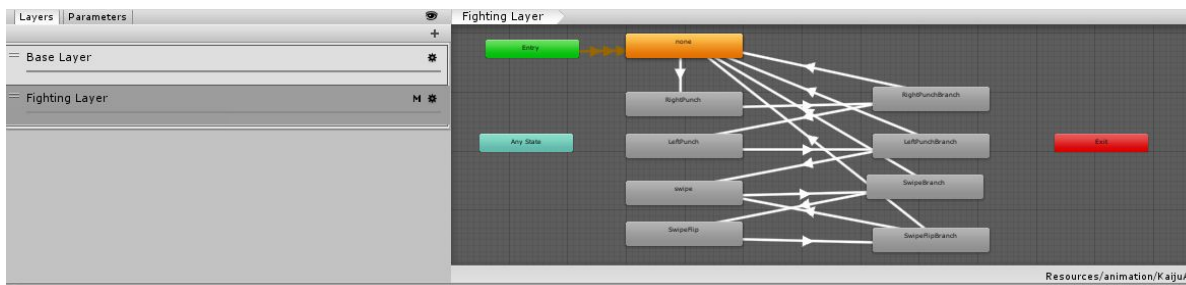
The screenshot displays the Unity 2019 Input System Inspector. It is divided into three main sections: Action Maps, Actions, and Properties.

- Action Maps:** Shows a single Action Map named "Kaiju".
- Actions:** A list of actions assigned to the "Kaiju" map. Each action has a small icon and a "+" button to its right. The actions are:
 - AttackLight
 - Left Control [Keyboard]
 - Button South [Gamepad]
 - ControllerLeftStick
 - Left Stick [Gamepad]
 - ControllerRightStick
 - Right Stick [Gamepad]
 - AttackHeavy
 - Button East [Gamepad]
 - Left Shift [Keyboard]
 - W
 - W [Keyboard]
 - A
 - A [Keyboard]
 - S
 - S [Keyboard]
 - D
 - D [Keyboard]
 - Mouse
 - Delta [Mouse]
- Properties:** Shows the configuration for the selected action (Button South [Gamepad]).
 - Binding:** Path is set to "Button South [Gamepad]".
 - Interactions:** No Interactions have been added.
 - Processors:** No Processors have been added.

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The Character

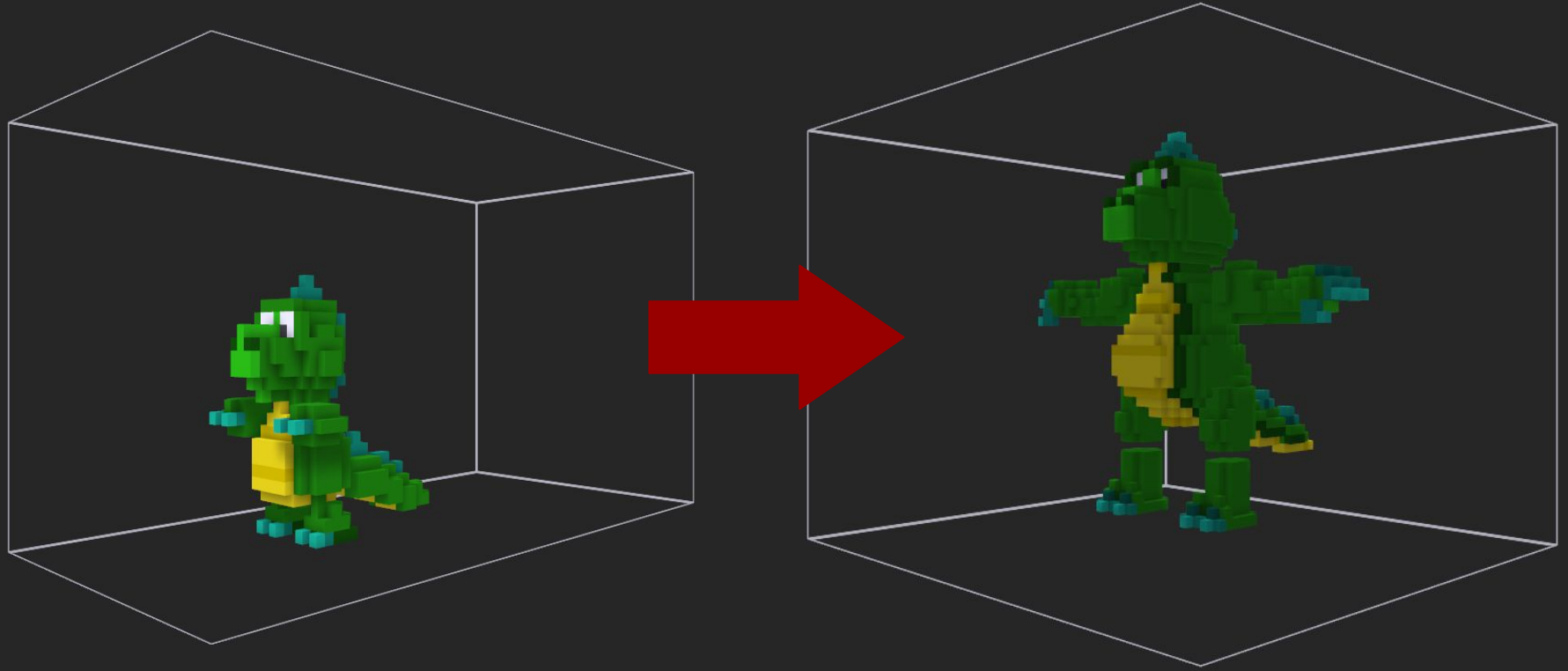
Timeline view showing animation tracks for 'swipe'. The tracks include: godzilla_vers2_2 : Animator.Right Hand Q, godzilla_vers2_2 : Animator.Right Hand T, godzilla_vers2_2 : Animator.Root Q, godzilla_vers2_2 : Animator.Root T, godzilla_vers2_2 : Animator.Sp -1.0178e-14, godzilla_vers2_2 : Animator.Sp 3.4151e-07, godzilla_vers2_2 : Animator.Sp -8.5377e-08, godzilla_vers2_2 : Animator.Up -0.62551, godzilla_vers2_2 : Animator.Up 0.015436, godzilla_vers2_2 : Animator.Up 1.7178e-07, and godzilla_vers2_2 : Box Collider. A 'Preview' window is visible at the top left.



```
1 {
2   "attacks": [
3     {
4       "id" : 0,
5       "damage" : 0,
6       "animationName" : "None"
7     },
8     {
9       "id" : 1,
10      "damage" : 25,
11      "animationName" : "RightPunch"
12     },
13     {
14      "id" : 2,
15      "damage" : 25,
16      "animationName" : "LeftPunch"
17     },
18     {
19      "id" : 3,
20      "damage" : 50,
21      "animationName" : "swipe"
22     },
23     {
24      "id" : 4,
25      "damage" : 50,
26      "animationName" : "SwipeFlipped"
27     }
28   ]
29 }
```

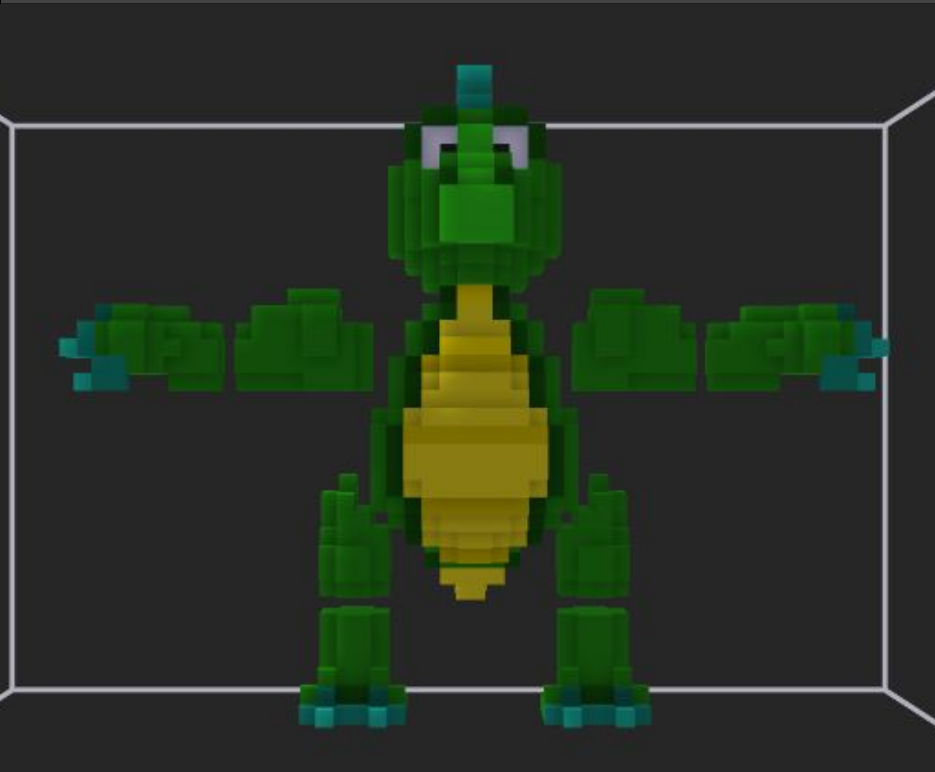
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Design - The Character



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Design - The Character



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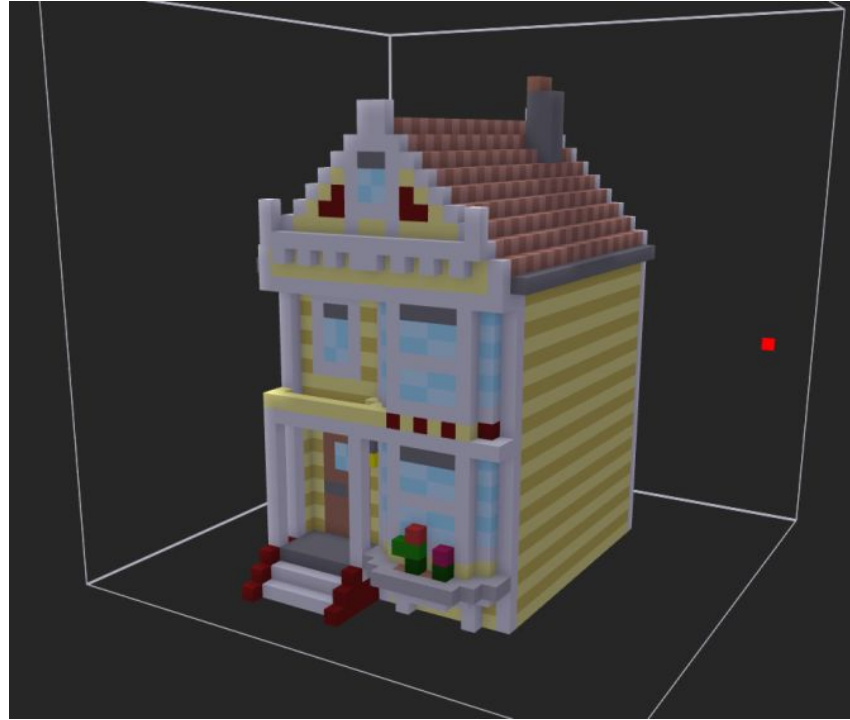
Design - The City



- Low structures in the outer city, high structures in the inner city
- Great mixture of colors
- Architecture is easier to build with voxels

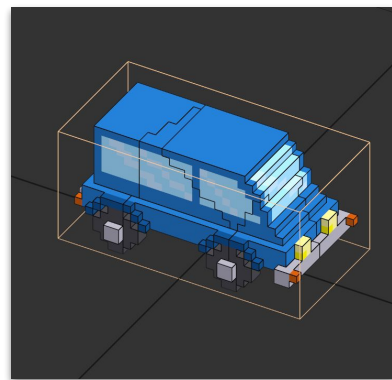
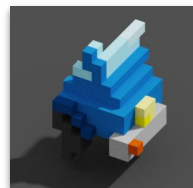
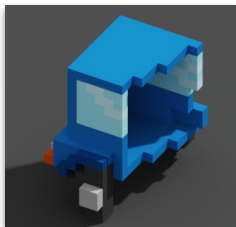
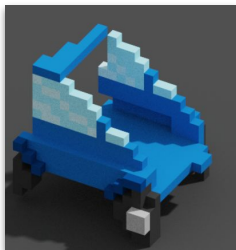
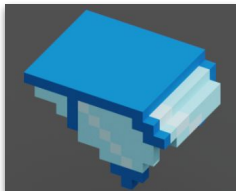
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Design - The City



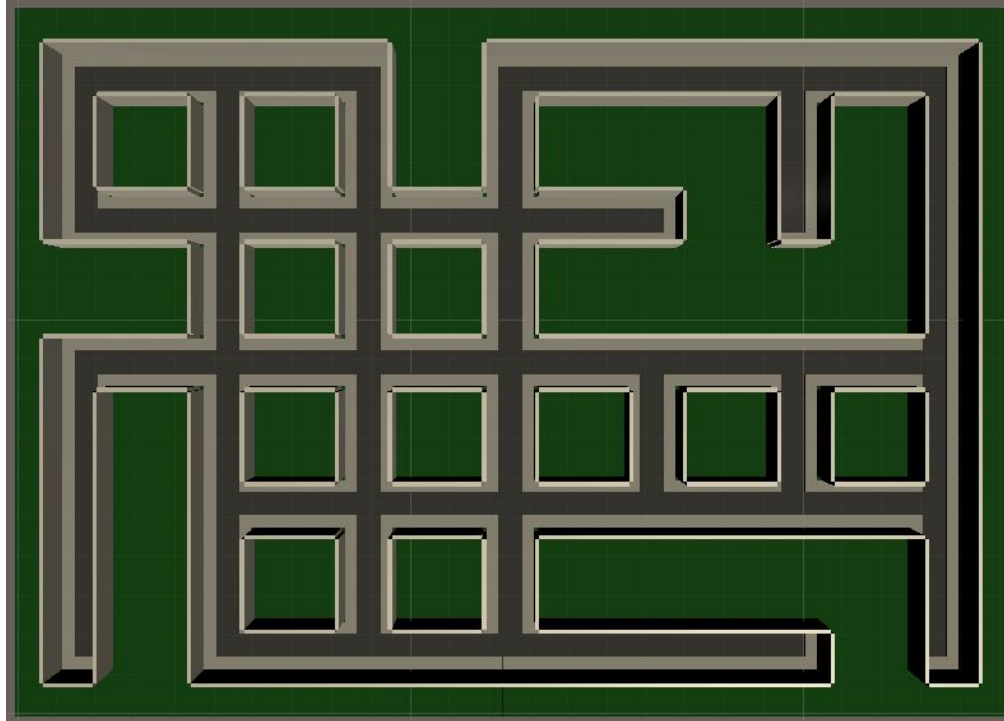
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Asset Pipeline



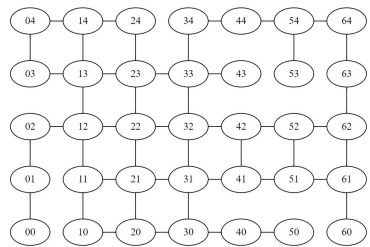
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Procedural Map Generation

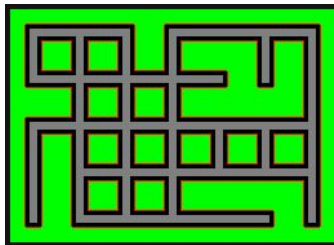


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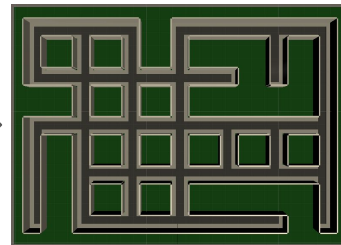
Procedural Map Generation



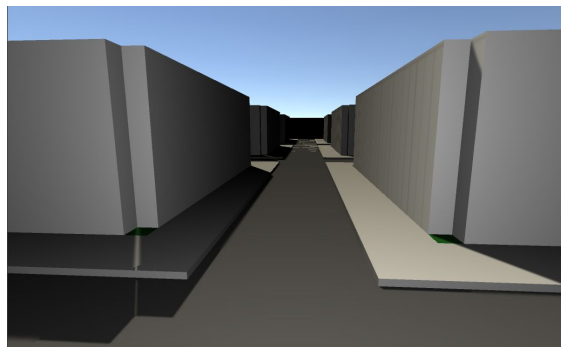
Graph



Array



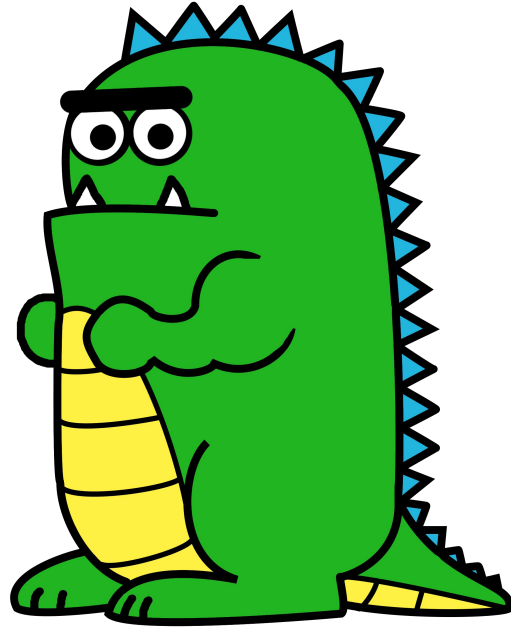
Scene



DEMO TIME

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Questions?



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