Swords and Shovels: Closing the Loop

INTRODUCTION

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Course Goals

- Concepts
- Techniques
- Tools
- Cohesive gaming experience

Course Summary

A brief look at the state of S & S at the end of the Combat course

Plan a reasonably scoped gaming experience

A brief review of the systems presented in the previous courses in this series

A step by step walk through the process of creating the experience we define

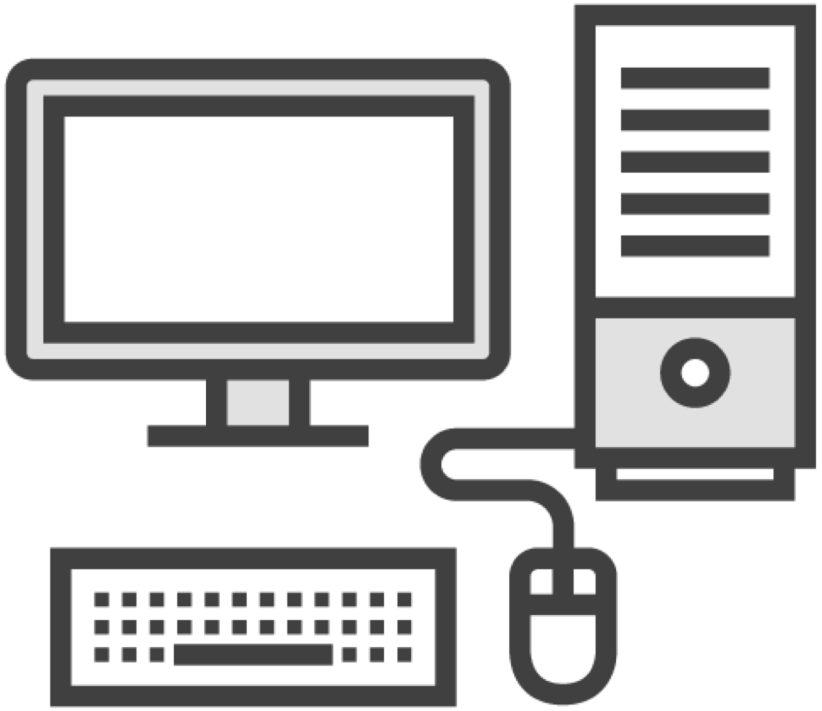
Before You Begin

We've updated the project to version 2018.2 of Unity

Start with the project included in the course exercise files

A complete project at the beginning of each module

Additional assets not included in the previous courses



Out-of-the-box Unity setup

Editor Skin set to “Personal”

Layout set to “Default”

External Script Editor set to “Visual Studio”

Coming Up

Where We Stand

Goals

Get a good picture of where we are to date

Discuss some possible next steps

Identify some of the issues we may need to address going forward

Before We Go Further

Playthrough Review

Limited number of enemies

No indication of status

No progression or endgame

Coming Up

Taking Stock

Before We Begin

What are these things?

How can I use them?

What We Have

Scenes

A Boot and a Main scene

Common Elements

Game, mouse and UI managers and camera control

Core Systems

Systems that govern distinct elements of gameplay

Core Systems

Character and NPC controllers

Character stats system

Items loot and Inventory

Combat

Coming Up

Planning Our Game

Goals

Close the loop

Tighten up integration of systems

Further demonstrate the concepts you've learned to date

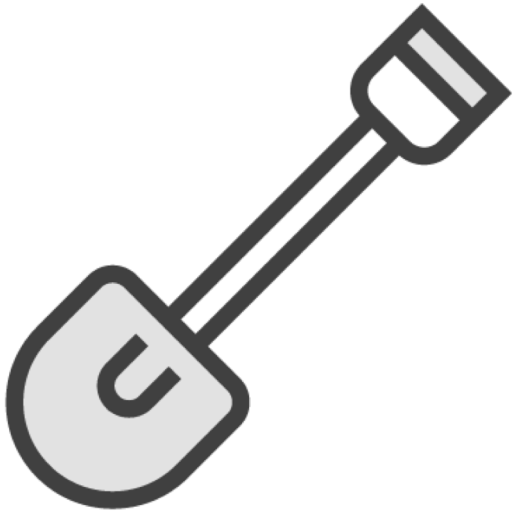
The Basics

Flow

Progression

Endgame

Digging In



Enemies that increase in difficulty

A hero that increases in power

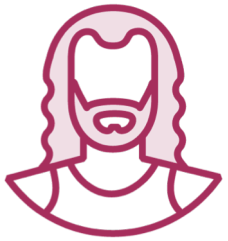
Player feedback

Drops and pick-ups

- Put our inventory system to use

Mapping Out The Game

Waves of enemies



Hero Progress

Drops

Feedback

Endgame

Flexible game loop

Coming Up

Revisiting the Game Manager

Goals

Review the existing game loop

Identify potential issues

Code up solutions

Game Loop Review

Before We Proceed

Iterative

An adjective relating to or involving iteration, especially of a mathematical or computational process.

A Brief Interlude

Unanticipated usage

No redesign required

Minor edits and fixes

Let’s go

Coming Up

An Alternate Approach to Our Singleton

Goals

- Code review of our current singleton
- Our singleton in action
- Coding up our new “Manager”
- Benefits of this approach

Coming Up