Winter Semester Production A

Production Logs

MICHAEL KLEIN   MAR 10, 2022 09:30AM

character walking

Isabela

> **Walking**
> 556 KB fbx file
> PADLET DRIVE

NEW MAZE PACKAGE FILES

Good afternoon. This is Kevin Belingon. As far as where I left off in the tutorial, I am at Lesson Content C of H - 01) game manager - 06) make empty for pl...>. I am just concerned about the part where you made "level" under the hierarchy. Did you make a folder for that regarding the entire maze itself? I am just wondering how you got to that part. I also exported to you my Unity files as a package. Do you think I can have a Zoom apppintment with you on Wednesday, February 28th at 12pm or whatever time is convenient for you. Please send me the Zoom link to confirm. Thank you.
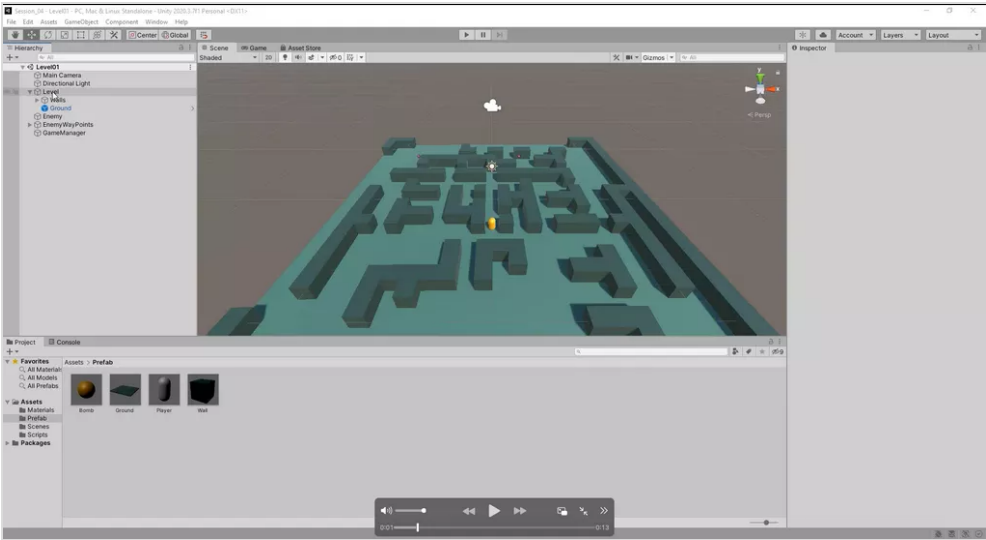
Sincerely,

Kevin Belingon

> **NEW_MAZE_PACKAGE_FILES**
> 500 KB unitypackage file
> PADLET DRIVE

Where I Left Off via Tutorial

By Kevin Belingon

Gaby-WIP (1)

Hey professor! So I had finished the array portion and actually fixed that error that I addressed last week, however... when I finished the array, this happened to me that my enemy just kind of stops. I am not sure if it is supposed to do that, (I am pretty sure it is because I think it did it to you in the test run video) but yea! I just thought I should address that just in case because I wasn't sure! Nevertheless, I actually am starting the game manager so!
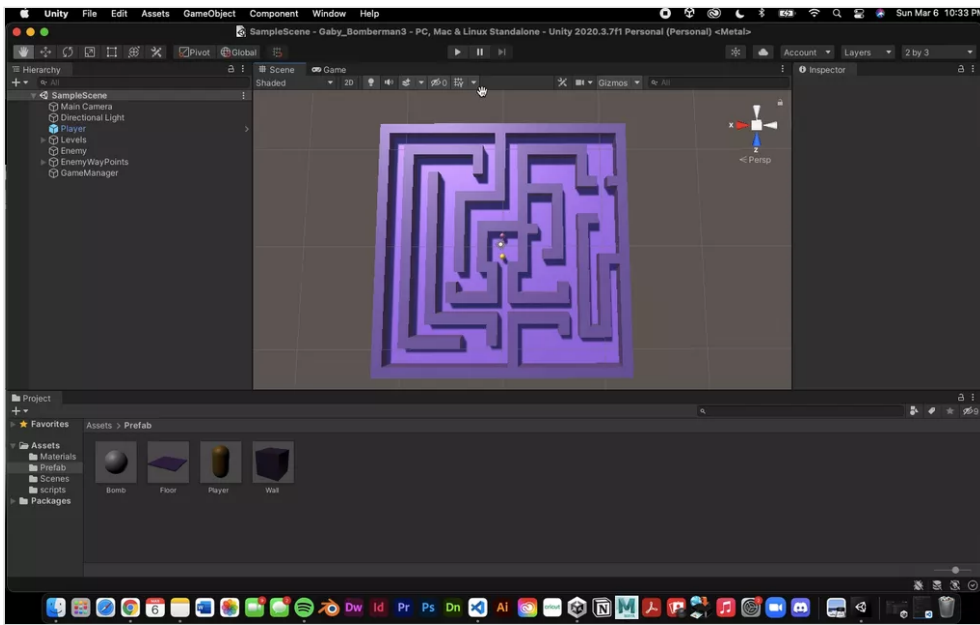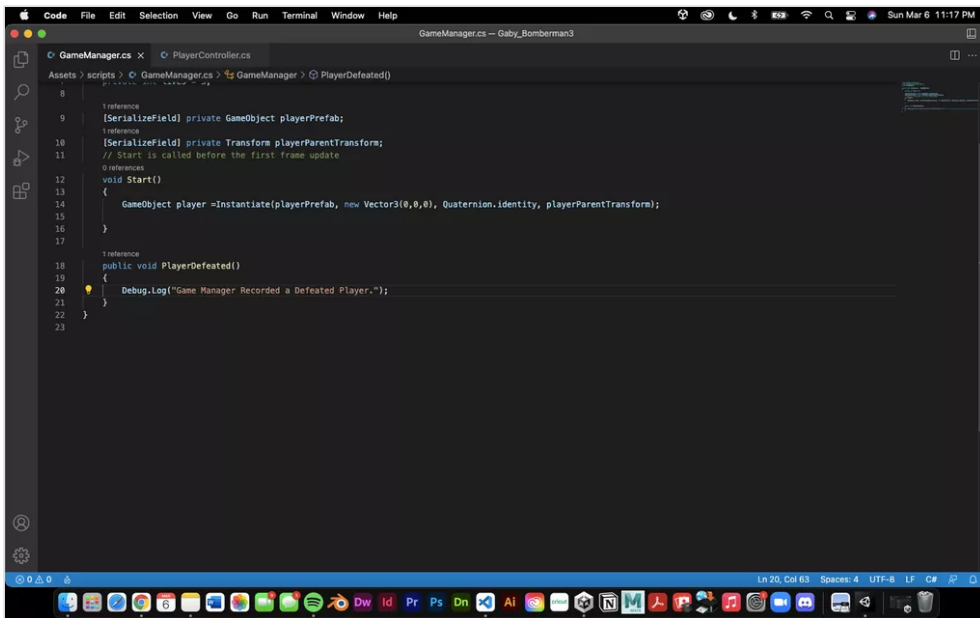
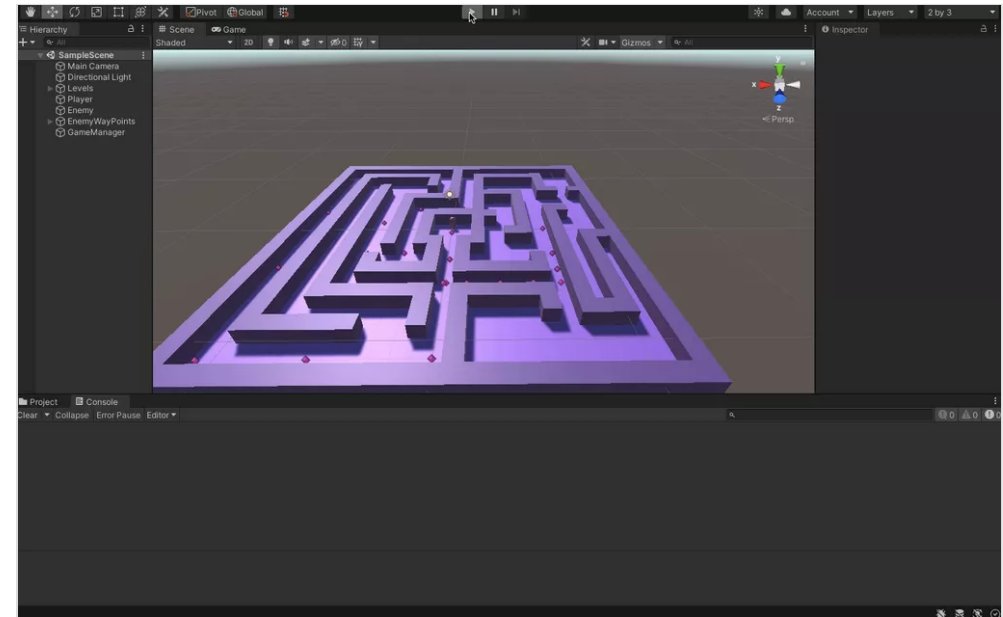**Screen Recording 2022-03-06 at 10.33.41 PM**

1:16 video

Gaby-WIP (2)

(Game Manager Script, Debug Log Issue?)

Gaby- WIP (2) PT2

Ok! Hey again! Soooo I am starting to work on the game manager! However for some reason when I go to test run the debug log, it doesn't show up, although its supposed to! ;w; . It's strange because it should work since I added the debug log to the Game Manager Script. HELPPP! I'll provide a package of what I have so far just in case! I think I am going to leave it at here until I hear back because I am afraid that if I go farther, this slight possible error might hinder my progress, so I'll wait to see what you say! I double checked my code on the player controller and everything though and nada! ;<

Screen Recording 2022-03-06 at 11.18.33 PM

0:11 video

Gaby Package!

Hopefully this is the right one! But I provided this if you wanted to check it out!

Gaby_GameManagerStart(20Percent)

92 KB unitypackage file

WAITTT

HOLD UP! So its ok for now if my enemy went off the path and went thru the walls of my maze? Did you see what I meant exactly when you looked at my package and ran the game real quick in game mode?? 😅


Yess I agree!

but yes! in the video, the enemy is functioning and moving, however I was currently adding the minus integer to my code, which was probably done in video **eight (08) in array**. After I did that, it was working fine still, however, near the end where the actions of the enemy are looped it seems, the enemy went through the walls of my maze and didn't stay on track like it's supposed to. I was observing you tweaking where the waypoints where however, even after I observed and applied it to my project, it wasn't working in my favor : (

OH WOW! You are very quick! LOL

Thank you though! and I agree! you emphasizing the use of packages have REALLY helped! I think it cultivates a great and effective collaborative effort amongst one another! And of course! :) I appreciate you for getting back so quick!

Gaby-MadeUpProgress6 ERROR HELP!!

Hey there again Professor! So, I seem to be having issues when doing this "patrolling" around the perimeter of part of the maze. As you can see, the enemy goes off track of where it's supposed to go or I guess is bugging out. I'm saying that because I don't know what to do fix the error to be honest ;,D. I watched over the video that touches on this in the array section of content B. I tried tweaking the waypoints like you did and nada :(. If you can help me during class in any way that would be great! That's **if** I figure it out on my own, although even after multiple attempts and adding a few new waypoints, the enemy still does what it did at the end of the video :(, so I might have to save this for later when it can be addressed in a more hands on way, because I honestly don't know what to do to fix this
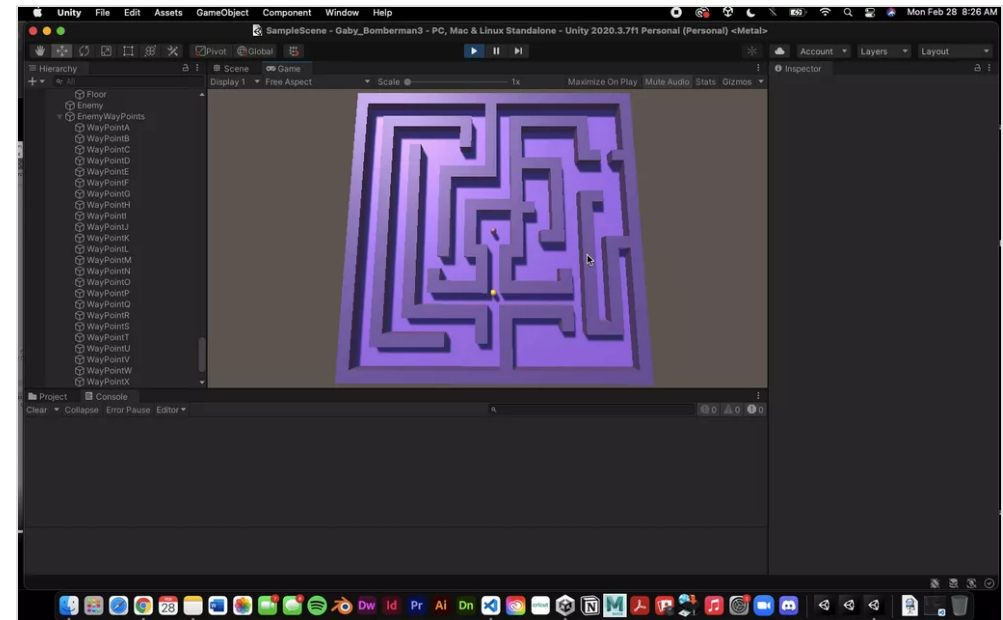

Untitled

2:11 video

PADLET DRIVE

Gaby-MadeUpProgress4

Alrighty, So, I have begun to start the array! I added way points (as shown in the array video folder), as well as a debug log for the first destination which was I guess responsive? (if ya know what I mean). Originally, I *thought* I did something wrong with the waypoints because the enemy wasn't moving ALLL the way from point A to D, simply to point A. So I thought I did something wrong until I listened to the video again and heard you say *only* the *first* destination. Plus, I saw where the waypoint was and were the enemy stopped in the video and put two and two together LOL. So no errors hereee!
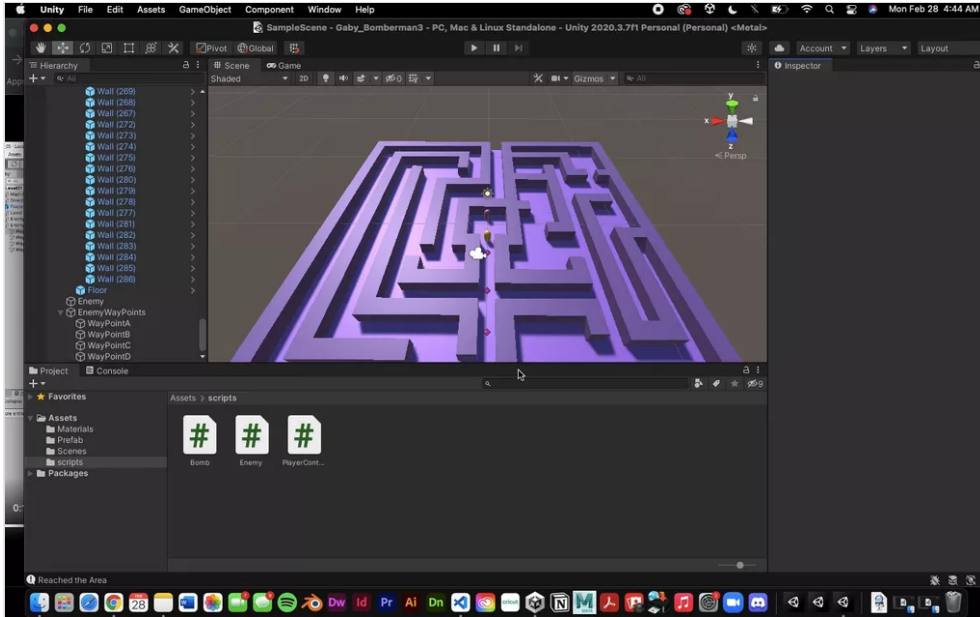
Screen Recording 2022-02-28 at 4.44.51 AM

0:28 video

Gaby-BackupPackage

I am also just leaving this package here of me starting the enemy for backup LOL. ANYHOO, ONWARDDDD >:D

Gaby_BombermanEnemyStart

87.2 KB unitypackage file

Gaby-Package File

I'm also providing another package that you can maybe take a look at for yourself if you just so happen to see this before class starts

Gaby_BomberMan50Percent

91.2 KB unitypackage file

Gaby-MadeUpProgress5

I don't know if you can see, but i am still trying to set up some of the array points and mess around with them along the maze : D, I'll send a video with the array done as soon as I can! hopefully I get this in enough time where I can work on the rest before class ;-;
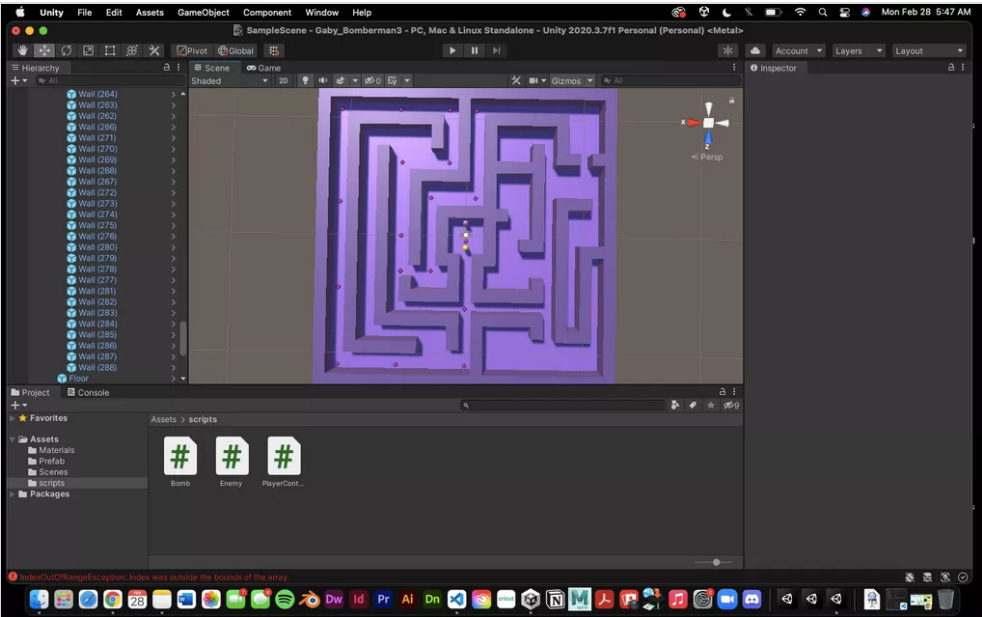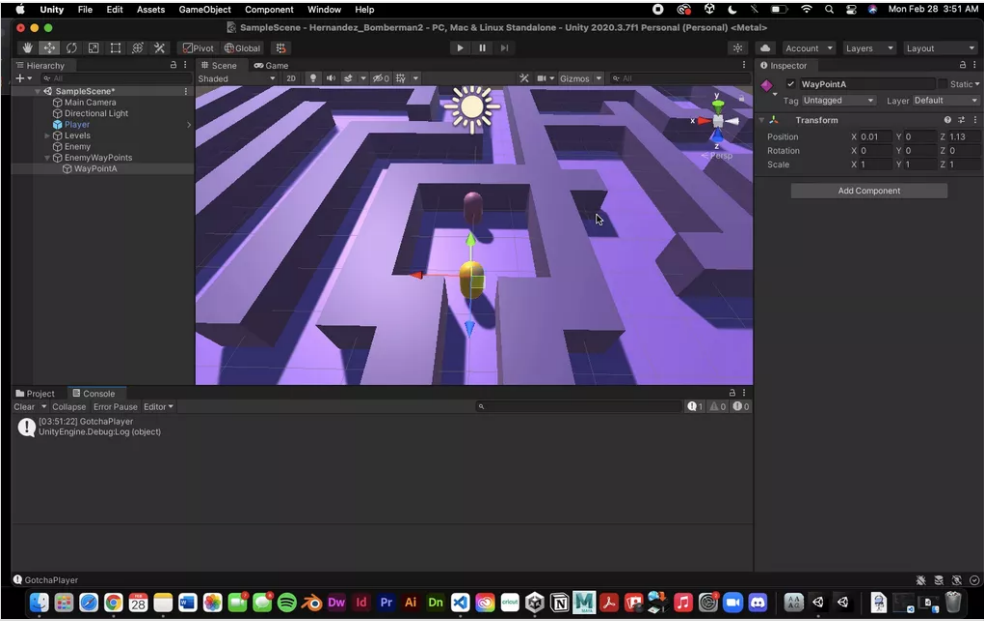

Guil Bomb

Here is my bomb will put everything in unity soon and share progress on game map

bomb Guil
0:06 video

Gaby-MadeUpProgress 3

I have added a debug log on the C script for the "gotcha bomb" and "gotcha player" as seen in the screen recording up here! As you can see, I was struggling for a minute there, but I got the debug log goin!
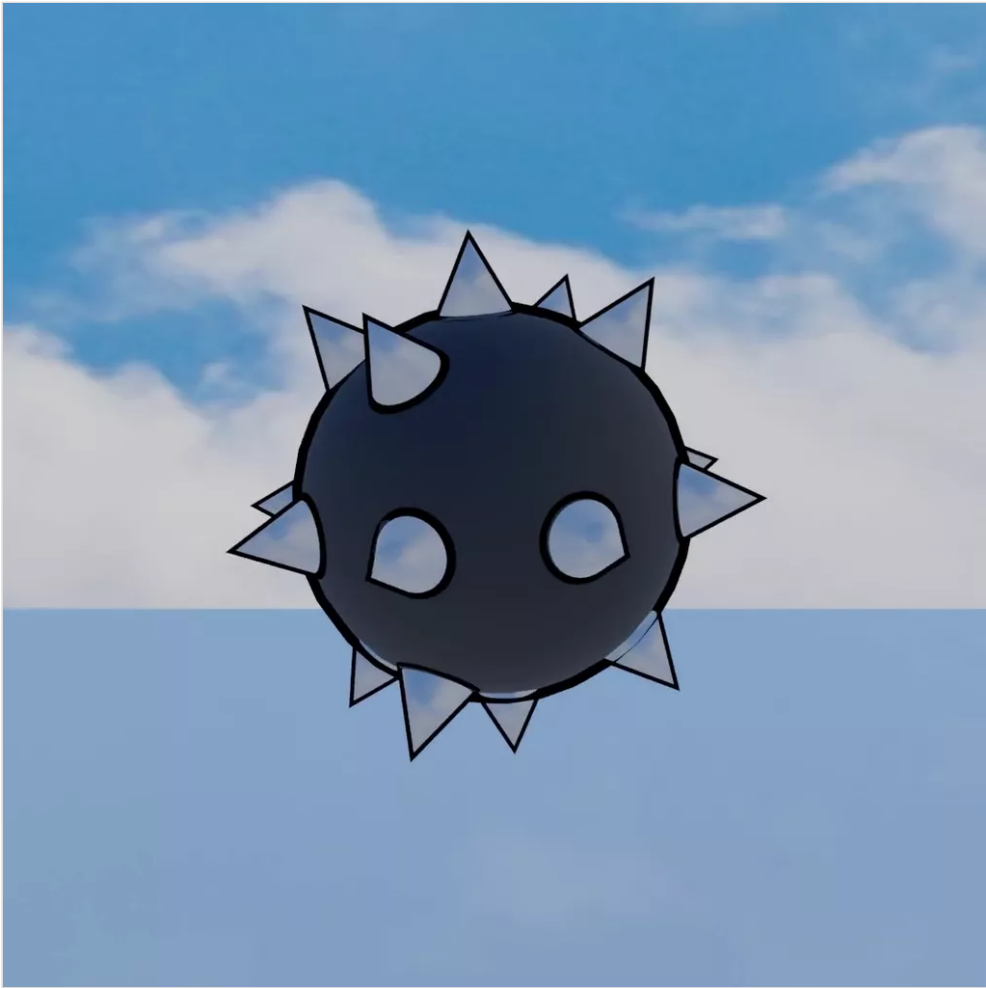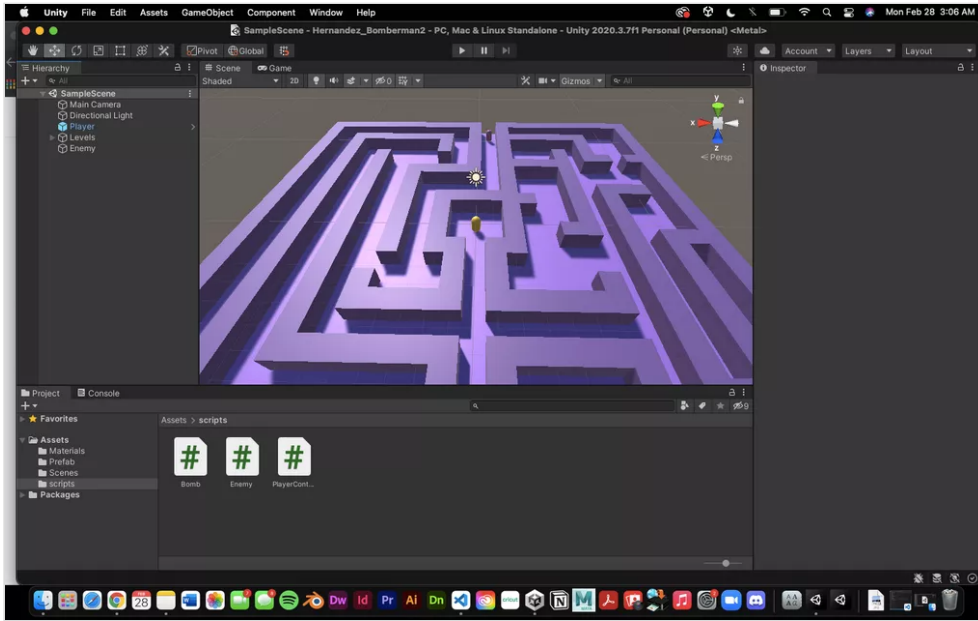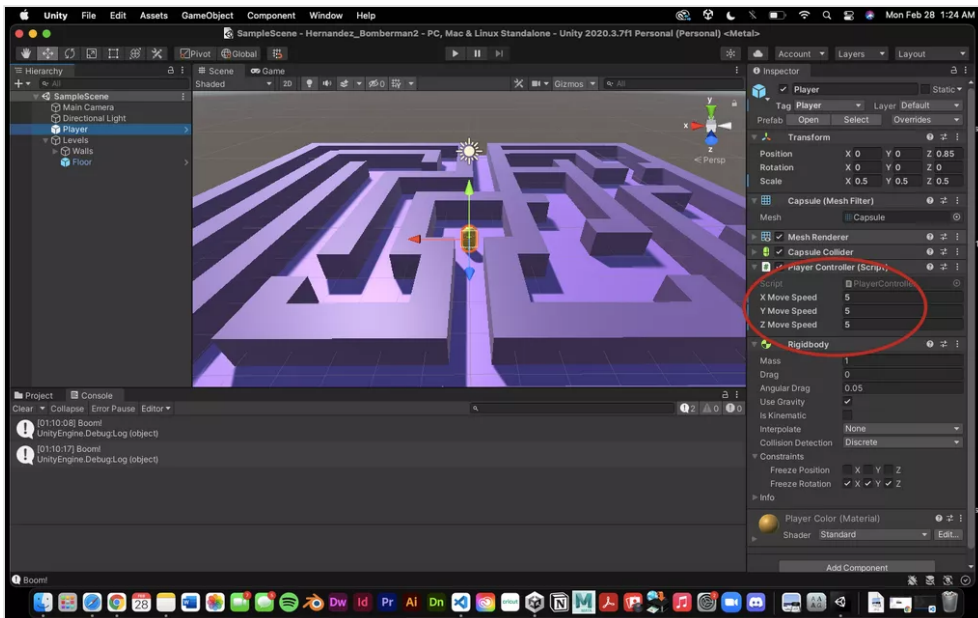

Screen Recording 2022-02-28 at 3.51.40 AM
0:45 video

Gaby-MadeUpProgress 2

Heyyyy! So, just for a lil update, I have begun to create my enemy! Feeling good now that I have picked up the pace a lil!

Shara Mae - Video Progress

I'm disappointed that I am behind on this project even though it is due today but I did want to share a video of me playing the game, making sure that the destructible wall worked and everything. After this video, I made 10 other enemies and they move as fast as critters -- I challenge even myself, getting through the game!!!
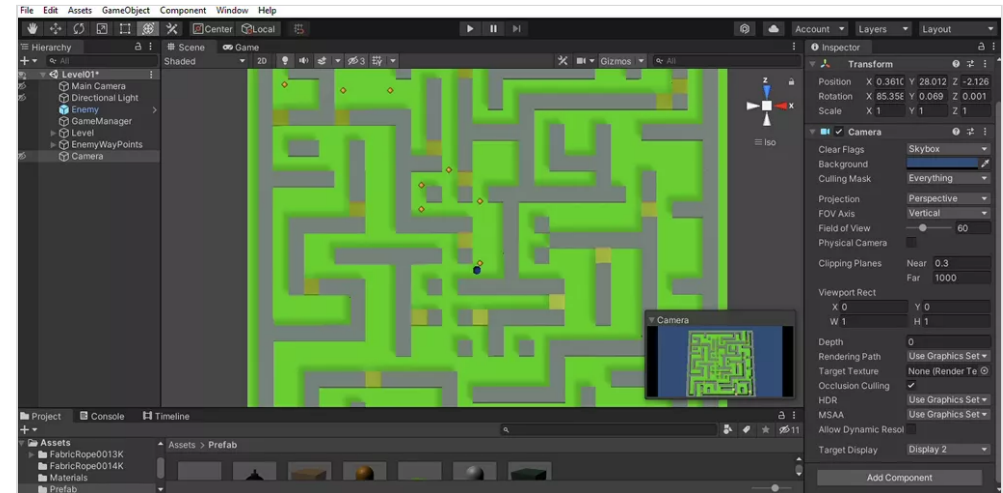
Shara Mae Updated Bomberman Game - Level01 - PC, Mac & Linux Standalone - Unity 2020.3.25f1 Personal_ _DX11_ 2022-03-10 03-14-07

0:35 video

Gaby-MadeUpProgress 1 (start)

Hey professor! I'm sorry I took so long to update, this week was quite a week for me ;,D, I was able to change the move speed as you suggested and it solved my issue with that, so thank you lots! I'm gonna work towards trying my best to catch up now (AGAIN), stay tuned ! I apologize for being so behind haha ;,D

PACKAGE - RODRIGO

Here I provide my package professor so you can have a look to see this problem happens in your end also. It's pretty strange this issue is happening with the bomb because I followed every video step by step. But hope you can help me professor.

maze_project_rodrigo

164 KB unitypackage file

ISSUE WITH THE BOMB - RODRIGO CARNERO

Hi professor... here in my project I'm having a issue with the bomb that it doesn't appear when I place it. It does appear in the hierarchy that the bomb was placed but it doesn't

appear in the game itself as you can see in the video. Hope you can help me with this doubt. Thank you!!!
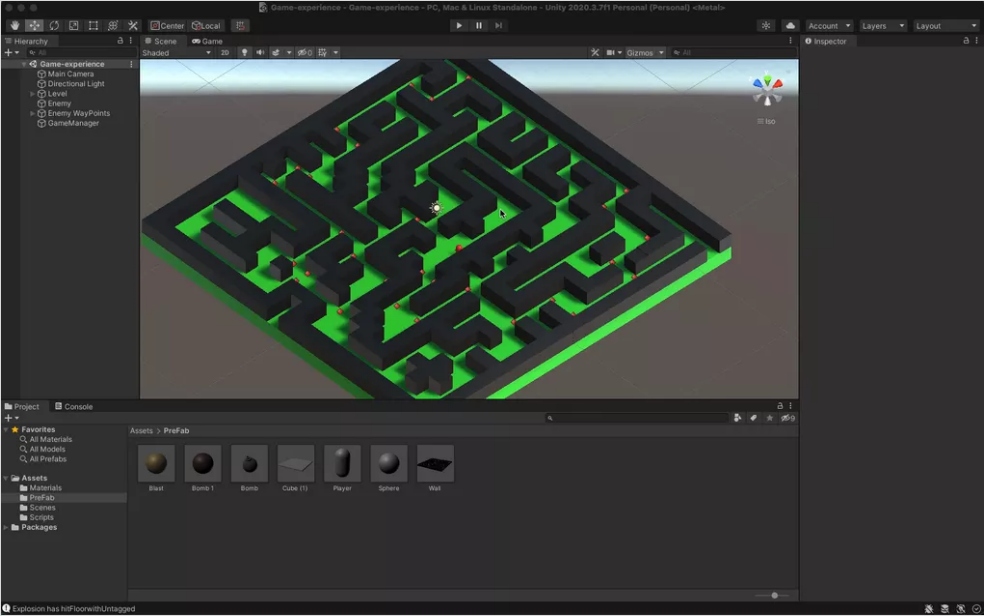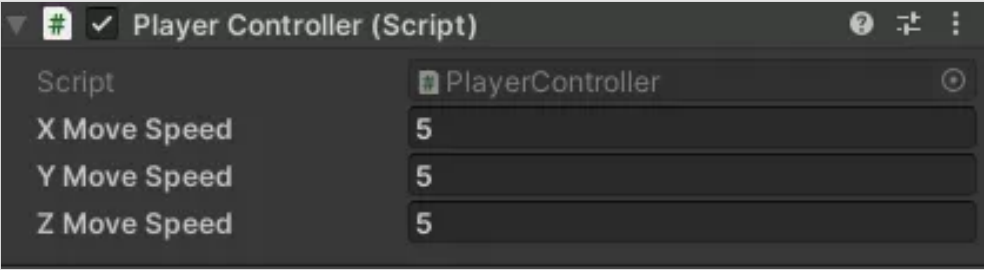

Screen Recording 2022-03-05 at 10.45.24 PM
0:18 video

Speed was at 0 changed to 5

Gaby-Package

I'll provide the package here so you can take a look, I hope the scene actually is there this time! It should be, I double checked, but here you go ;,D

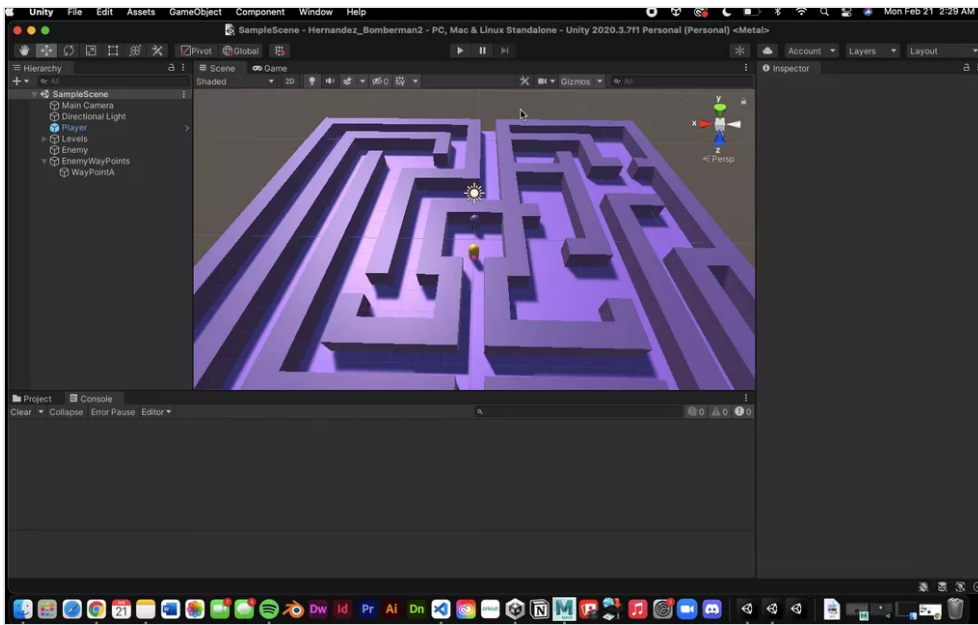**Hernandez_Bomberman5**
71.2 KB unitypackage file

Gaby-Help pt2

I may actually have to start a little from square one because now I messed everything up, and I also have to redo my enemy and waypoints because I had deleted those in a frenzy while trying to fix everything, it's literally a mess UGH! I'll keep you posted throughout the week because I have to restart somewhere... I really apologize for this big hiccup :(I'll post sometime tomorrow with any updates, I apologize again, I promise i'll get back on track ASAP

Gaby- HELP!!!!

Professor! I really need your help! I don't know if we can do a zoom session sometime this week but I think I messed up! I tried importing the script files from the example package into my project, and then overrided my project scripts and everything and now it's a mess, my A,W,S,D keys don't work, anymore and it's overall a big mess that I can't explain in word! : (please help!

Gaby- BomberMan Progress1

So, after watching the last zoom session to see what you did to fix the RigidBody problem, I applied it my own project file and from there, referred back to the other zoom session I was using to build and make progress with my game. So now, I am catching up with the little things I missed due to the error!
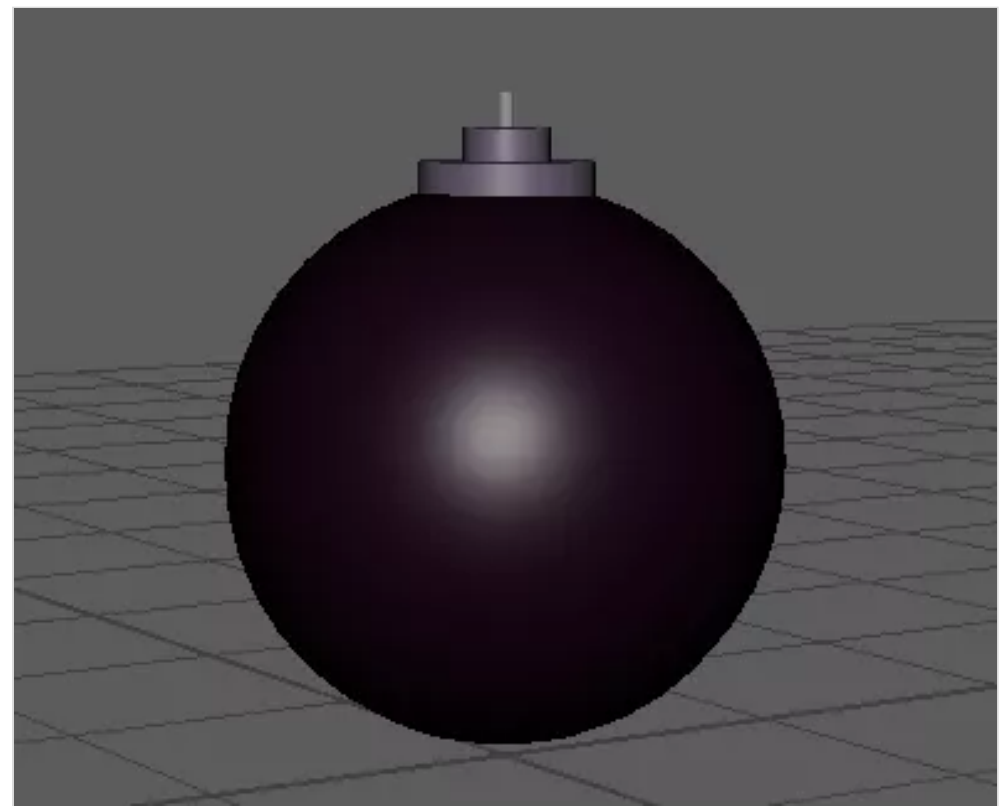
Hernandez_BombermanProgress
0:47 video

Gaby- Bomb Model Progress

Hey Professor! Here's my lil Bomb Model for the game! :)

Shara Mae - Faulty Package

Hmmmm, since Gaby had sent you a package for you to check where she went wrong, I'll send my package too by uploading it in the web host so you can check mine out! It'll be titled "Shara Mae FINISHED D-02 OUT OF H WITH ENEMY CANNOT BE DEFEATED PROBLEM.unitypackage" (Thanks Gaby for your insightful posts as always -- big brain move brooooo)

Shara Mae - Having Trouble

I was wondering why my enemy cannot be defeated by the bombs I was placing and realized that my bombs were like floating up in space. I am assuming that is why the enemy could not be defeated (?). On top of that, my enemy is also placed a bit below the ground. I tried fixing the prefab positions to override them, to get them in the correct positions so that the explosion could hit the enemy but no luck ;(I'll ask about this in class when I see you!
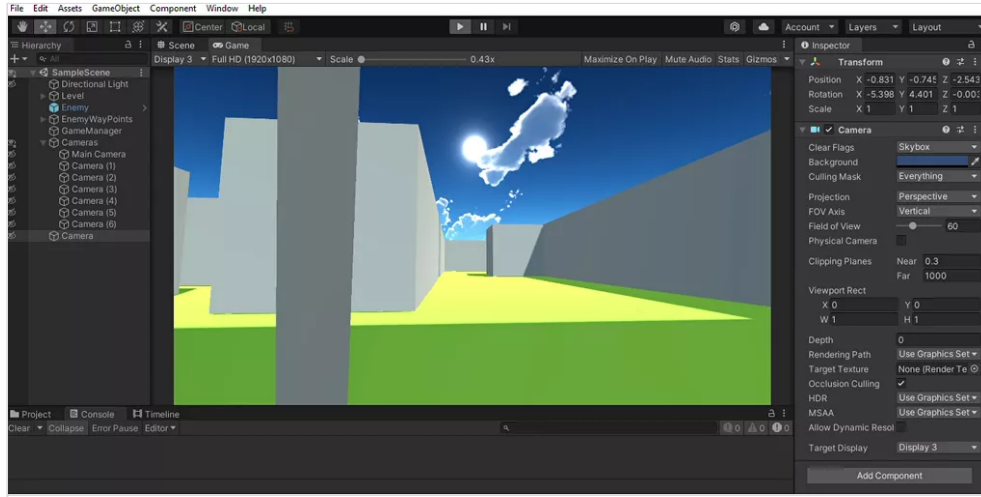
SML2022 BomberMan Game - 02212022 Enemy Cannot Be Defeated By Bomb 3

0:28 video

PADLET DRIVE

Shara Mae - Bomb Model!!!
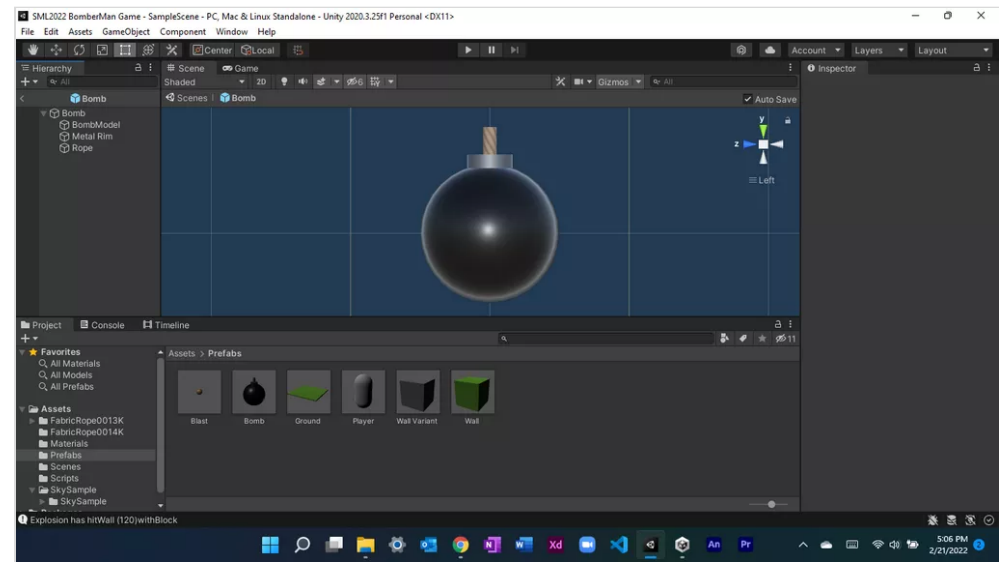
Shara Mae - Debug Messages Work!
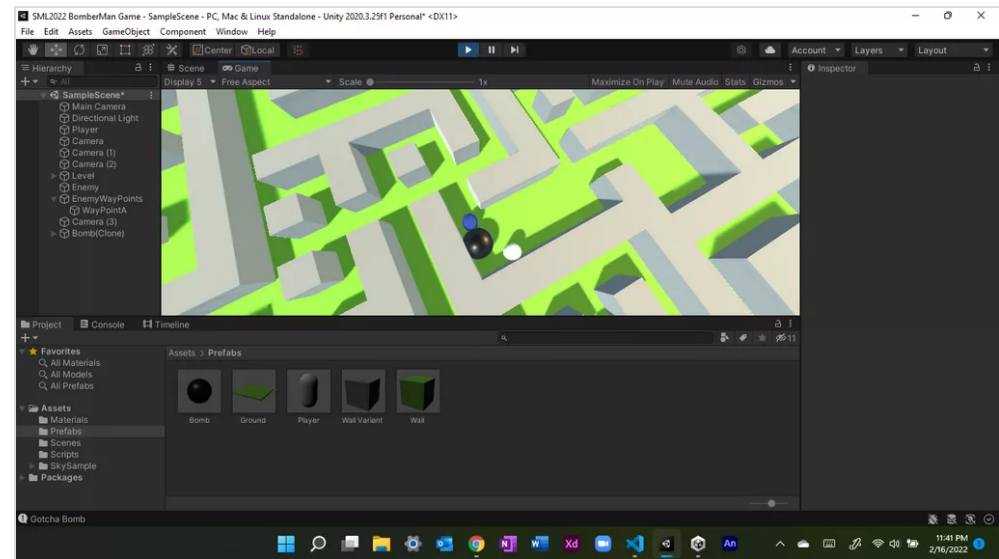
Shara Mae - Waypoint Progress!

I'm finishing up Part B of H and I'm having too much fun putting in the waypoints XD It is really cool to see how the enemy is controlled to follow the points set by us!!!

Gaby-Hey!

Hey professor! So I left some updates on the new padlet you made! Please check them out when you can!

Shiela

Maze Example (Source)
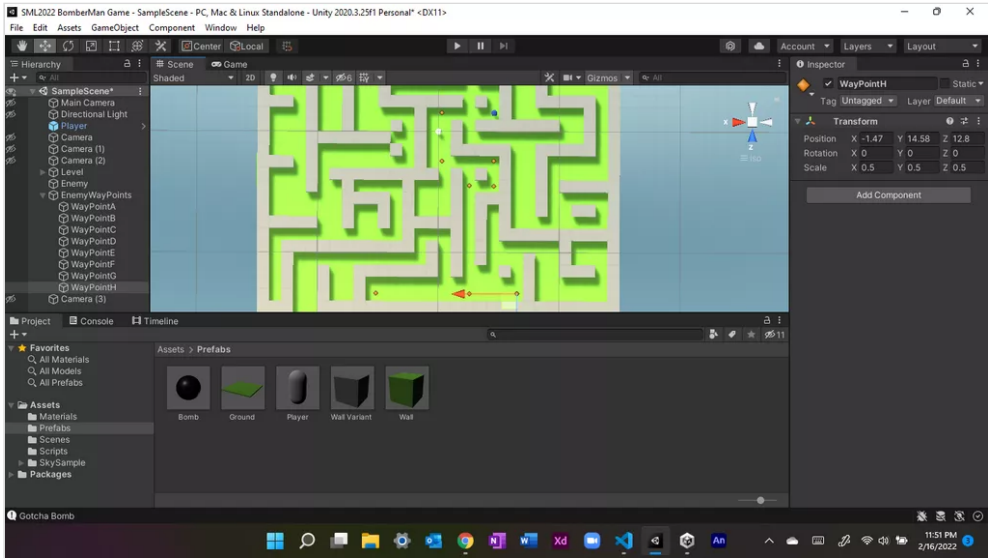
Maze-20220120-151943

12.9 KB piskel file

Shara Mae - FINAL BOUNCING BALL MP4

Fixed the script and finally got the balls bouncing around in the constraints!!! Thank you to Professor and classmates for the help!
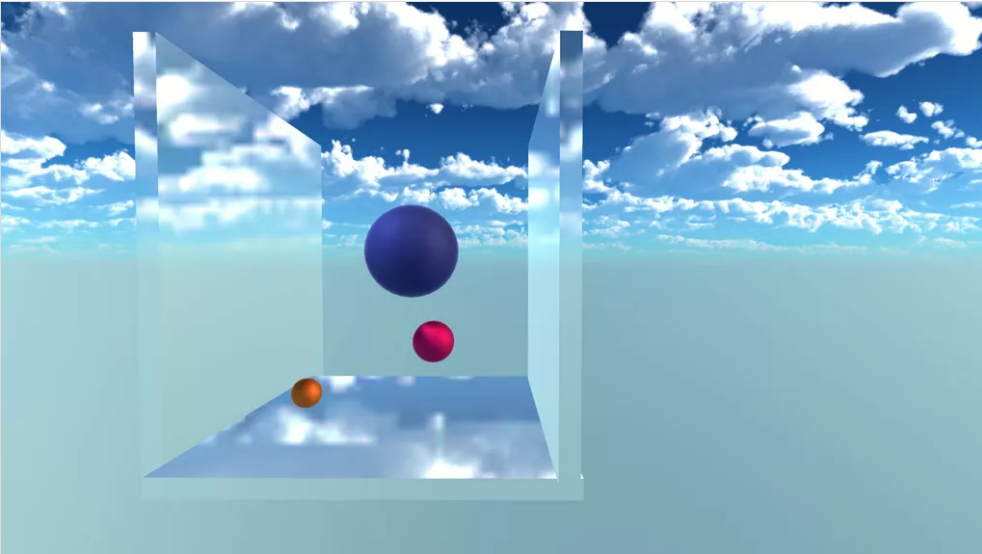
Shara Mae FINAL Bouncing Ball

0:08 video
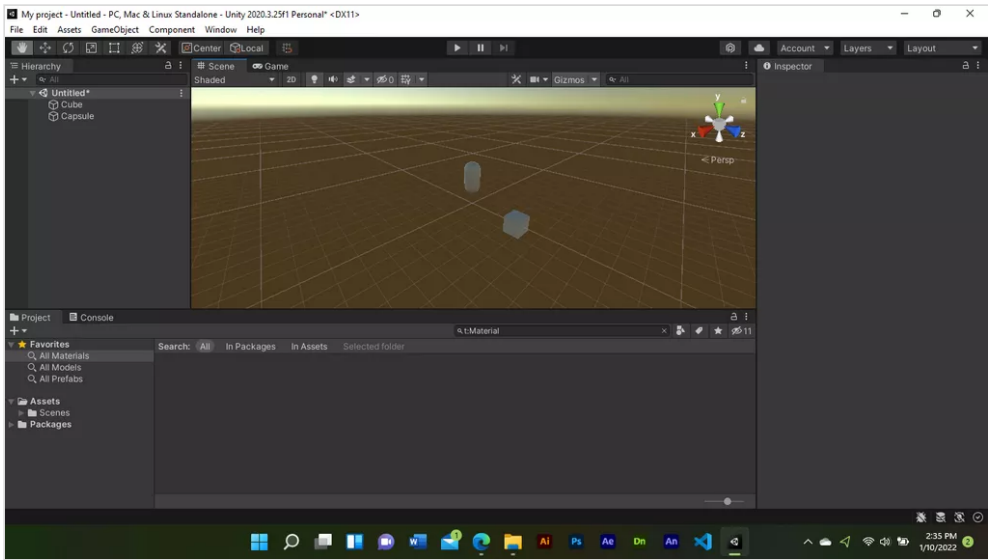
UPLOADED- GABY

Ok ok! so I uploaded the package prof! <3

Hey Professor!

I submitted the bouncing ball warmup! I shall now work towards submitting my unity bounding ball screenshots and possible mp4's! Hope you enjoy my warmup though!

Alen's Baby Yoda Model

Using Tinkercad to make the model to use for projects going forward
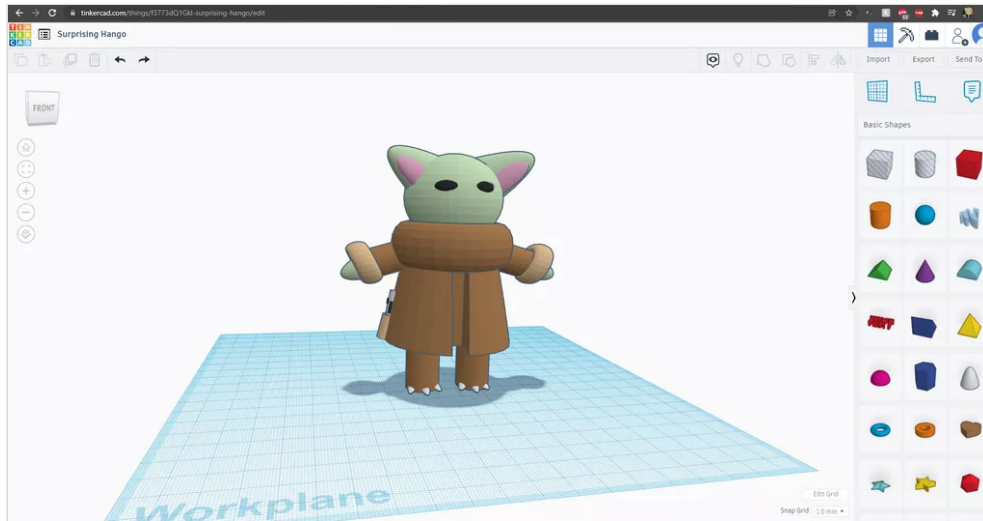
Elf walking and object floating with Timeline
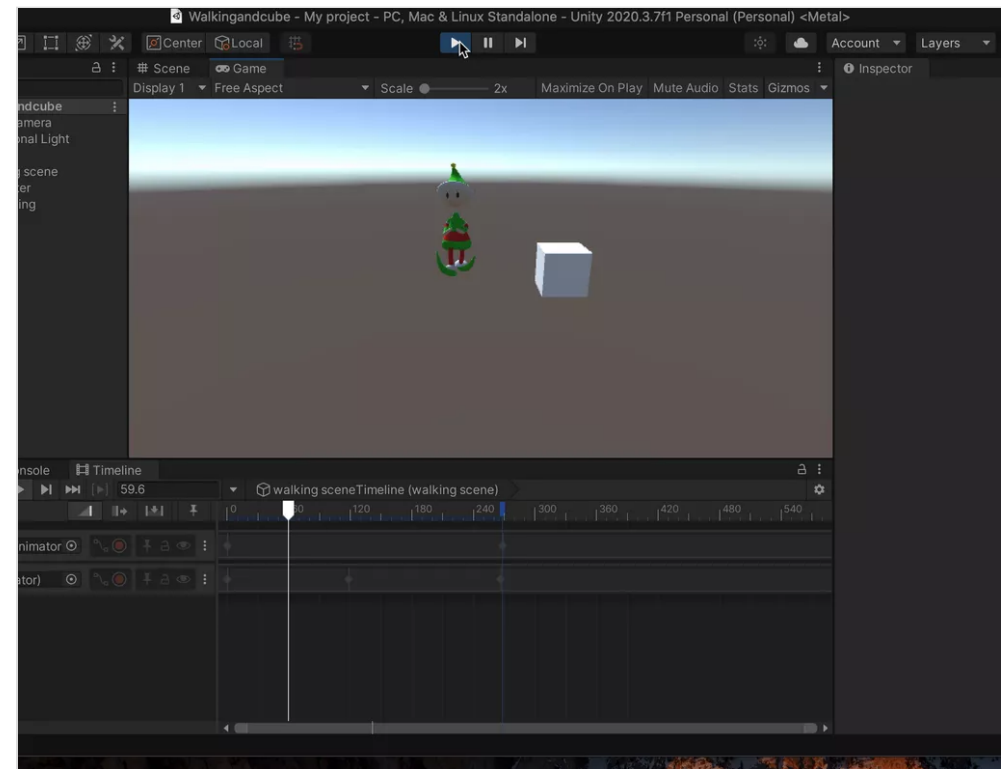
Untitled

0:04 video

Joan - Character Almost finished

Joan N - Gravity/Bouncing ball
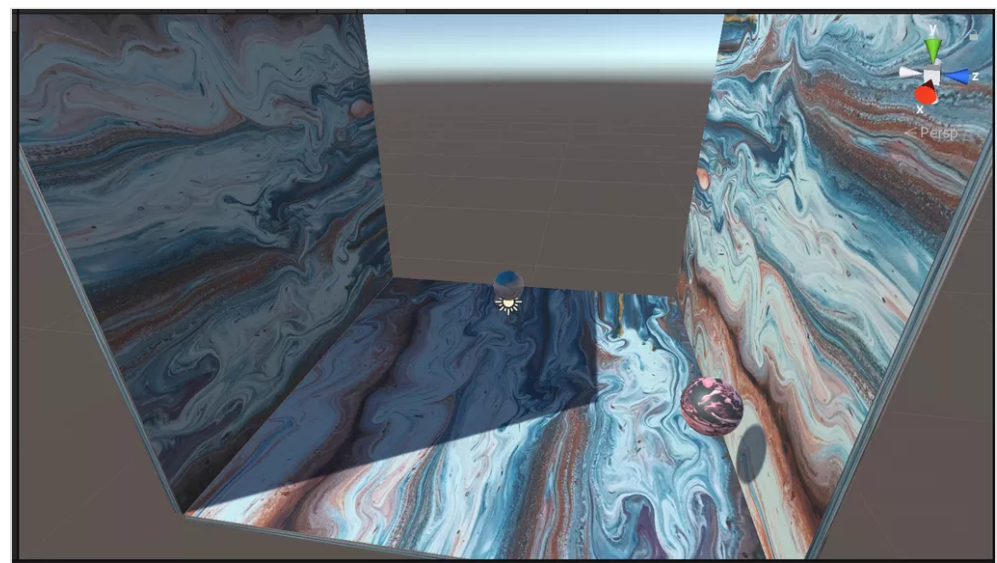
Screen Recording 2022-02-07 at 1.04.13 AM
0:12 video

PADLET DRIVE

Joan - Gravity/Bouncing Ball Classwork
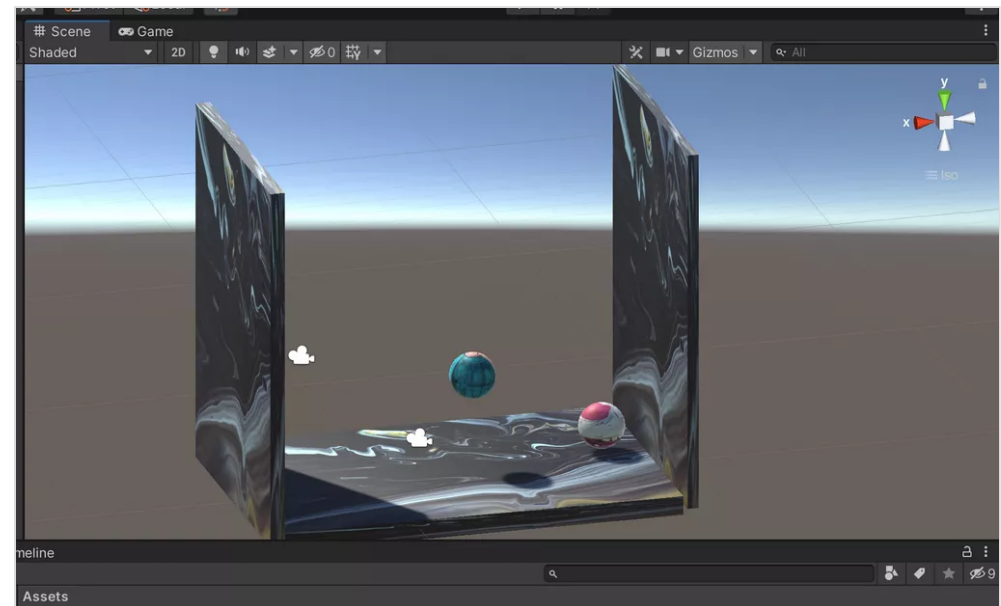
Gaby-MazeProject Package

OK! I'm sorry i'll stop now, but I'm going to just leave the package file here too!

Gaby_MazeProject
51.8 KB unitypackage file

PADLET DRIVE

Shara Mae - Official Build for Bouncing Ball

I wanted to submit a build since I had misunderstood what you wanted from us earlier (I submitted a package but no title or button). I'm glad I was able to revisit this and post a final version for the build!

Shara Mae Official Build
12.6 MB zip file

PADLET DRIVE

Alen Cut Scene Progress
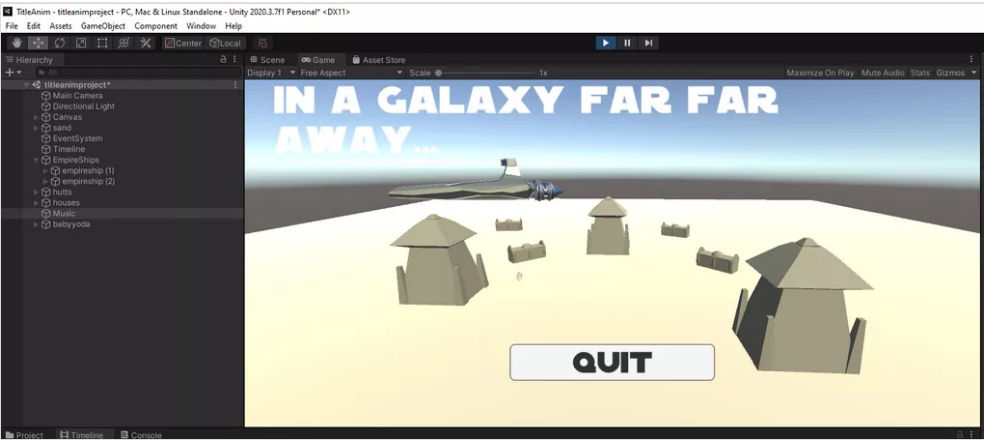
Shara Mae - Mixamo Man Loosing

Mixamo Man Loosing
0:11 video

PADLET DRIVE

Shara Mae - Mixamo Man Winning

Mixamo Man Winning
0:11 video

PADLET DRIVE

Shara Mae - Mixamo Man Idle

Mixamo Man Idle

0:11 video

PADLET DRIVE

Shara Mae - Mixamo Man Running

Mixamo Man Running

0:11 video

PADLET DRIVE

Shara Mae - Mixamo Man Walking

For the walk cycle and other motions, I really wanted to do my personal character that I made back in 3d design but I think it would probably be in my best interest to use an easier, less-complicated file to achieve my needs and wants!
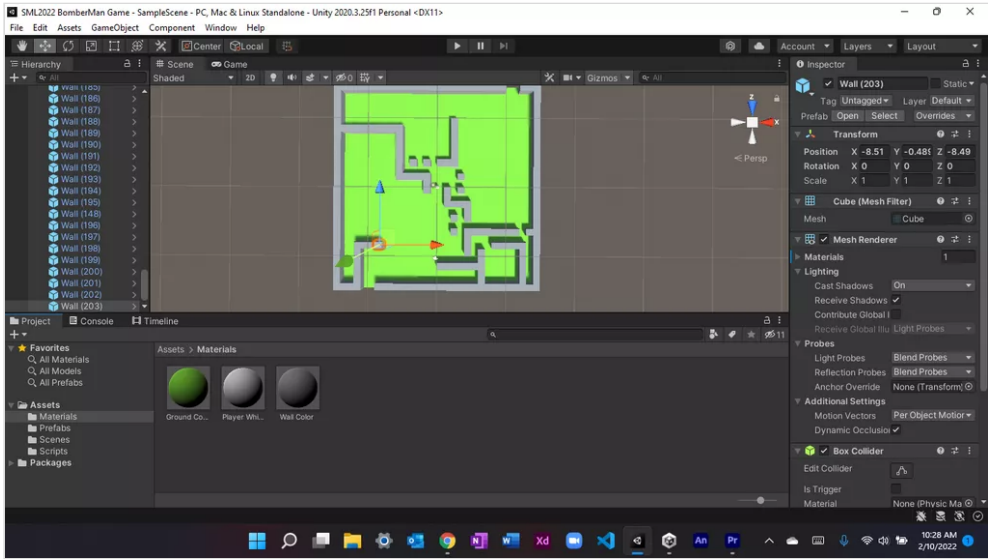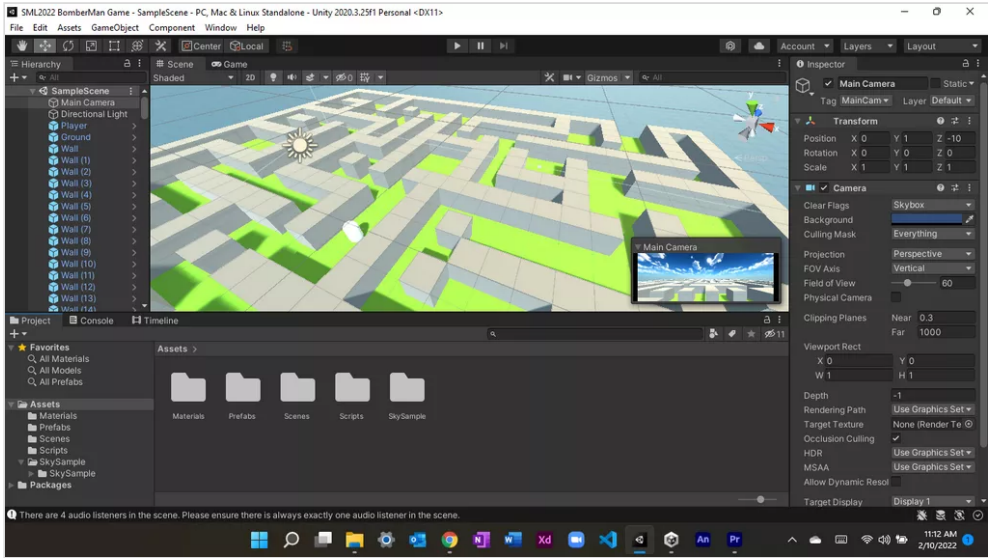

Mixamo Man Walking
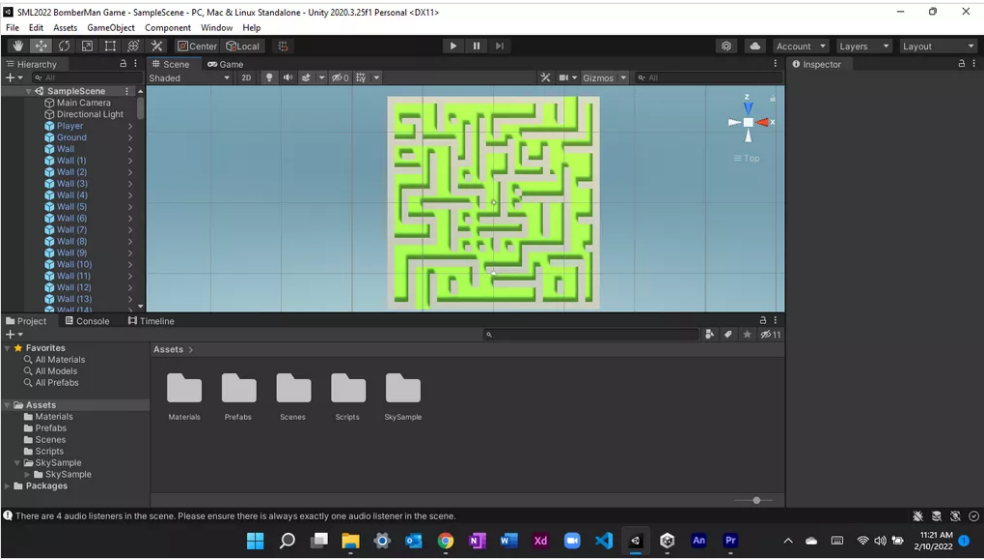
0:11 video

PADLET DRIVE

Shara Mae - Bomberman Maze in Progress (excited to finish it!)

Shara Mae - Bomberman Maze All Built Up + Casual Day Environment!

Shara Mae - Bomberman Maze Overview

Alen Cut Scene File

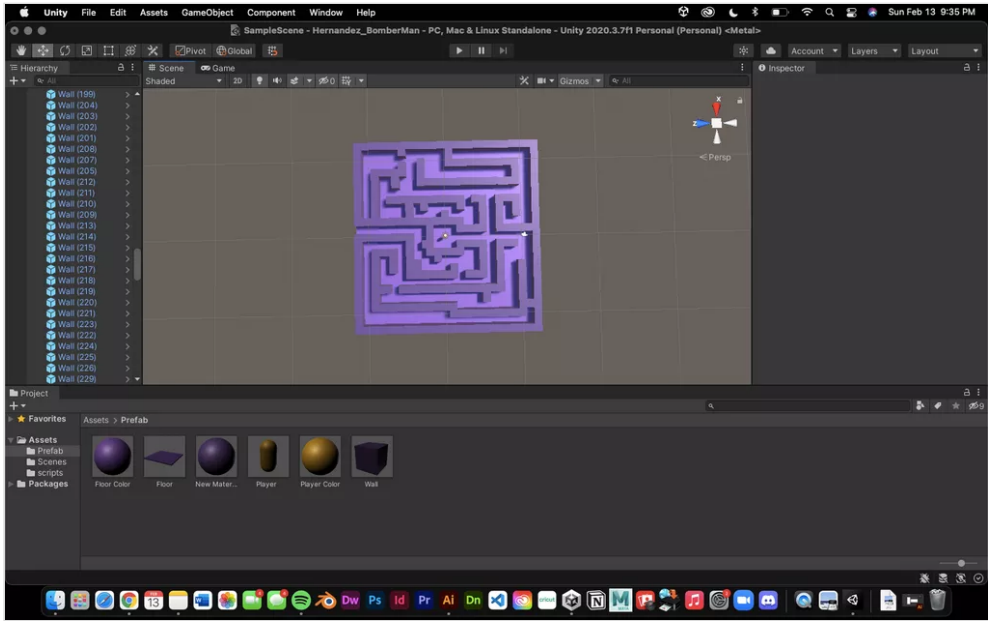The Dunes of Tatooine

AlenCutScene
73.1 KB unity file

PADLET DRIVE

The Unity build consists of a folder or two and some extra files if you are on the PC. The OSX versions are all compressed into the .app file but they should have similar contents....
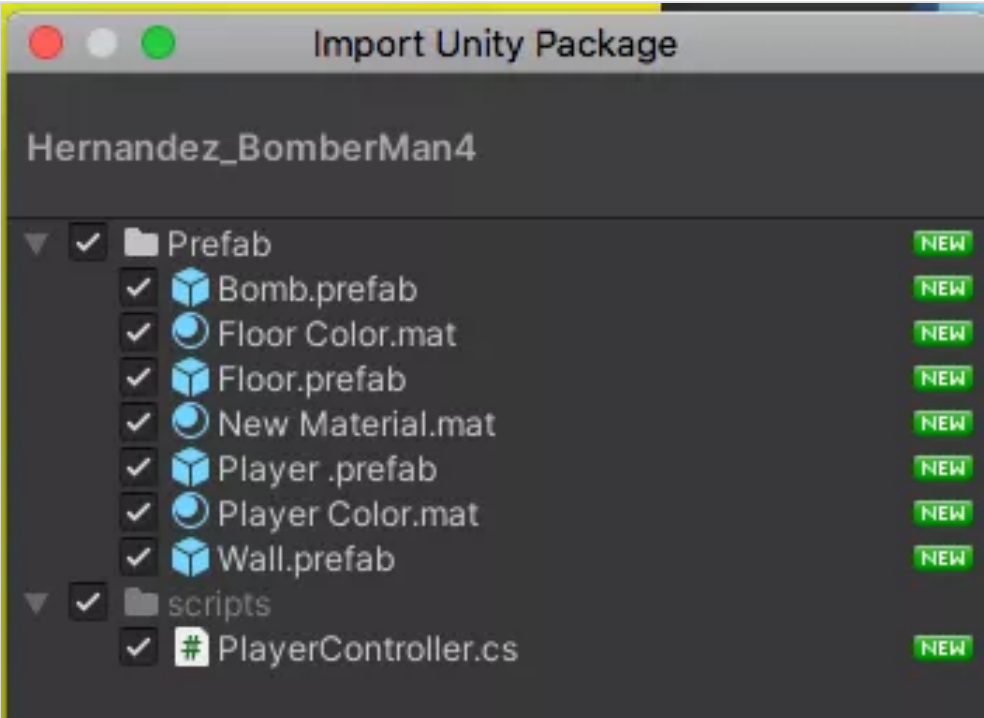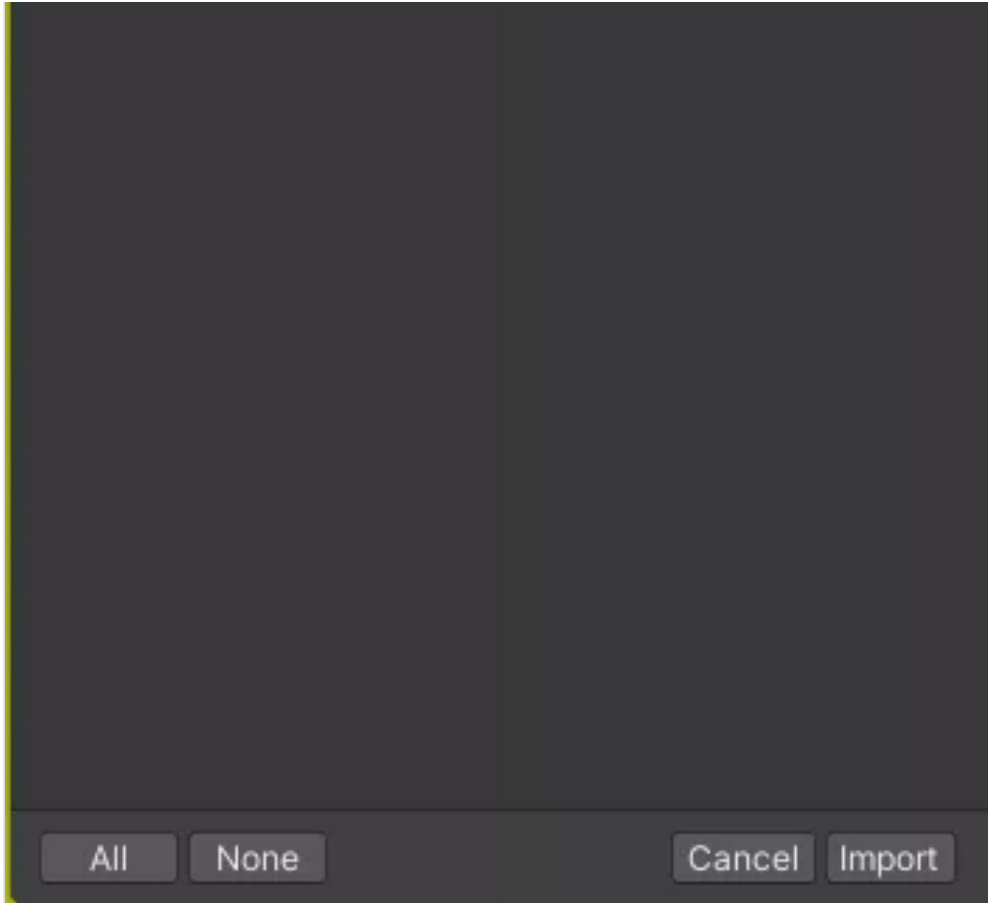
— MICHAEL KLEIN

WIP GABY-Maze

Finished maze portion (possible tweaks later on)! Now I will work on scripting and such! : D

Thank you so much for your understanding! : (

PackageContents
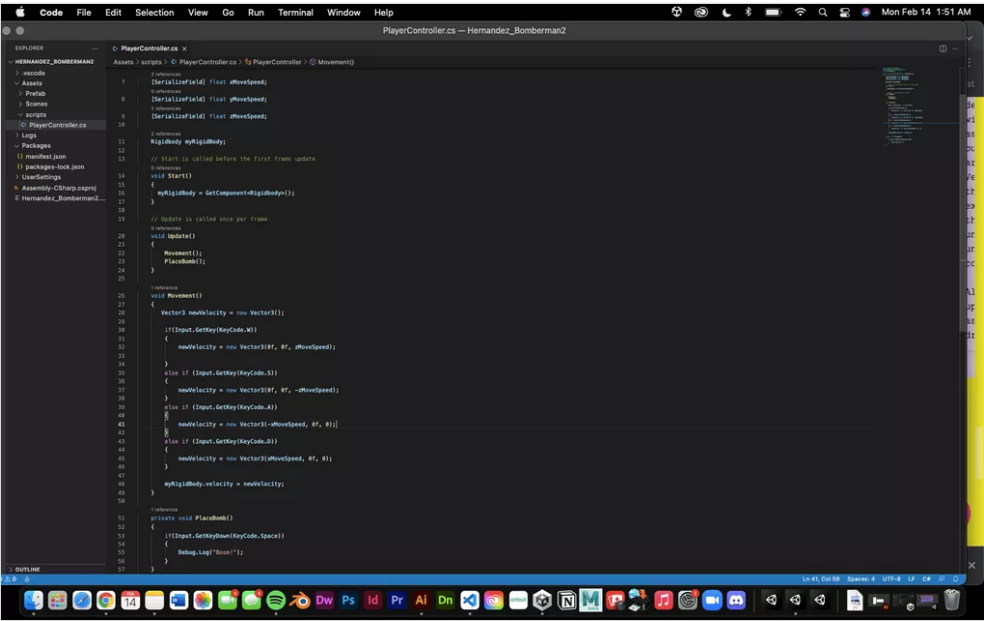
GABY-BOMBERMAN PACKAGE FILE

here I provided a Unity package with the current state my project is in

Hernandez_BomberMan4
50.5 KB unitypackage file

PADLET DRIVE

GABY-SCRIPTCODE

I'm going to provide this screenshot of my code just to show the progress I was able to make! I also will provide you a package of my current project with the error!

WIP GABY-RIGIDBODY ERROR!

Hey again! So, once again, my efforts of fixing this rigid body error have failed :(. I tried copying and pasting the code from the other Padlet and made sure that I had everything correct in the code, yet Unity STILL does not register that there is or should be a rigid body attached to the player model. I have no idea what to do now... ;,D. I think I may have to leave it for the night and not continue the rest until tomorrow because without the rigid body, I don't think it's allowing me to do anything with the bomb model, so hopefully you are able to help me fix this issue tomorrow! Afterwards I will be able to catch up as this error is going to pull me back a bit... I hope you understand!
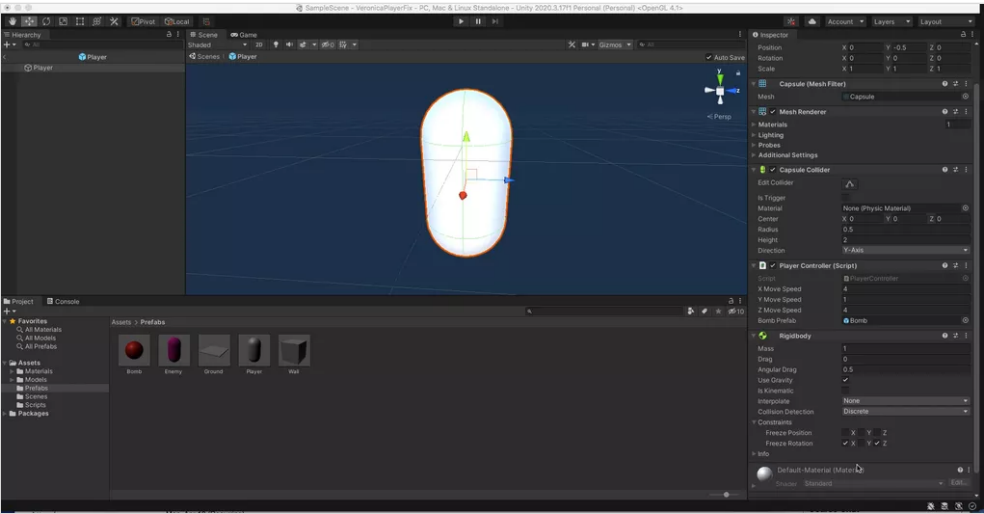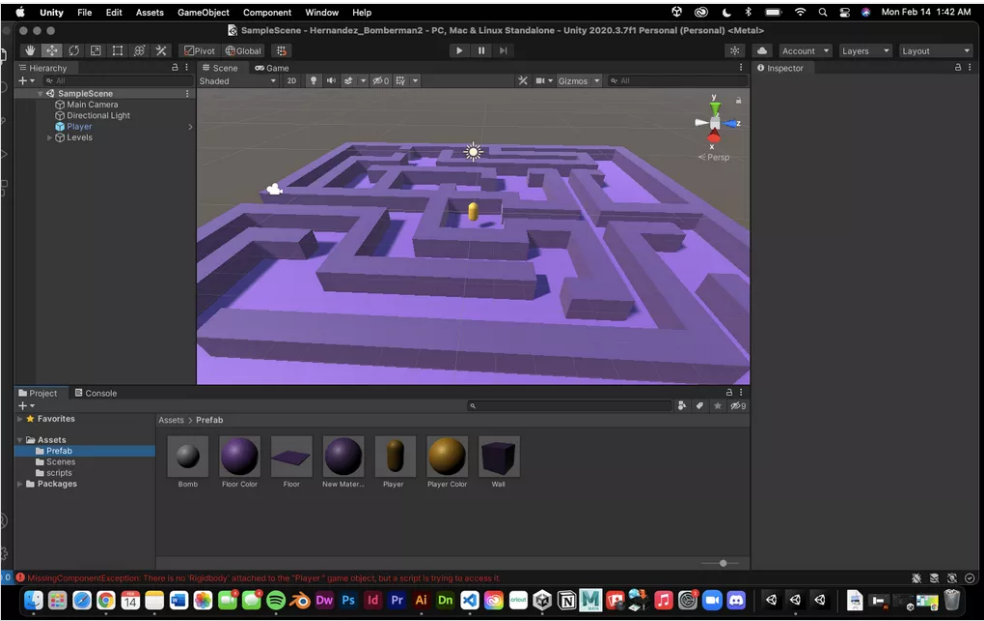
Veronica_Ground_Fix

0:48 video

Character Fix

http://berkeleycollege.professorklein.com/Winter_2022/Veronica_W/VeronicaBM_03_07.unitypackage

Index of /Winter_2022/Veronica_W

PROFESSORKLEIN
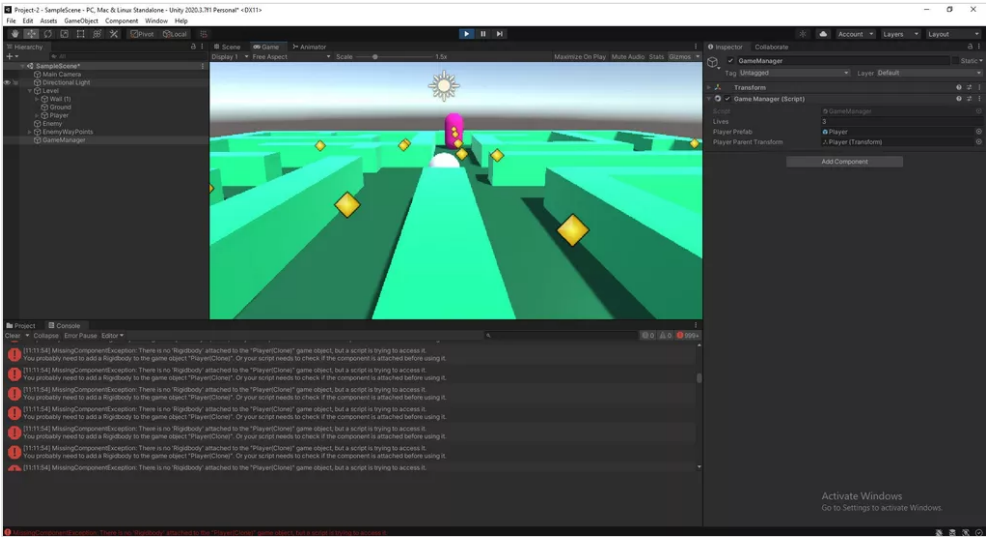
Index of /Winter_2022/Veronica_W

Collider on Ground Issue

MARCH 7th Veronica W. MAJOR COMPLICATIONS

My mixamo character seemed to just be a distraction from ensuring that my actual game is working, so I'm chucking out that idea until everything runs smoothly. I'm experiencing the same error that Gabby was with the Rigidbody. I think I have the correct rigid body values set on my player prefab, but it doesn't show up on the actual player, or the player clone 'empties." I think this is okay since the prefab's components override everything. BUT- For some reason, the override tab or option isn't showing up for me.

I'm not sure what was done to correct this problem before. I'm deeply confused as to what I am doing wrong.

Help would be greatly appreciated.

PACKAGE VERONICA MARCH 7th (Cont...)

MAZE_VERONICA_W
4.4 MB unitypackage file

CHARCTER VERONICA

actual-last-try
2.62 MB zip file

MARCH 7TH (Cont...)

HELLO EVERYONE :)
My player swivels about instead of standing upright like the enemy, and there is no debug log showing up in the console when they collide even though I'm sure I have the correct coding in my game manager and player controller scripts.

I think my player prefab might be messed up. I will be uploading a package right now!

WEIRD_Trim
0:06 video

New Maze Package Files

Good afternoon. This is Kevin Belingon. I have been having issues with the script, so I shared it for you to look at. Please let me know if you received it. Thank you.

Sincerely,

Kevin Belingon

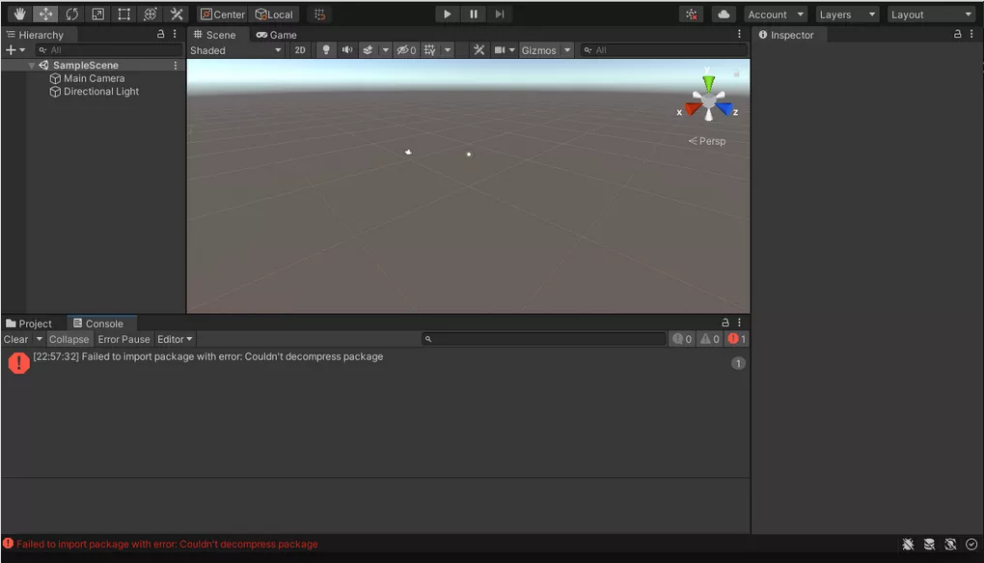**New_Maze_Package_Files**
3.91 KB unitypackage file

Please Re-Pack

Both packages came along with this error. Be sure you have all the contents of your Assets folder in the package before you export it.

If you are having issues exporting the package you can also ZIP your entire project folder and get it over to me please.

–PK

capsule-progress

0:11 video

Package Files

Good morning. This is Kevin Belingon. I have been having issues with the script, so I shared it with you on Padlet for you to look at it. Please let me know if you have received it. Thank you.
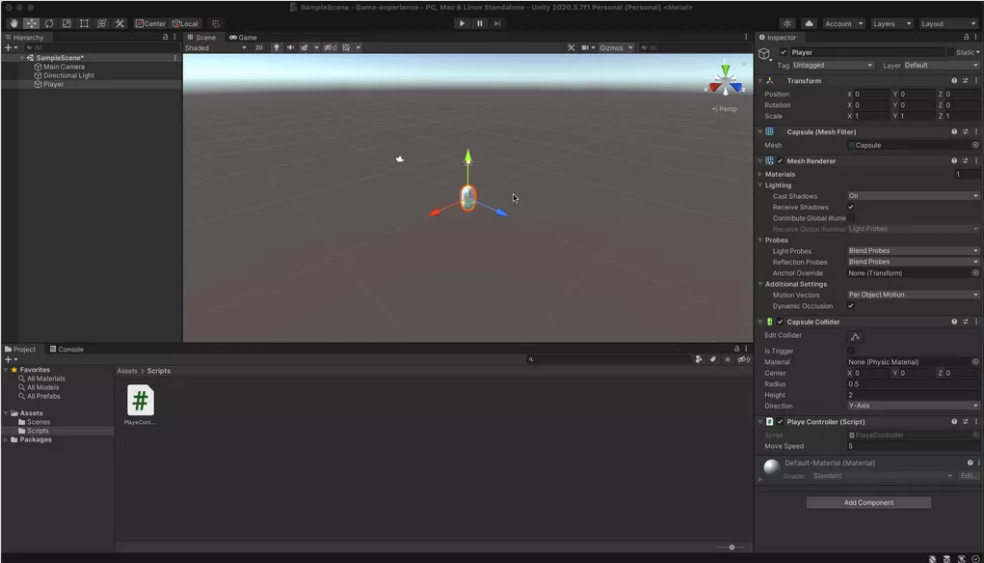
Sincerely,

Kevin Belingon

WALK CYCLE + BOUNCING BALL

351 KB unitypackage file

CAPSULE MOVEMENT WITH WSAD KEYS - RODRIGO CARNERO

Here I show the movements made with WSAD keys stated in the code.

CAPSULE FIRST MOVEMENTS - RODRIGO CARNERO

Here I show the first movements of the Player(Capsule) with the MoveSpeed.

moving-capsule
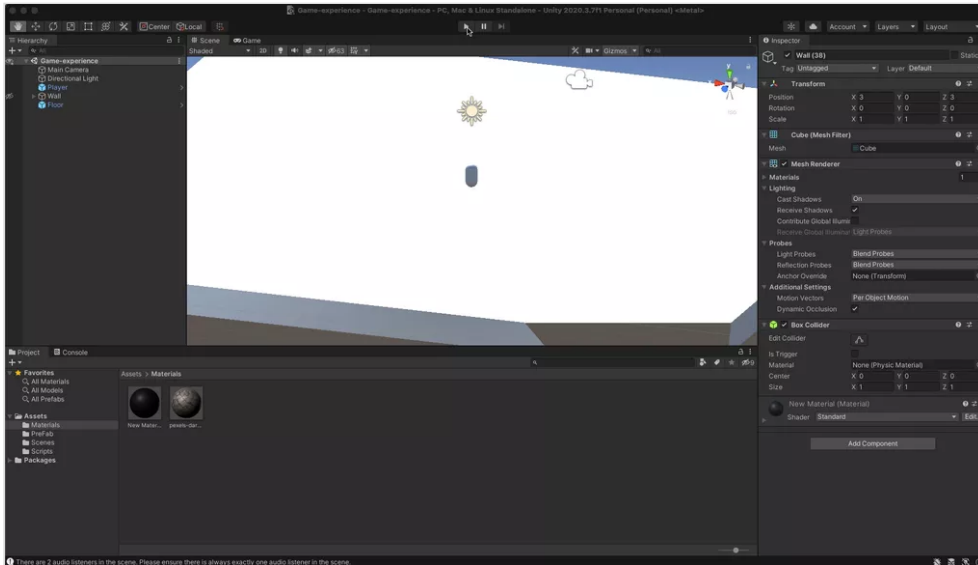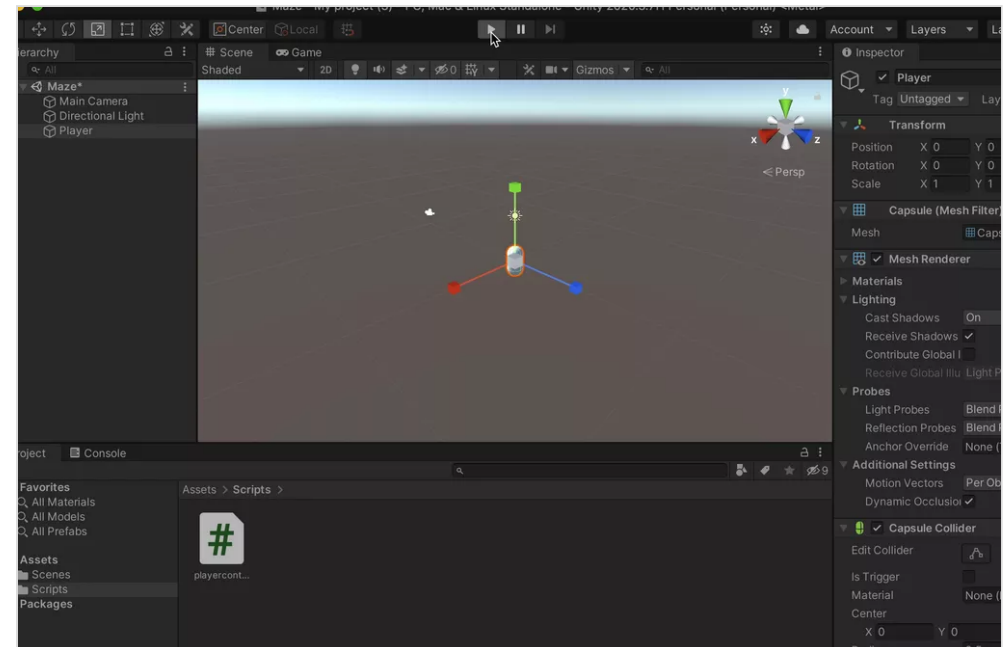
0:14 video

PADLET DRIVE
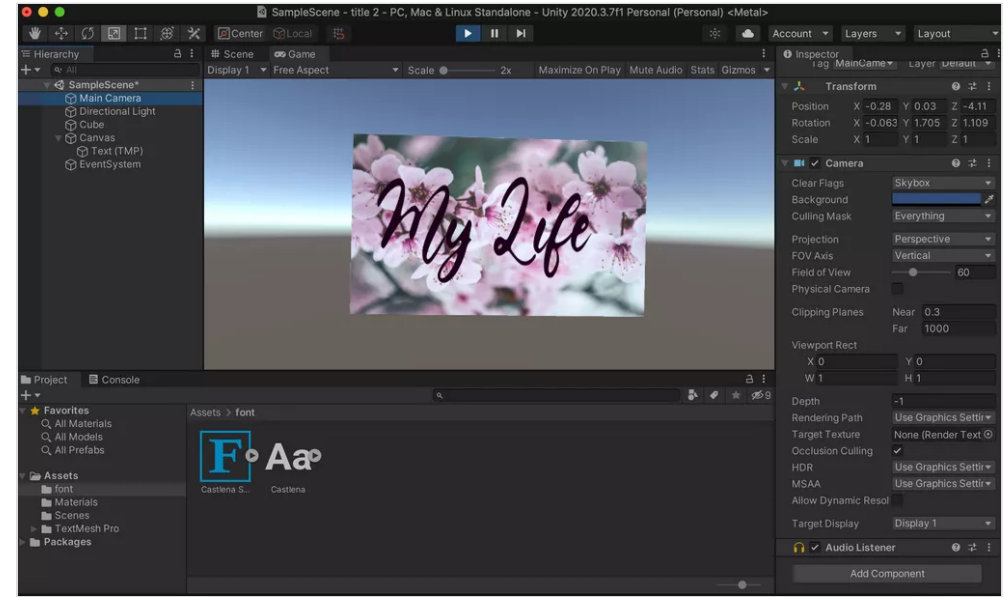
Floating Capsule ~ Tiffany Gary

Title Progress ~ Tiffany Gary

Title with Font and Cube with Texture material~ Tiffany Gary
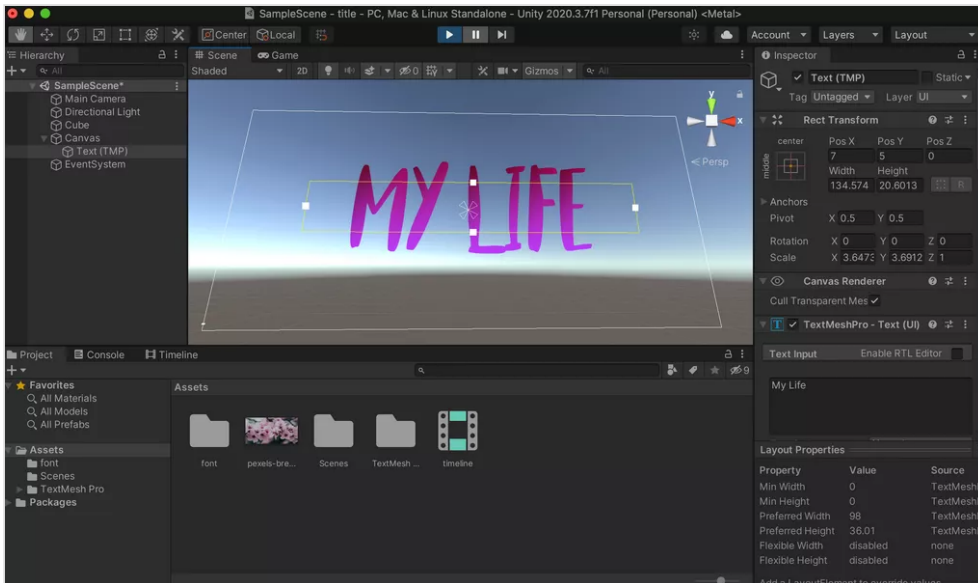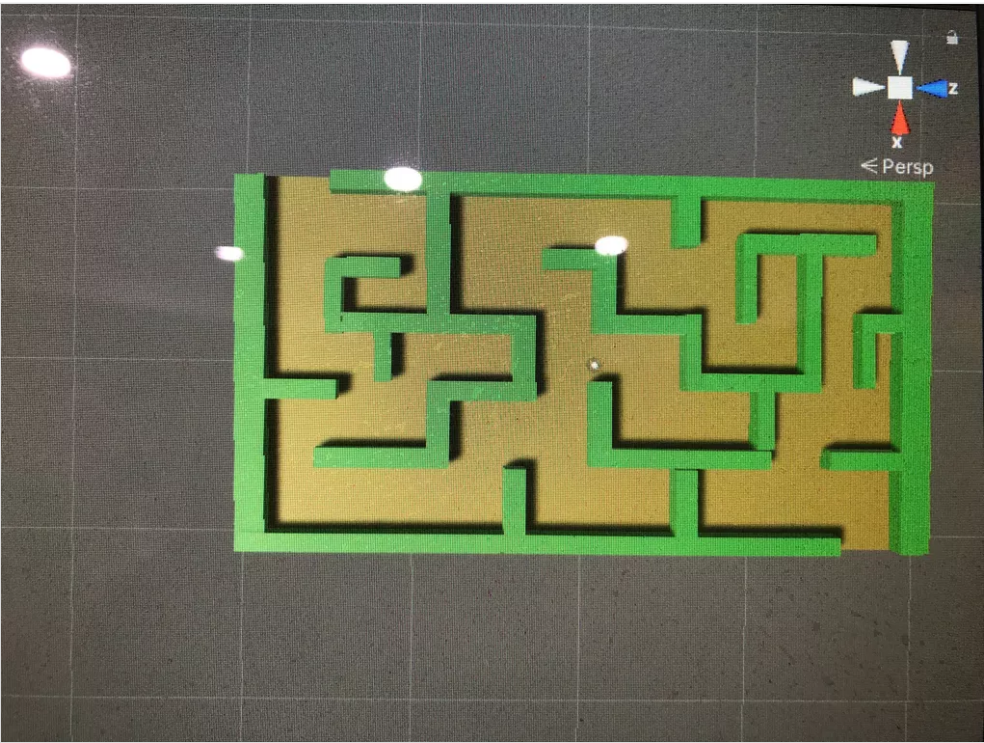

floating_capsule

0:16 video

PADLET DRIVE

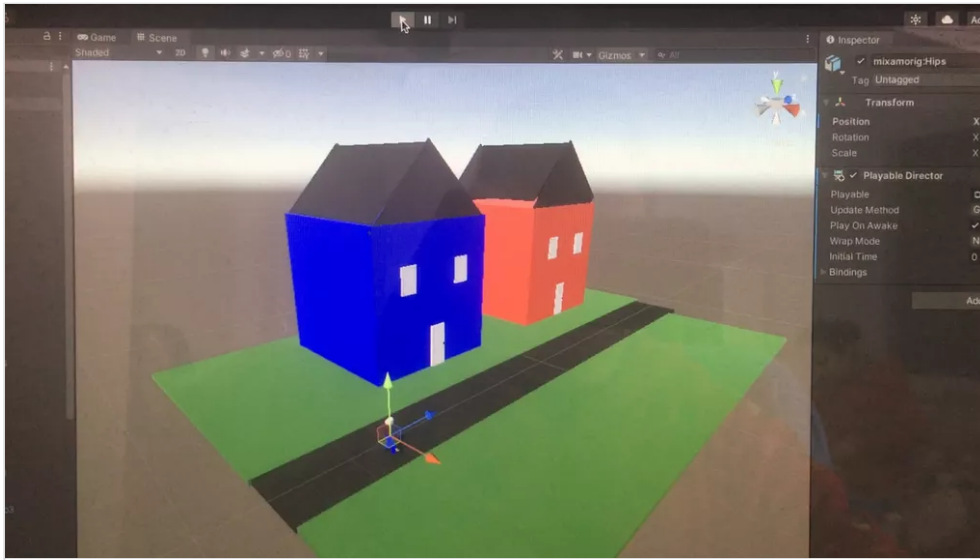# Snow Day all fixed up ~ Tiffany Gary
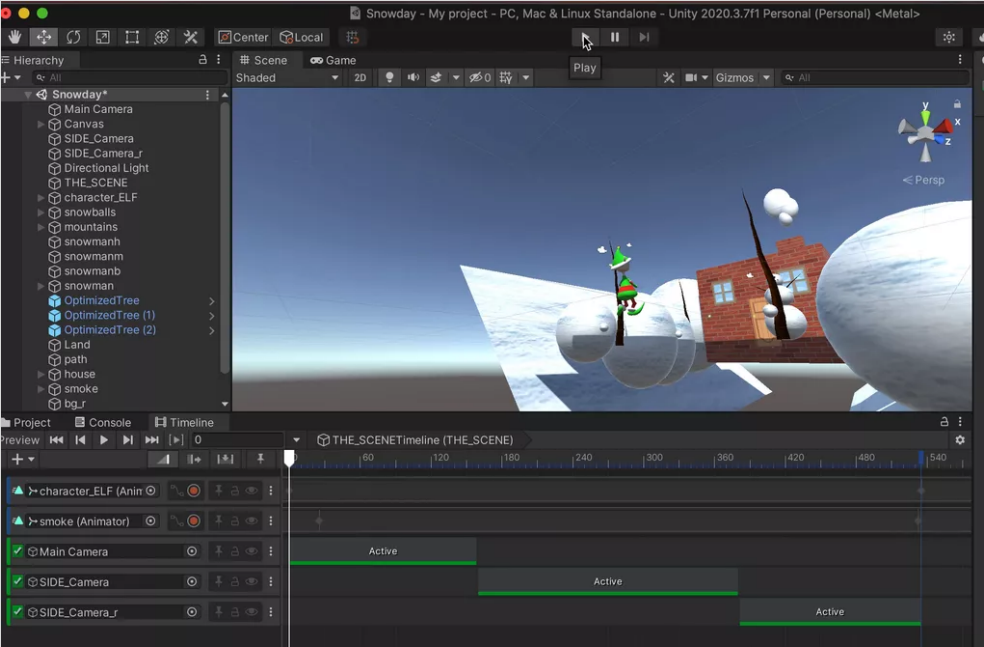
snowday
0:13 video

Maze_Screenshot

By Kevin Belingon

Walk_Cycle_Scene

By Kevin Belingon

IMG_9188.MOV

0:10 video
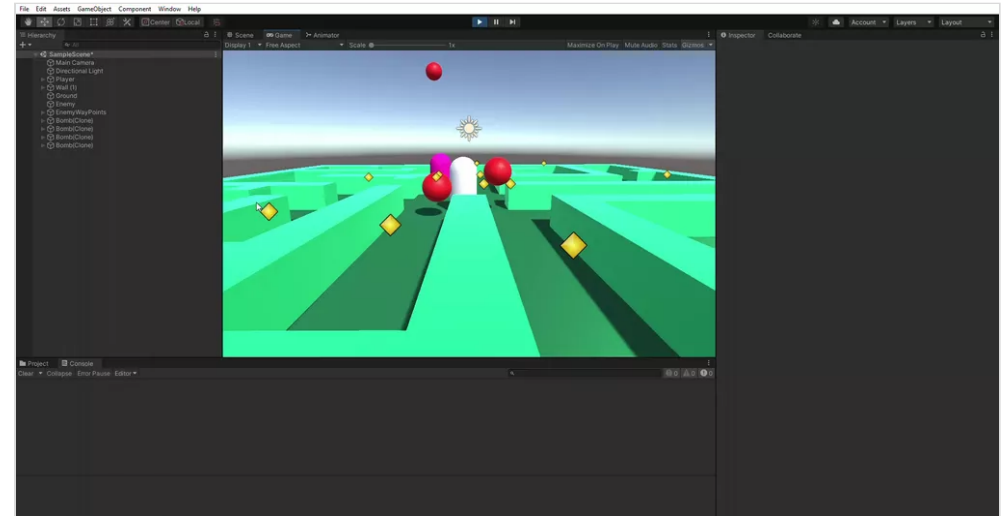
Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_ _DX11_ 2022-02-21 20-08-06_Trim

0:07 video

Veronica W. PROBLEM SOLVED

(Enemy Way Points) empty was dragged underneath Enemy, which made all of the way points move along with the enemy as opposed to staying still, so that the enemy can actually reach each way point.

Veronica W. TARGETS ISSUE

whatdidido

0:18 video

Veronica W. Character Maze 2/21/22

I still have to center the character because it always runs in the air when in game mode. It doesn't stand on the ground as the capsule does. I'm not sure what to do past this point (specifically how to make sure that the charcter is in the right position), but I'm sure I'll get help with that next session. Right now, I'm going to continue working on the enemy script. More WIP's coming
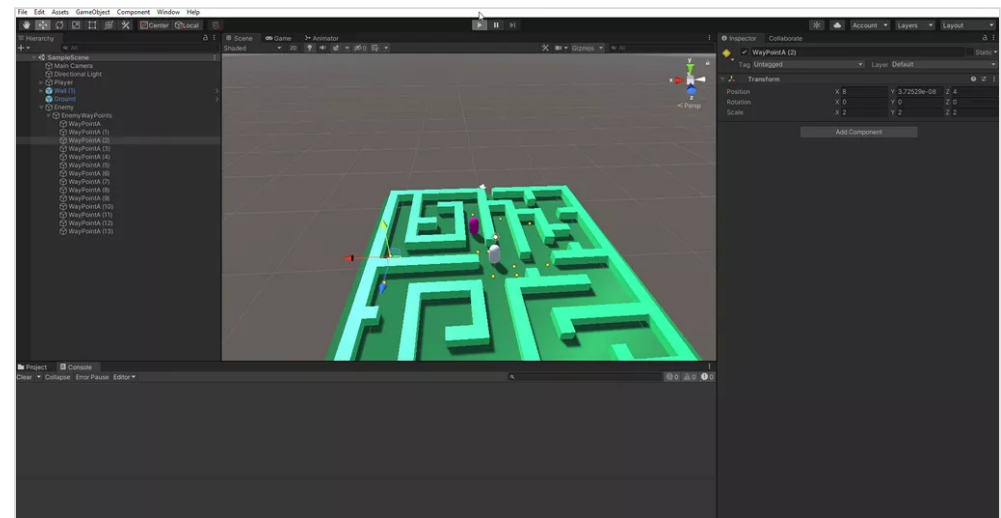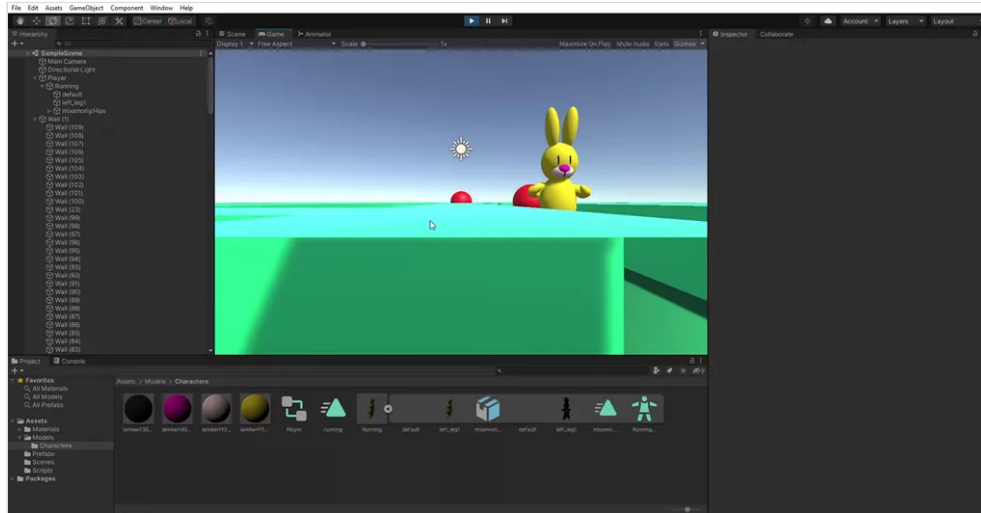

Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal _DX11_ 2022-02-21 18-17-33_Trim

0:05 video

# Mixamo bunny evolution 2/21

Hello :p

I changed the colors of the character again in maya since it looks different after uploading to mixamo.

The shelf-like stomach issue was exacerbated because the character isn't hollow inside; some of the shapes that make-up the limbs of the character were merging inside. I tried to delete all of the faces inside of the character (to make it hollow), but that didn't solve my issue. I ended up deleting the stomach detail, lowered the arms, extended the torso, and even further smoothed out the character. It's not perfect, but it's as good as I can personally get it :S
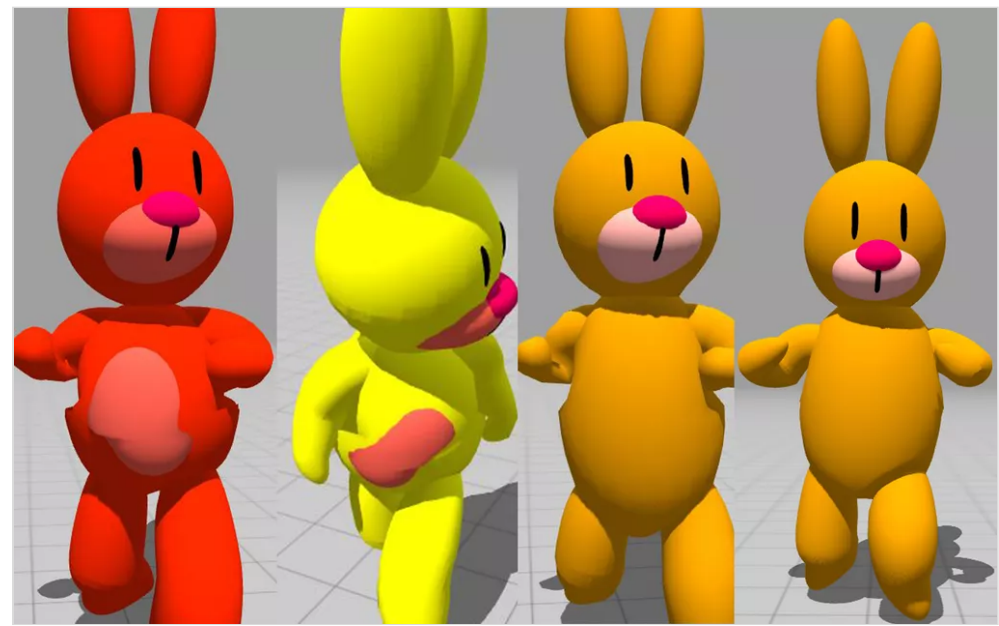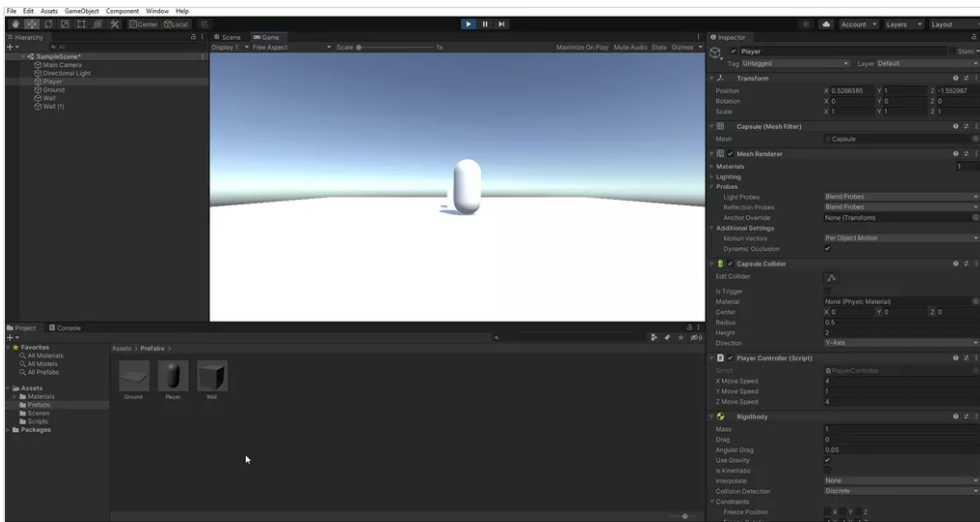

PROGRESS VW 2/21

Modeling process using drawings.
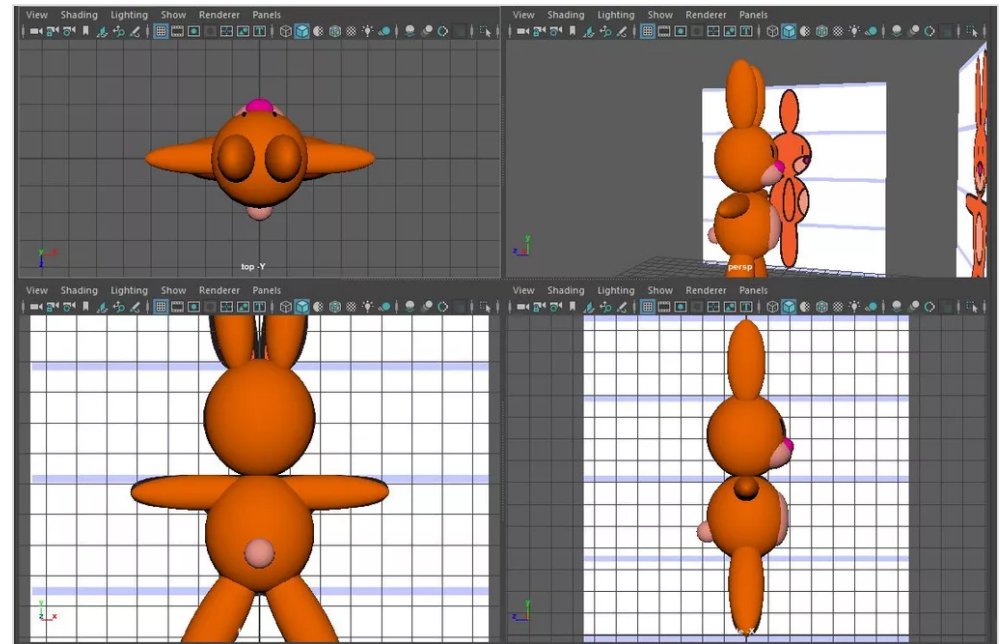
Veronica W. MAZE STARTED 1/31

**Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal_
_DX11_ 2022-01-31 14-34-12**

0:13 video

Veronica W. 2/21

This is an illutrator layout of the front and side of my orange, bunny character. I know this isn't necessary, but I would like to create a new character for the player in my game (the grandma can be the enemy). Just making something simple.
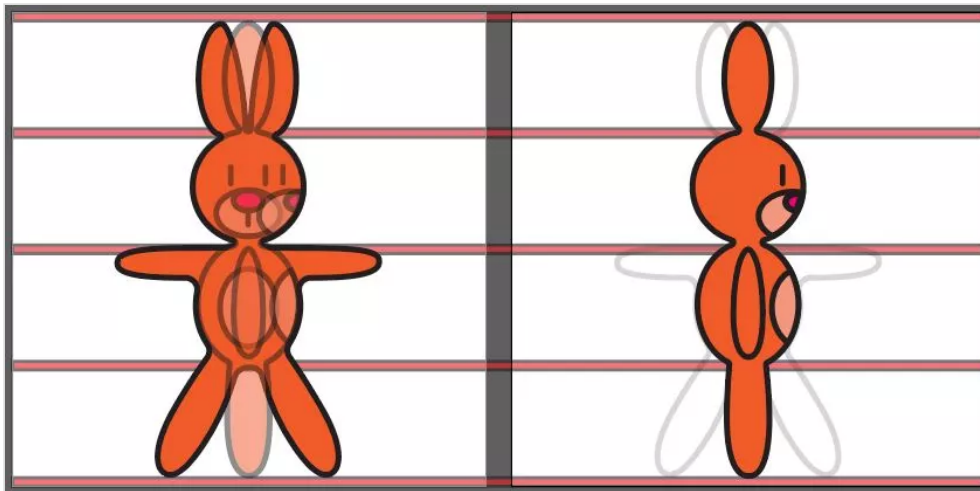
Veronica W. CLASSWORK 1/31

Player Controller Script added to inspector. Capsule and script are now one <3

VERONICA WORK IN PROGRESS 2-7

Veronica W. 2/21/22

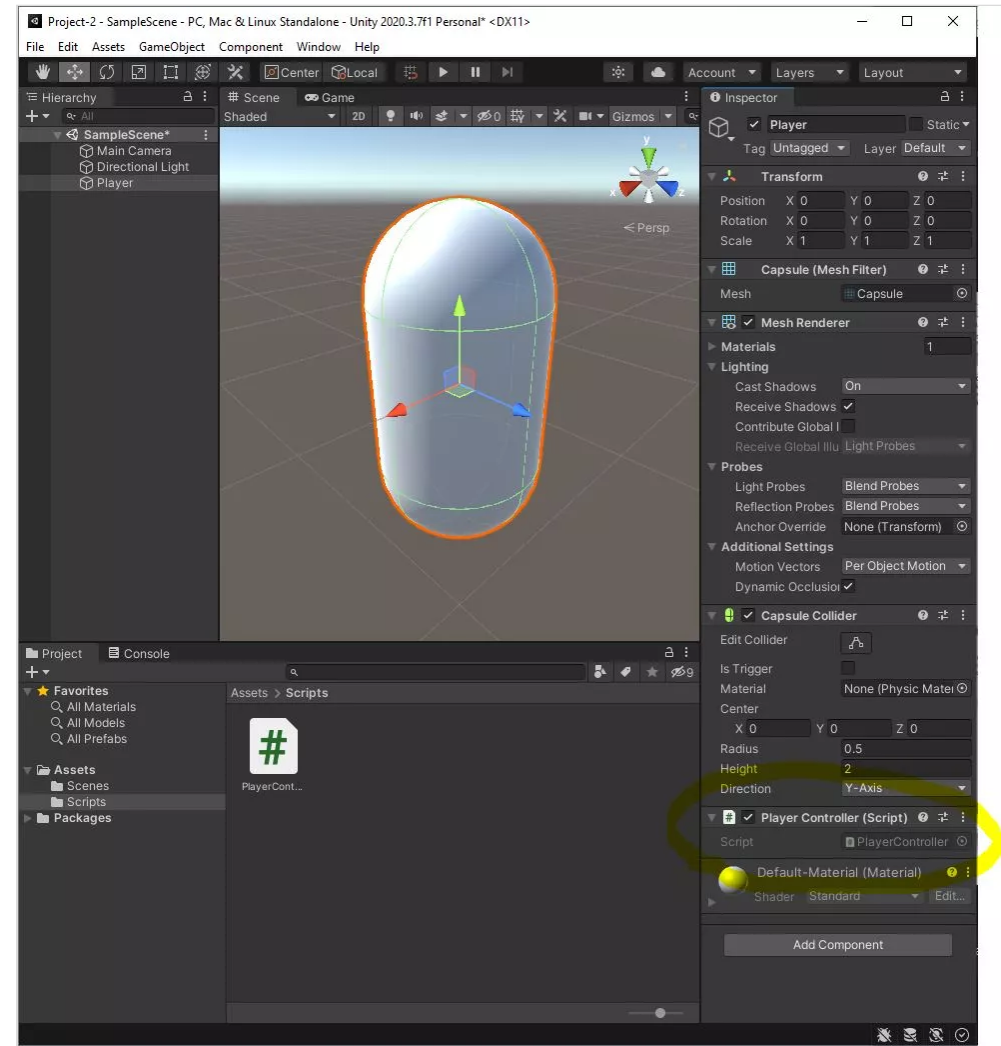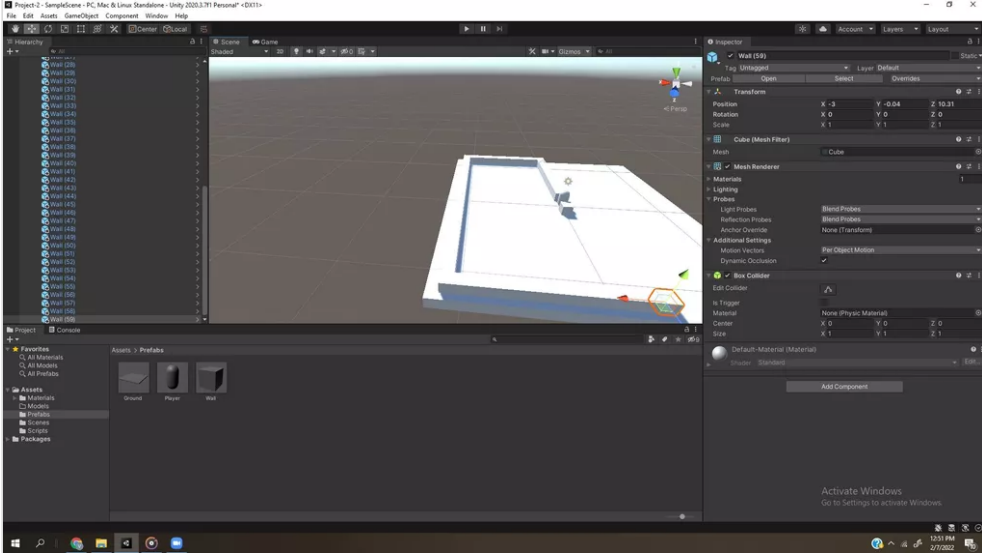Hi everybody. I'm a little bit behind, but I've made a lot of progress. I finished the layout of my maze and I completed the Player and Bomb scripts. I am going to start the enemy script now. I spent a long time worrying about why my player wasn't going through the bombs after leaving them; the trigger would just uncheck itself. I realized it's because of the script change from "DeBug.Log("Exited");" to "GetComponent<SphereCollider>().isTrigger = false;"

Sometimes, I forget that we are completely new to the scripting part for games. The majority of us only have experience coding websites, and so it's VITAL that we check/test the game after every line of code that may be unfamiliar, otherwise you may spend half an hour tinkering with your sphere collider settings, when you're actually doing the right thing. Pfttt.
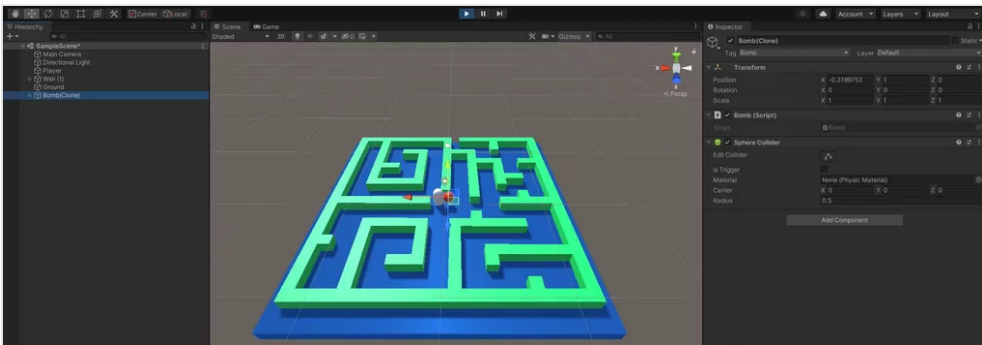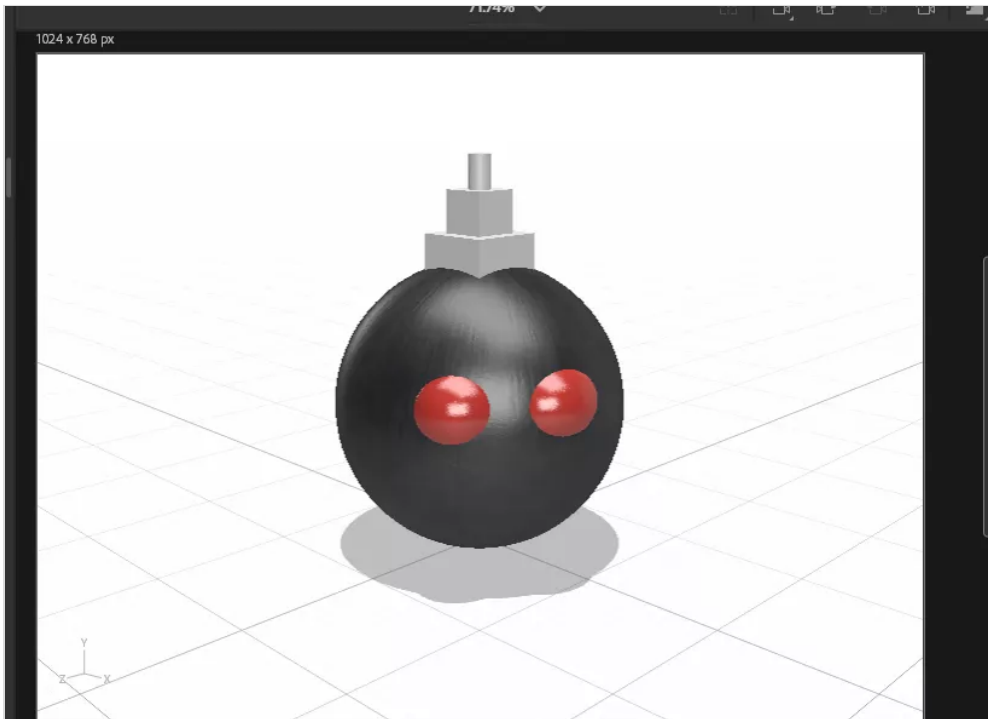

WALK CYCLE 2 PROJECT

WALKCYCLE2
89.9 KB unity file

PADLET DRIVE

shiela

I did this in adobe dimension

Bouncing Ball Project-Rodrigo Carnero
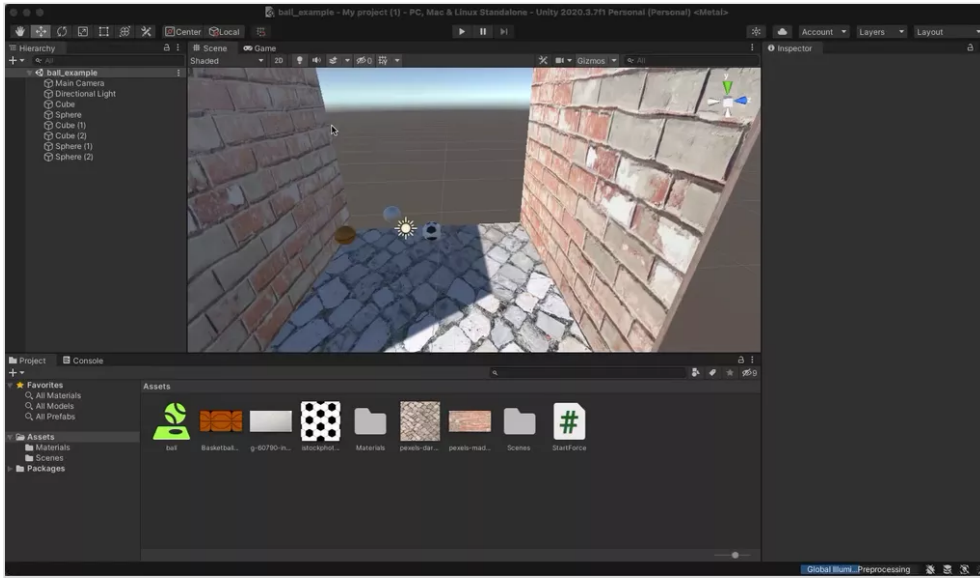
bouncing_ball_unity

0:26 video

Maze progress Sam D.

Rodrigo's Mess around with objects

Rodrigo's Messing with objects (2)

2022_01_10_16_31_09
0:26 video
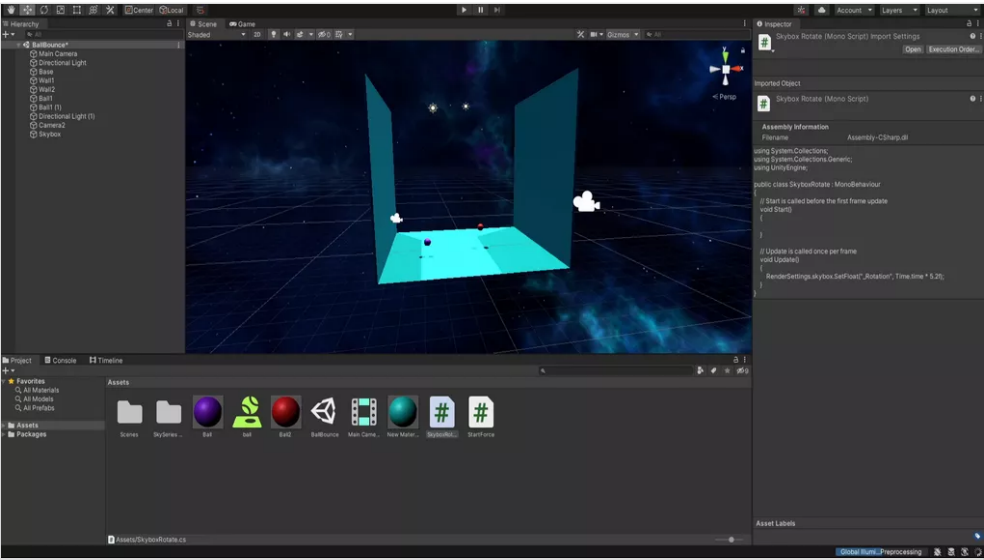
2022-01-13 16-42-16
0:35 video

Sam D. - Bouncing Ball with rotating skybox and cam switch

Really enjoying these assignments they are so much fun!

GUILHERME RODRIGUES

Here is a redner from Blender of the gravity project, I don't understand how to upload the timeline into unity to I figured I should still show you what I've got done.
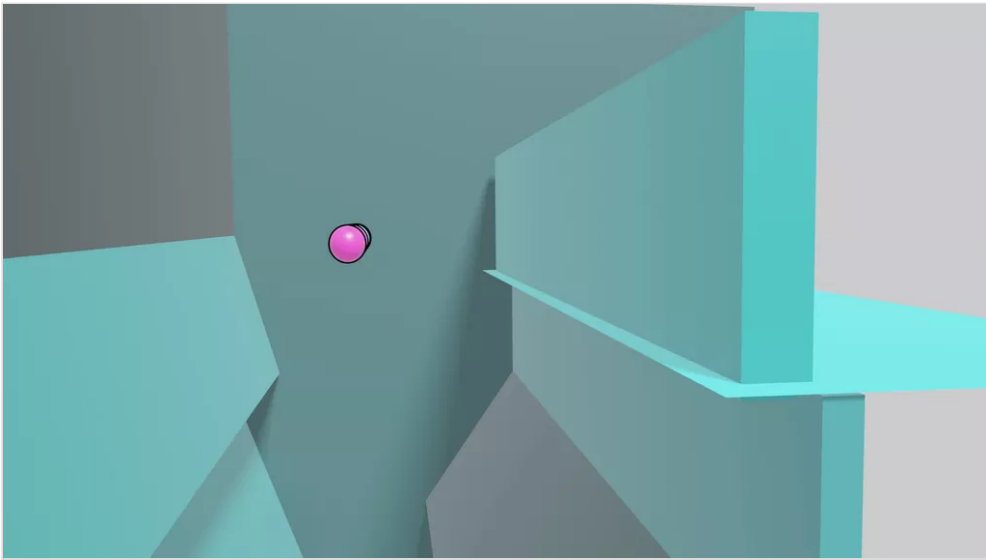
0001-0270

0:11 video
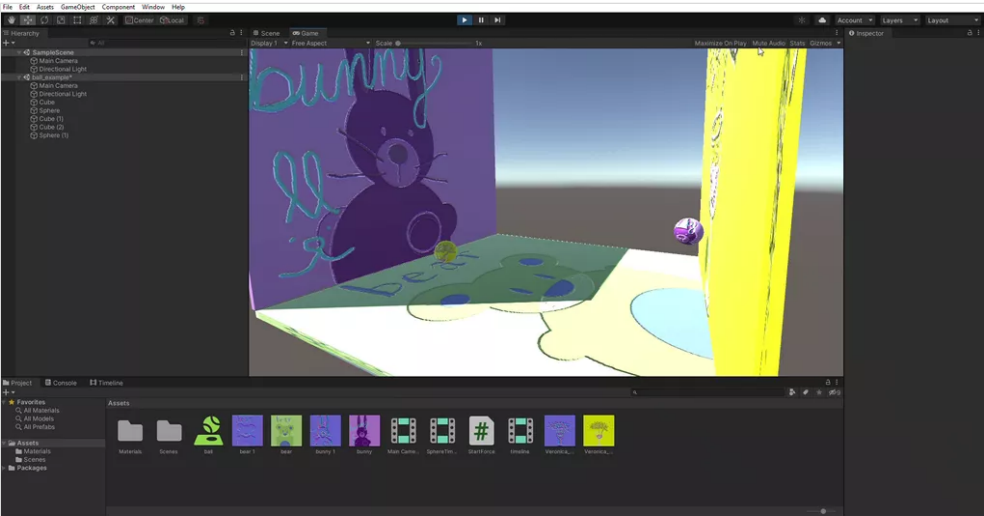
GRAVITY_ZIT_PROJECT - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal _DX11_ 2022-01-10 19-45-07

0:08 video

VERONICA W. HOMEWORK: GRAVITY (2 BOUNCING BALLS)

I added the textures/normal maps to each ball and every cube wall.

VERONICA W. TIMELINE-TEXTURES-CAMERAS CLASSWORK 1/10

textures-cameras

0:08 video

!WORKING! VERONICA W WALKING MODEL UNITY

POOP_WALK - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal _DX11_ 2022-01-10 13-14-48

0:06 video

Technical Issues with Previous Projects - Bouncing Ball & The Walking Cycle

Good evening. This is Kevin Belingon. As far as I remember, I submitted and received a grade for the "Walk Cycle" and "Bouncing Ball" projects. But when I tried to open both of my projects, there have been issues trying to open them:

1. Even though I saved my "Bouncing Ball" project, I could NOT have access to it.

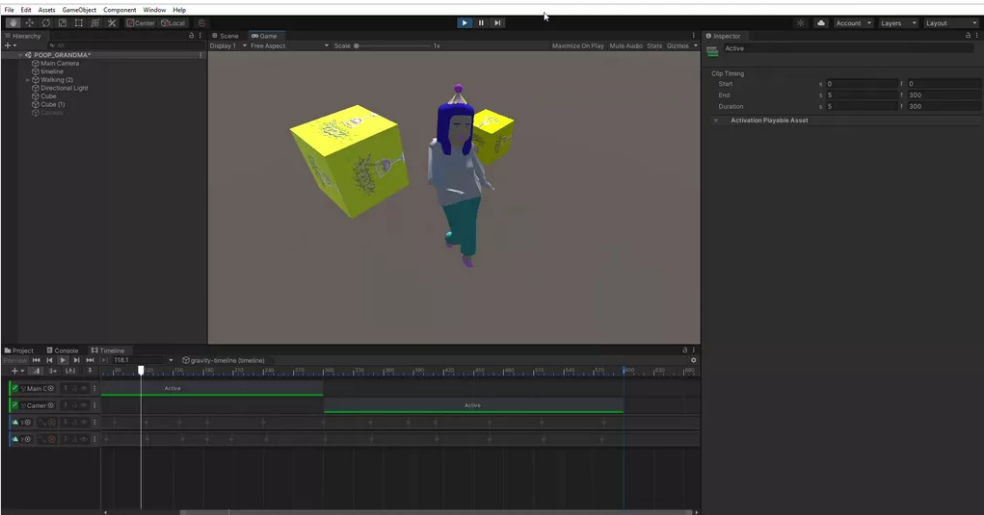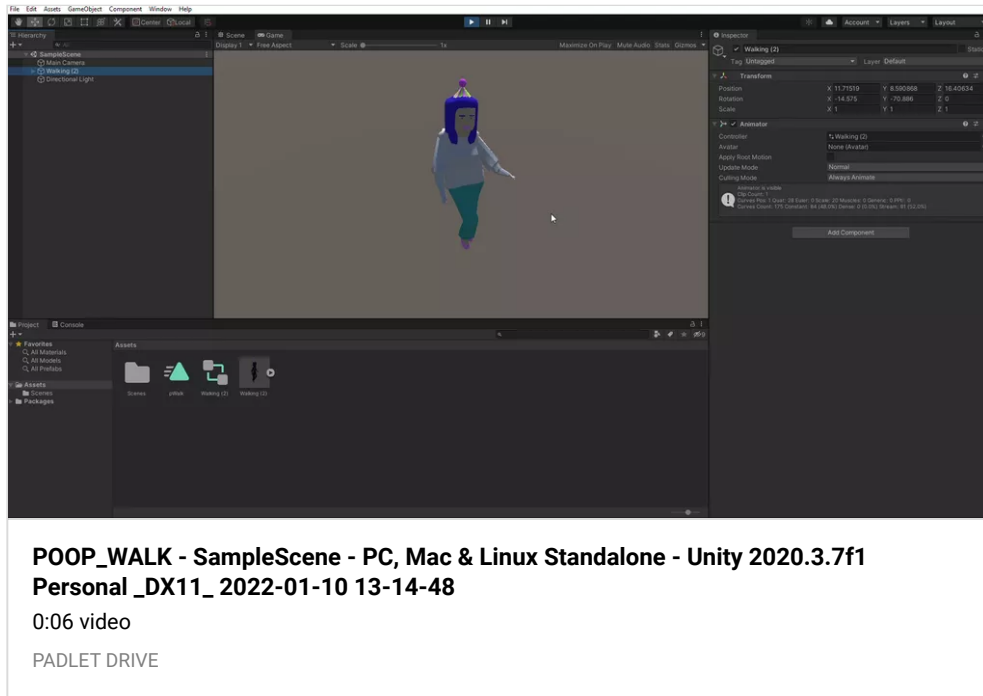2. When I went into "Safe Mode", these are the technical issues of "WALKCYCLE2.unity" project:

- Unity is in Safe Mode because we detected scripts with compilation errors upon opening this project. Use this mode to fix script errors listed in the Console before exiting, which will import any remaining assets.

- Assets/NewBehaviourScript.cs(7,15): error CS1519: Invalid token '{' in class, struct, or interface member declaration.

- Assets/NewBehaviourScript.cs(7,16): error CS0116: A namespace cannot directly

contain members such as fields or methods.

-Assets/NewBehaviourScript.cs(7, 21): error CS1022:Type or namespace definition, or end-of-file expected.

Is there anything I can do to fix this so that I can compile both projects together into one project regarding the "Walking Cycle" and "Bouncing Ball" that you mentioned to me last week? I already shared with you my files & the photograph of the technical issues. Please let me know if you received them. Thank you.

Sincerely,

Kevin Belingon

Technical Issues

By Kevin Belingon
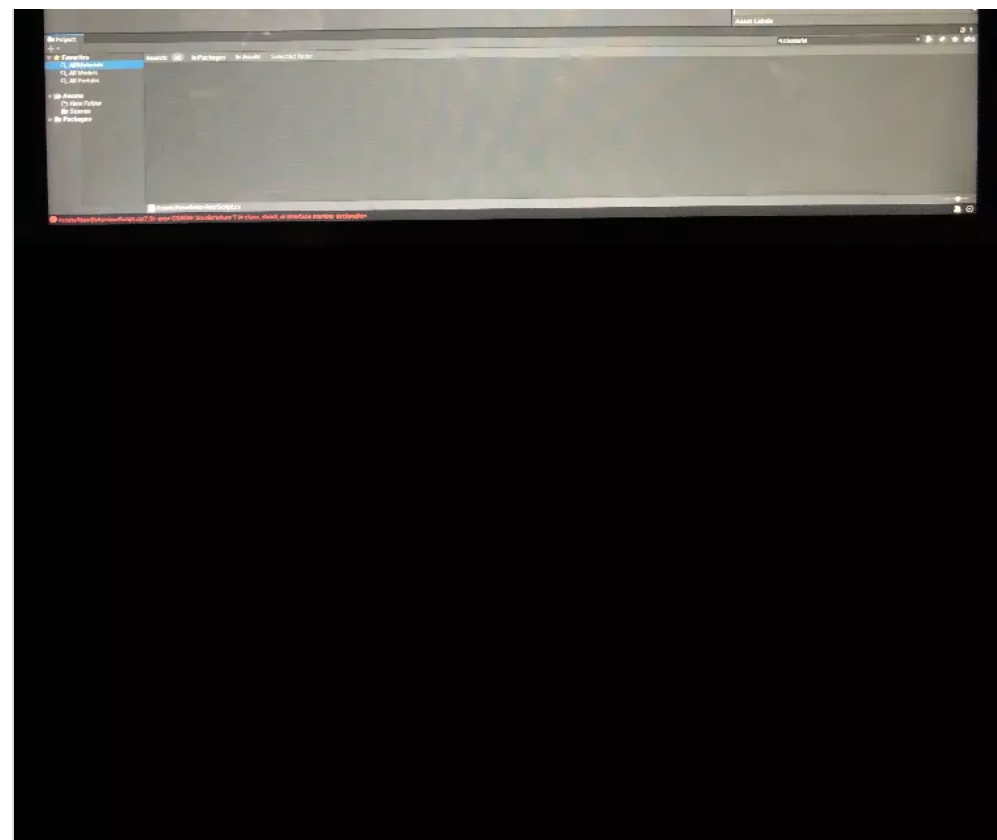
Bouncing Ball Project

Bouncing_Ball_Project 21.1 KB unity file PADLET DRIVE	

Guil Walking Cycle
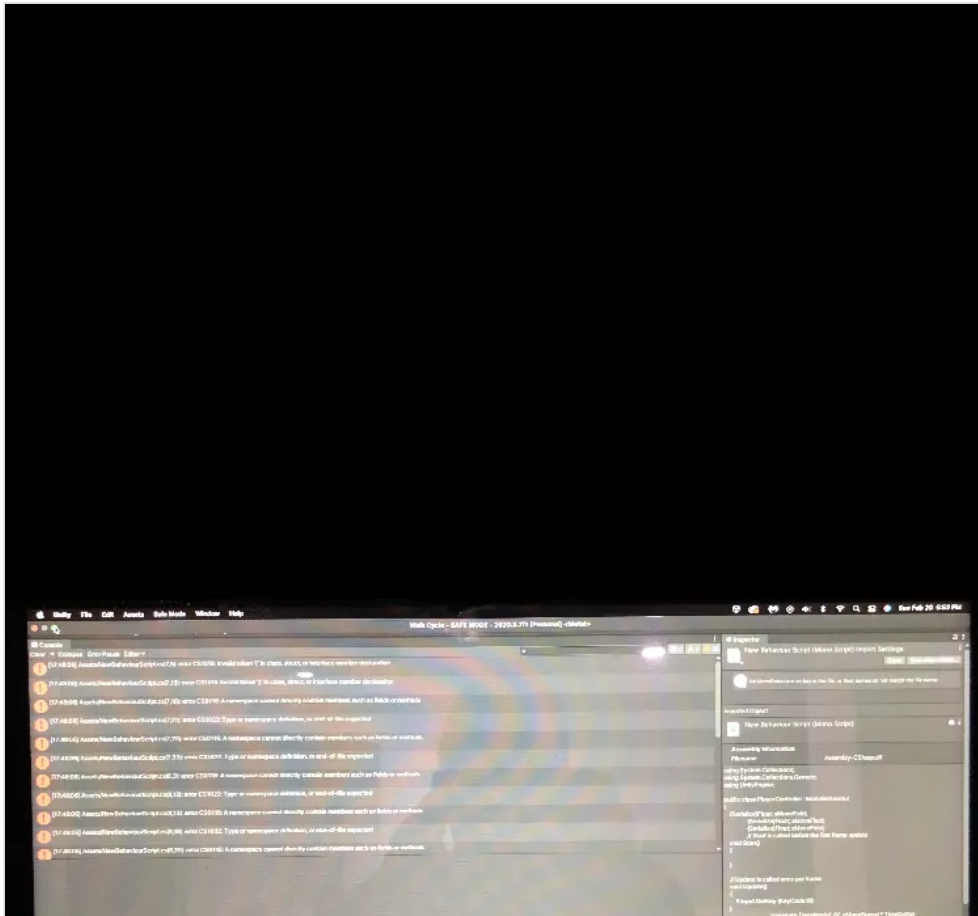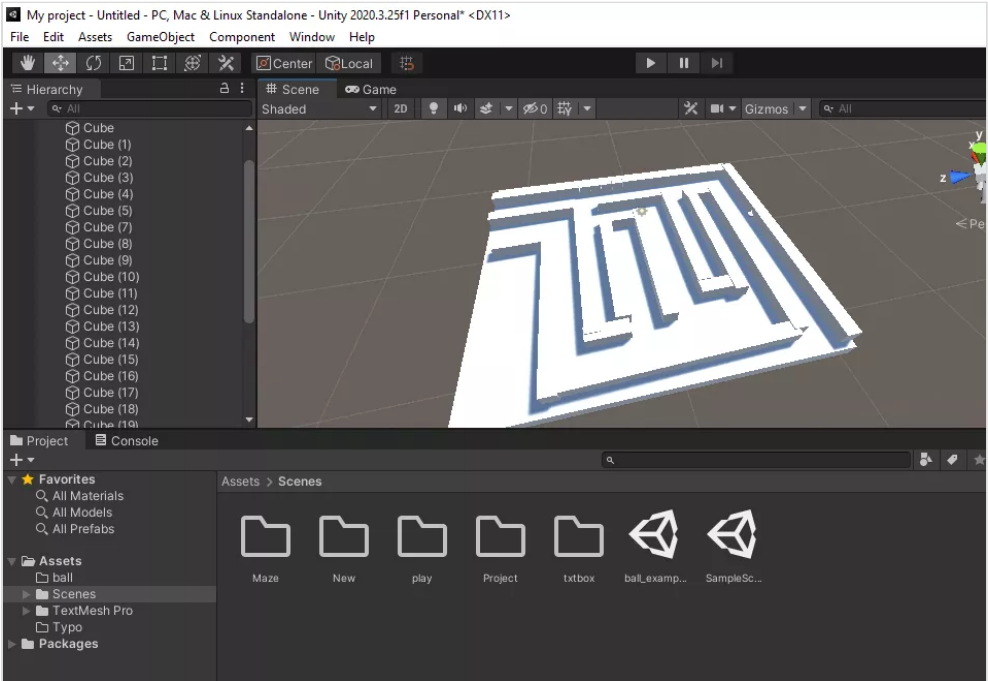
Maze

Sam D. Maze progress with bombs

I am a little worried I may not have spaced out the maze correctly, I'm able to move the walls one increment each as we were supposed to but I notice the player gets stuck occasionally as well. Although my character is slightly smaller so it may not be a problem?

0001-0250
0:08 video

Shiela

Enemy progress

Hi professor! Got the waypoint set up and the enemy moves. The debug logs show up as well, everything is working great. I added my character in as well, I do have another just basic character model I could use for the enemy as well if you think that would be a good idea.
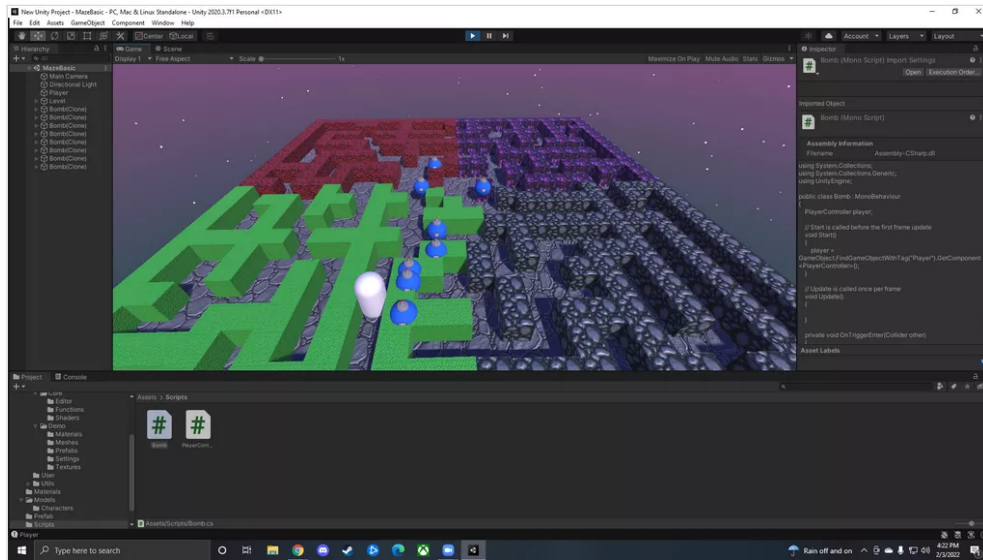
The only issue I seem to be running into is when placing the bomb it seems to push the character in one direction and then it seems kind of stuck for a moment. I did instantiate the bomb and that seems to be working though.
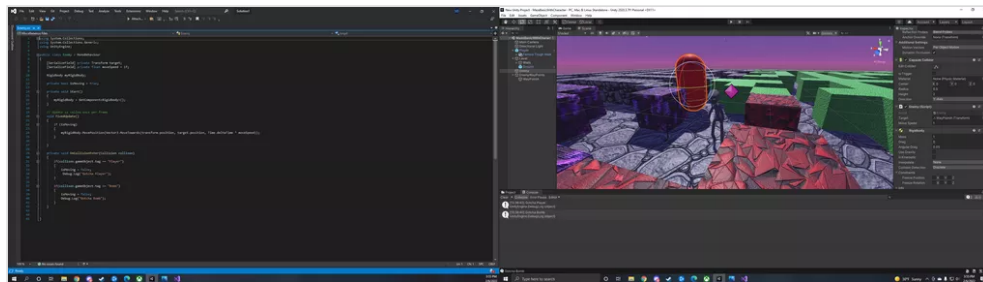
Shiela
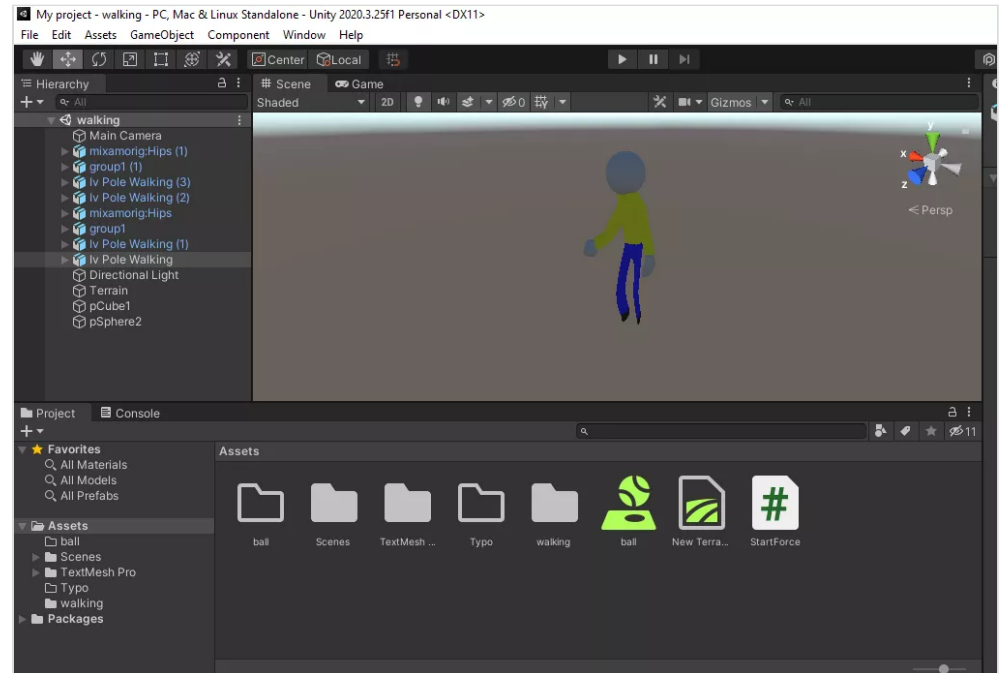
Guil Character Progress

This is very late but here is my character I will upload another prgoress video of the walking cycle and then the unity section as well with the quit button and game title

0001-0250
0:10 video

White Screen Glitch Fix
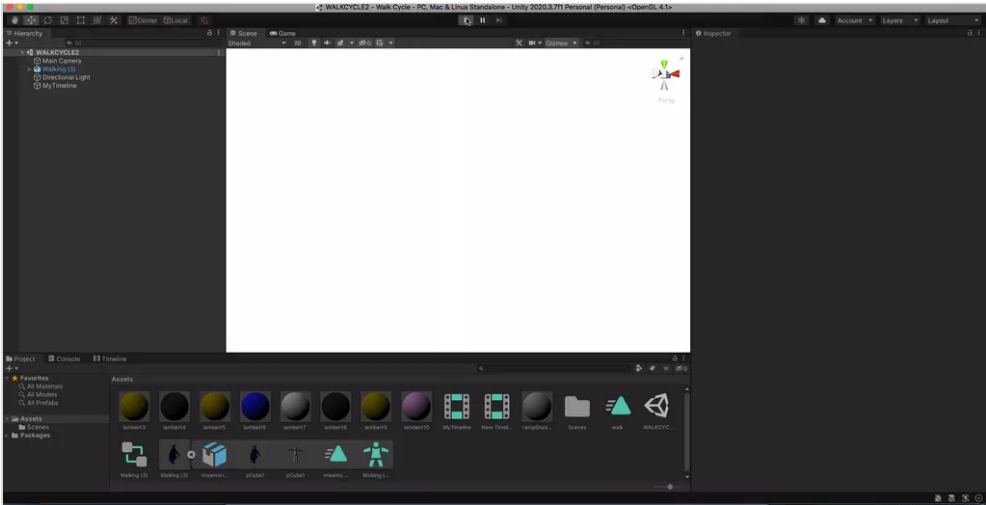
WhiteScreenFix.mp4
1:23 video

Project Source Folder with fix (Zipped)

Walk%20Cycle.zip
21.9 MB zip file

WALKCYCLE2.unity file ERROR

This is my file.
Kevin Belingon

WALKCYCLE2
11.7 KB unity file

Bouncing_Ball_Project_In_Color

By Kevin Belingon

Bouncing_Ball_Project
21.1 KB unity file

Samantha D. Unity Timeline - Cheering Ball drop

2022-01-10 16-31-09
0:26 video

Thanks for submission

This is good for your gravity project. For the walking with title and executable file please look back at the courses for preparing a scene in Unity.

I'm pretty sure Blender has a built in engine too take a look because we are going to need interactive files with score etc. for next project(s)

WALKING_CYCLE_PROGRESS

You did a great job! Your characters needed to have all of the elements COMBINED before going to Mixamo. Here is the walk cycle you can import it again and again to Mixamo now for new animations thanks for the work.

Walking (3)
349 KB fbx file

Unity Package: — **MICHAEL KLEIN**

http://berkeleycollege.professorklein.com/Winter_2022/Kevin/KB_Character.unitypackage
— **MICHAEL KLEIN**

Bouncing_Ball_Project

By Kevin Belingon

WALKING_CYCLE_PROGRESS

By Kevin Belingon

I had a problem with my character's walking cycle in Mixamo.

WALKING_CYCLE_2
87.8 KB fbx file
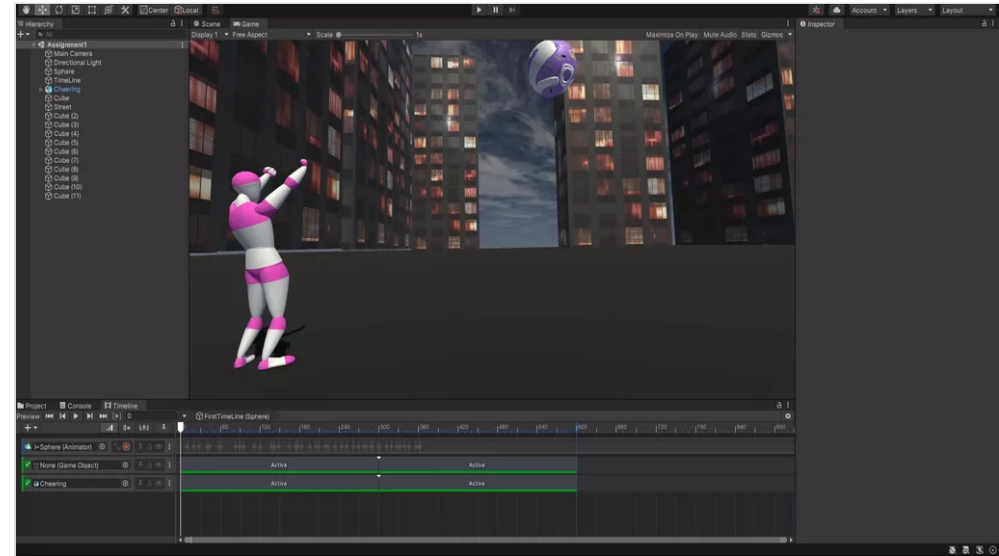
I will have a look -PK — **MICHAEL KLEIN**
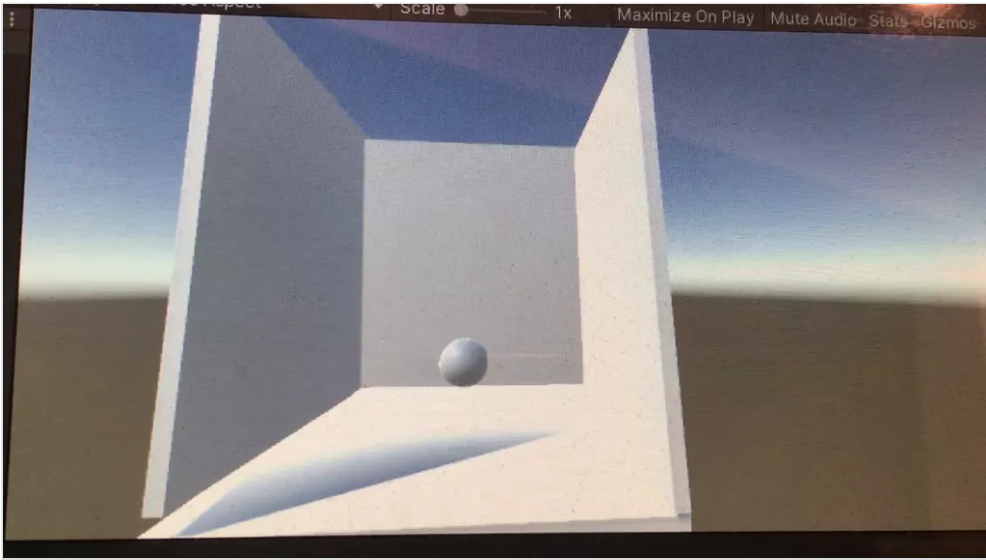
jumping ball
6.84 KB unitypackage file

Shiela-working progress with bouncing ball

SPernito_ball
31 KB unity file

IMG_9121.MOV
0:06 video

Walk Cycle ERROR video

Good afternoon. This is Kevin Belingon. I just noticed that even though my camera is focused on my character walking scene, I had an issue about the white background. When I play the scene, the white background disappears. But when I pause the walking scene, the white background comes back. Is there anything else I can do to fix this issue? Please let me know. Thanks.

Shiela
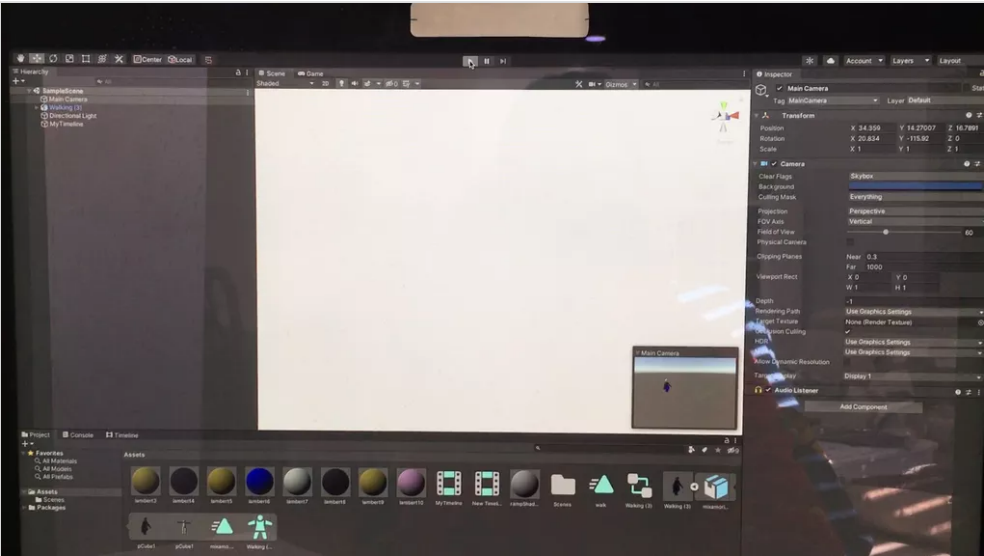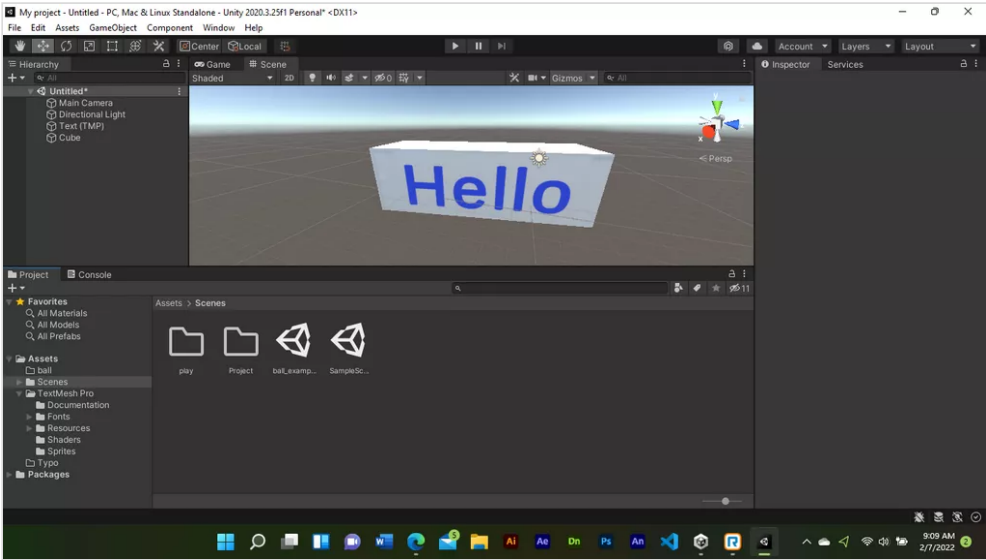
Shiela

IMG_9155.MOV
0:10 video

Made a snow scene for my elf to walk in. Working on Title and quit button. ~ Tiffany Gary
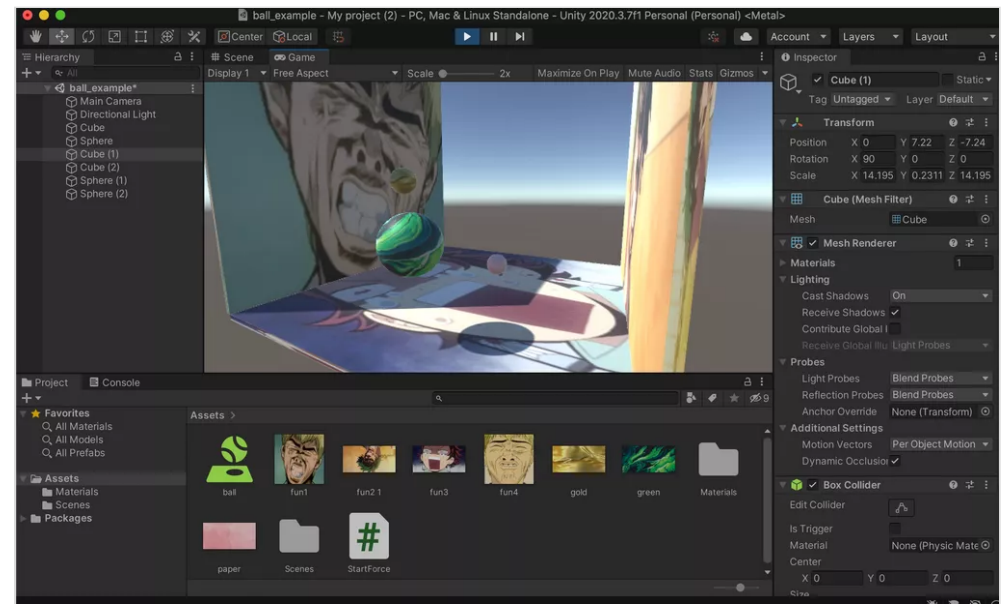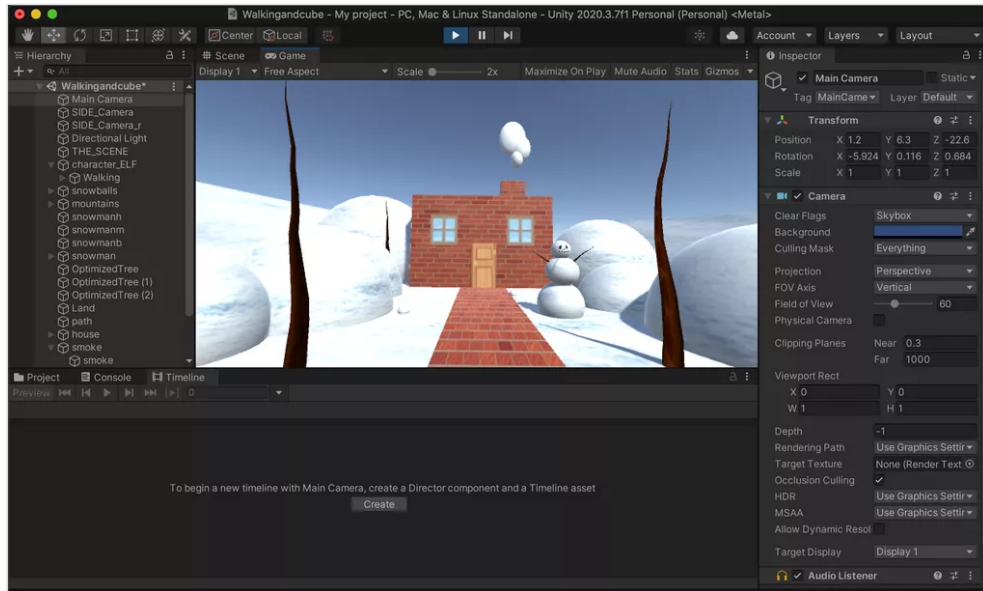
Cube with Texture Material & movement with Timeline ~ Tiffany Gary

Walking in progress~ Tiffany Gary

Gravity-Ball Bouncing progress

cubemove

0:08 video

Gravity-Texture Material-Bouncing Balls ~Tiffany Gary

funny_faces_bouncing_balls

0:29 video

BOMBS AND ENEMY PROGRESS - RODRIGO CARNERO

Here you can see how the player can leave the bombs.

progresounity

0:21 video

BOMBS AND ENEMY PROGRESS - RODRIGO CARNERO

Here is the progress on the game where you can see the Enemy by touching the Player it stops and appears in the console "Gotcha Player".
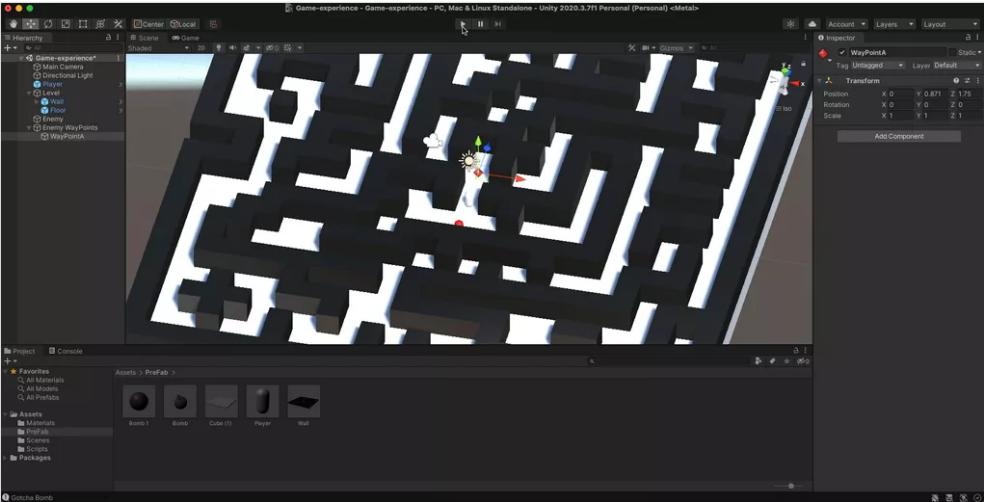
Screen Recording 2022-02-14 at 11.37.12 AM

0:13 video

Gaby- Cut-Scene Build (DONE)

Hey Professor! So I'm gonna upload the file of the Cut-Scene Now onto the dreamhost! Hopefully this is what you wanted me to submit!
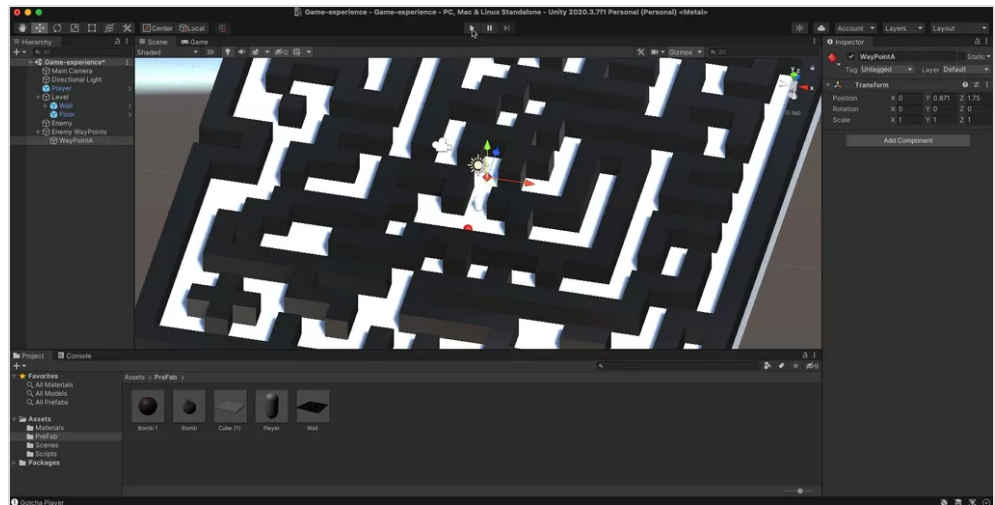
Cut-Scene Package

Uhmm, I didn't realize that I could publish the package of the cut-scene here LOL, so now it's here as well!

Gaby_TitleCutScene
2.03 MB unitypackage file

CAPSULE SET UP - RODRIGO CARNERO

Here I'm setting up the Player(Capsule) with the script added to the inspector.

CINEMATIC PROGRESS-RODRIGO CARNERO

At first I uploaded just the scene but here is the whole project with the timeline included.

MARTIAN_UNEDIT

0:24 video

CINEMATIC PROGRESS-RODRIGO CARNERO

MARTIN_PROGRESS
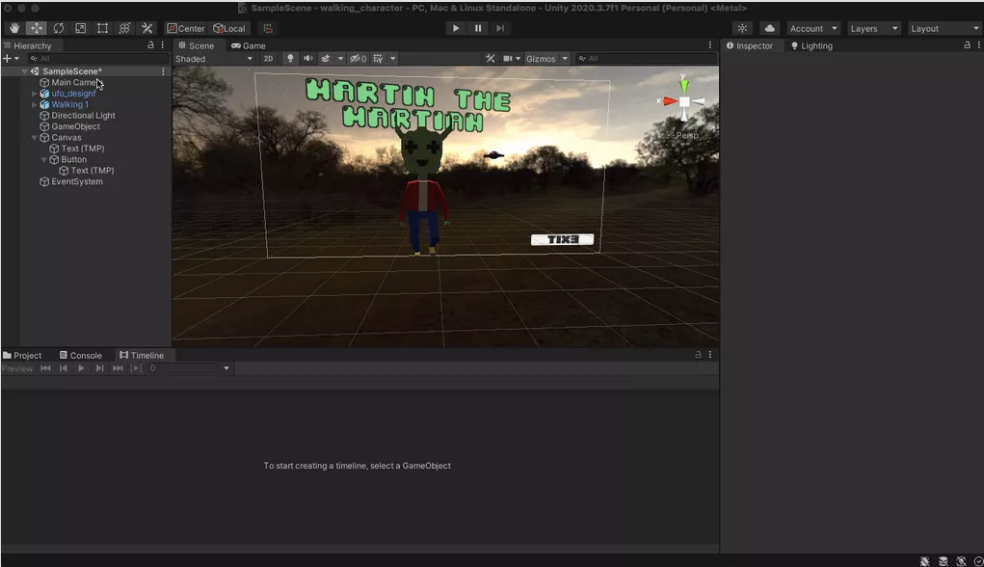0:13 video

PADLET DRIVE

Gaby-Walk Cycle!

Heyyy, so I'm back again (LOL). Anyhoo! I was able to do the walk cycle in unity and everything! I know you said that I can reuse this little guy from last years 3D class so I used him for my walk cycle! I just needed to refresh my memory on how to get him walking in unity, so I referred back to the the first zoom session recording! Hopefully this is what you were asking in terms of walking! Now I'll report back to you in a while with the title sequence that we did last class! :)
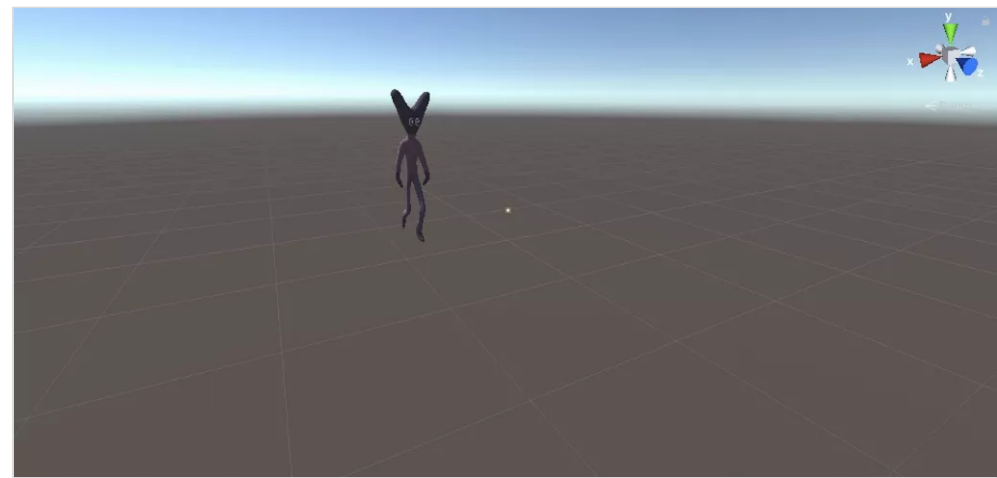
Walk_CycleRec
0:05 video

PADLET DRIVE

OH BY THE WAY!

Oh! By the way, I thought I should let you know that I emailed you the package to the project! In the email, I also discuss the same concerns! That said though, I hope you can help me! I tried giving the camera thing another go and there is still nothing :(

## Gaby-CutScene (HELP PROFESSOR!!!)

Hey professor!
I was wondering if maybe you can help me a little bit before class with my cut scene! I have the title/button, character walking, scenery, and have scripted it like we were asked! But my main issue is trying to see my work thru the game view tab.

See, when I go to preview it in the game view tab, it shows just black along with my title and button. I tried using cameras and messing around with that and have tried to look it up online and refer to the zoom and YouTube recordings for class, but I can't seem to understand why this is happening! So, I was hoping if I can get your help because I honestly have no idea what to do. I have everything else done except for the game view, which is what is stopping me from building and completing my first cut scene.
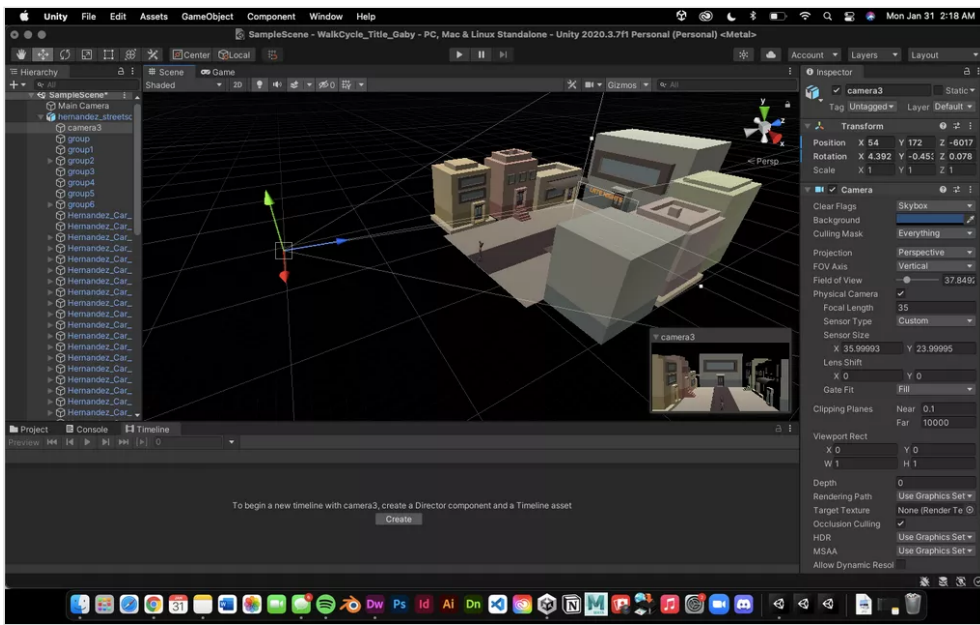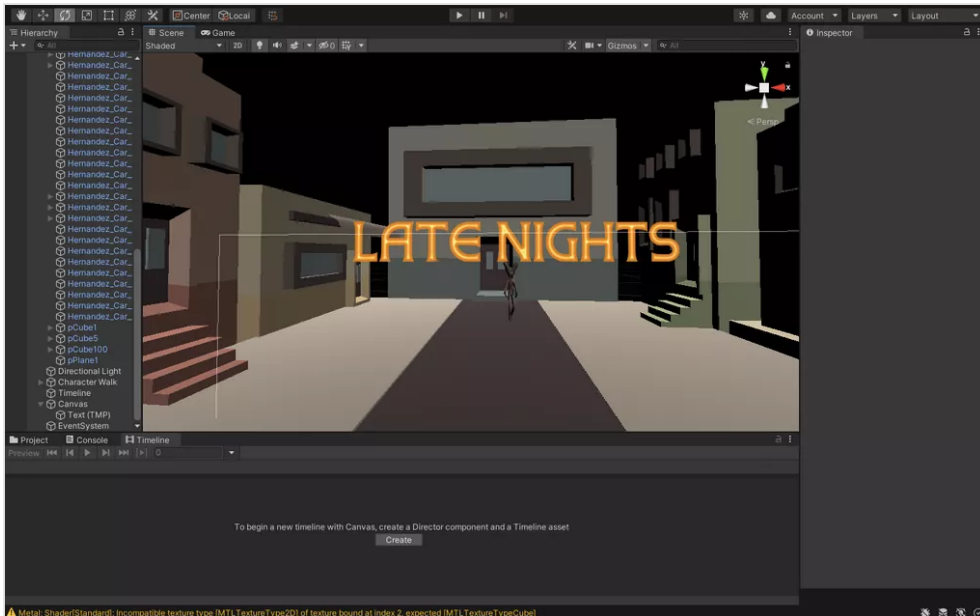
Shara Mae - Debug Messages Work!
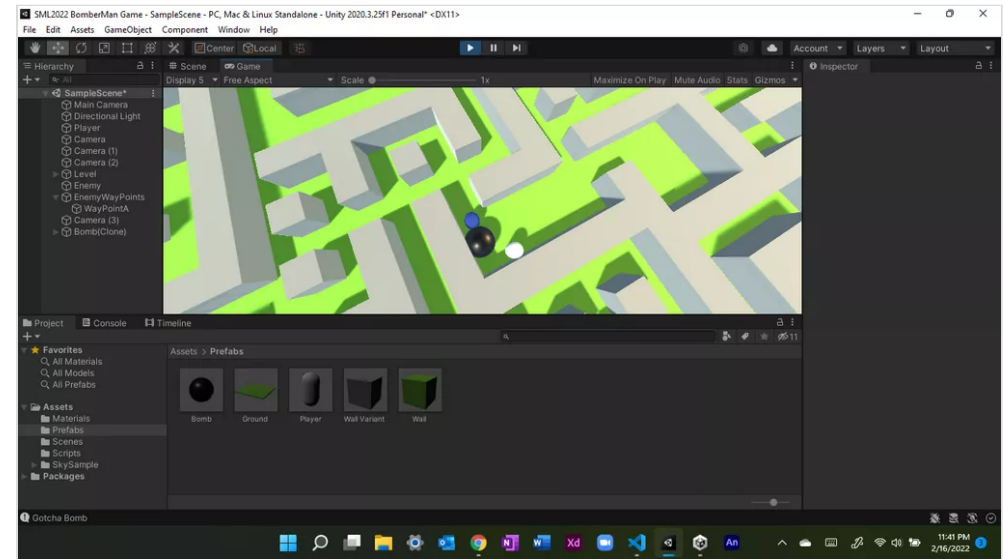
Gaby-title progress

Hey professor! So right now, I'm trying to finish up my title cut scene! I decided to also recycle my old little street scene from the 3D Modeling Class because it was fitting for this project! So here's some progress in the meantime until I figure this all out!

Shara Mae - PLAYING WITH UNITY GIF

Wanted to share this GIF of my MP4 but it is upside down most likely due to a feature I accidentally turned on LOL just wanted to share!
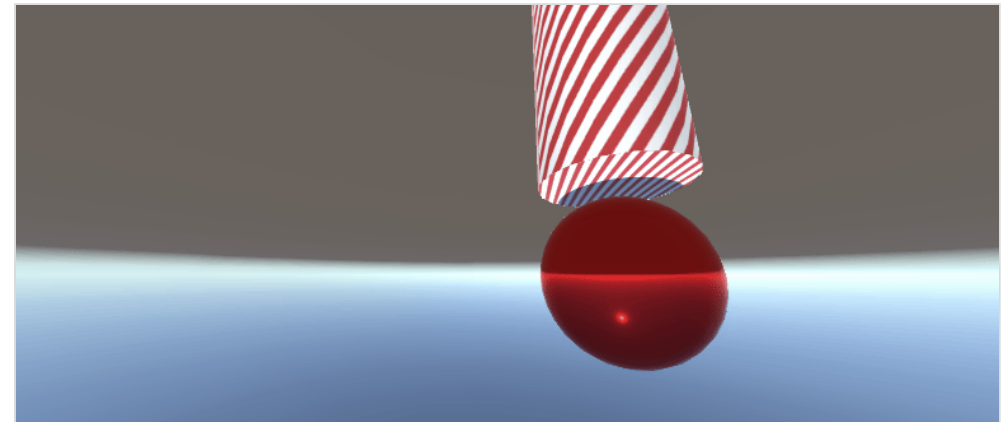
Shara Mae - PLAYING WITH UNITY

This is the first classwork that I'm now submitting after getting more comfortable with Unity!

Shara Mae Playing with Unity
0:03 video

WIP- GABY MAZE 2

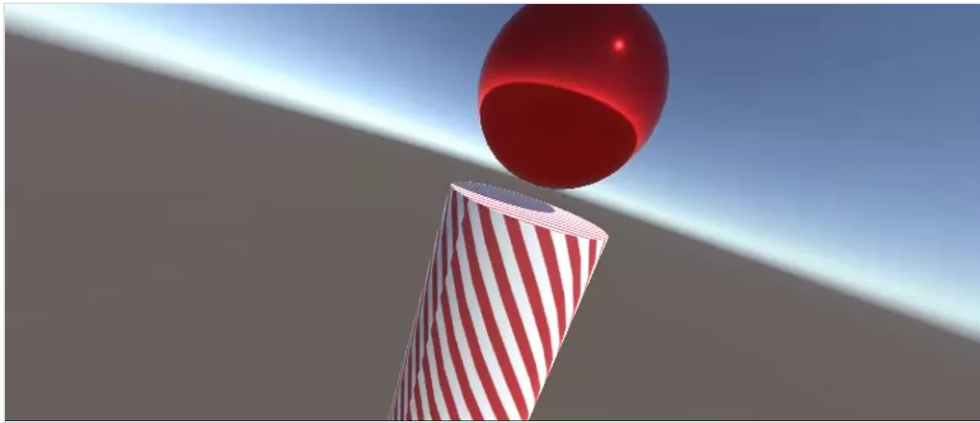Hey Professor! So, Upon working on the script, I came across a huge, frustrating error. Mainly having to do with the rigid body in which Unity acknowledged that the script was trying to gain access to a rigid body, but there was (for some reason) no rigid body on the player object itself. I tried multiple times to fix it too : (. I looked it up on google, tried copying and pasting the code we have under the Padlet and **NOTHING.** So I decided to make a new file and import the last package I sent for homework and started from there. I redid the maze and fixed it up, so all I need to do is re-watch the zoom and try and do the script again! Hopefully I don't come across that rigid body error again because I have no clue why that happened! If I do come across it and can't figure it out, I'll leave it be and address it in class so maybe we can find a window of opportunity to fix the error!
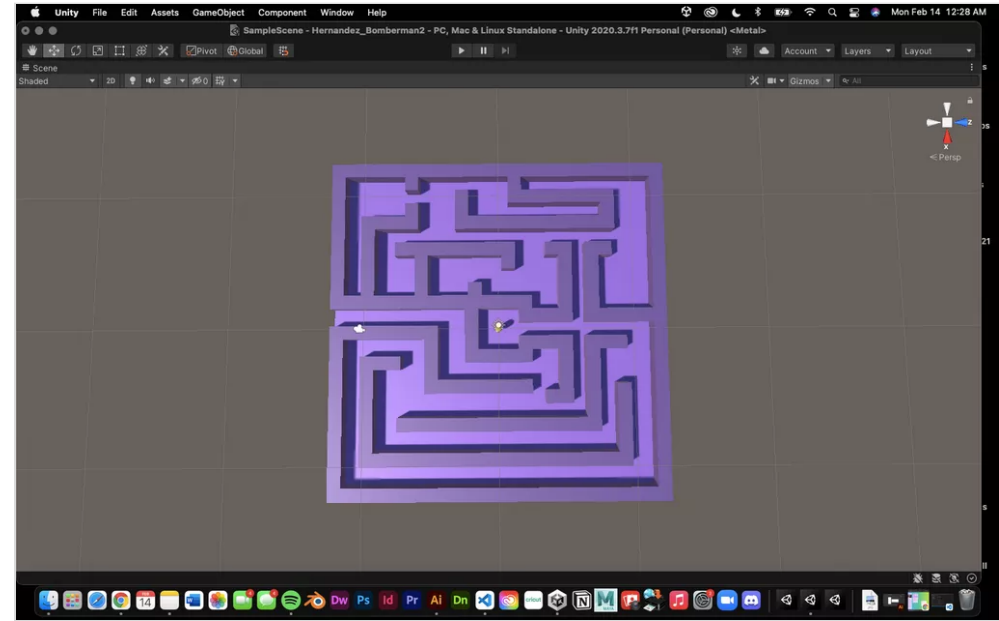
Gaby-Start Maze Recording

Ok! So I also provided a screen recording of the player moving around in what I have created thus far, The design of the maze will probably change as time progresses, but I am messing around for now! Veronica was right, this is quite exciting as we see the project begin to unravel and begin to understand certain concepts!

Also! I am gonna upload a package file as always to the dreamhost server!
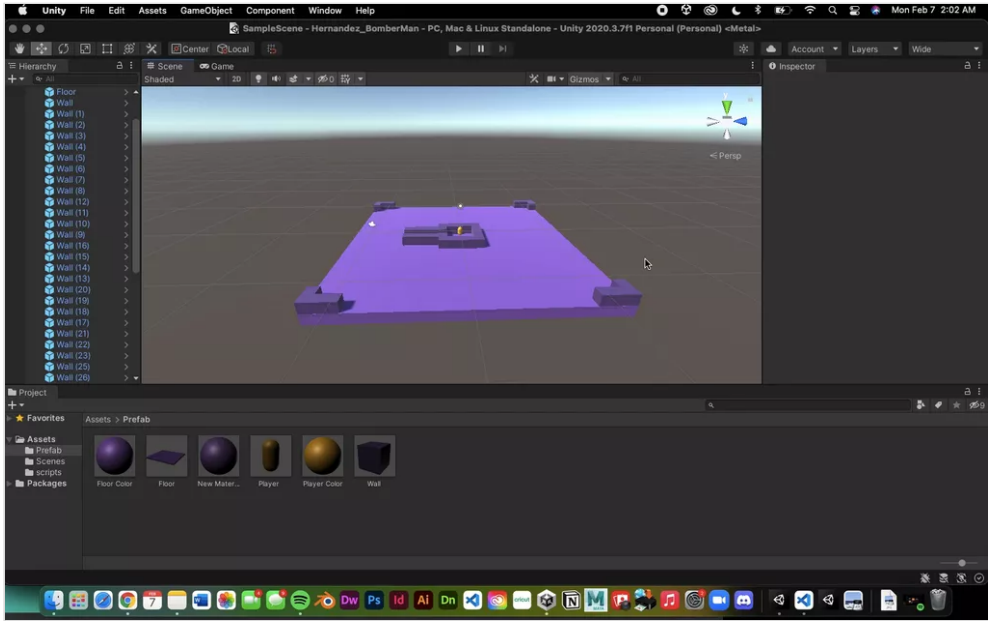
maze_startrec
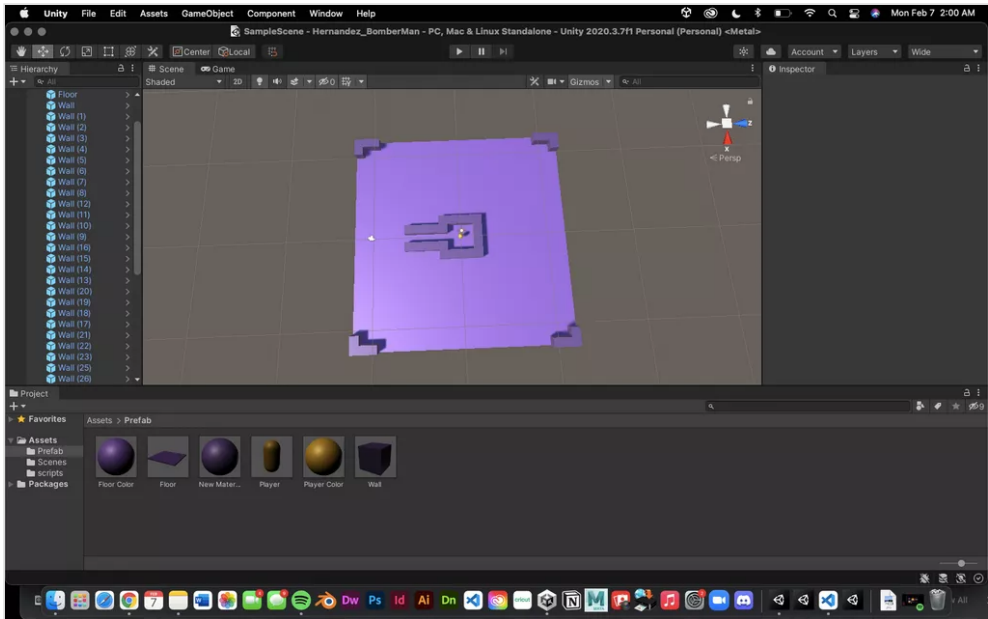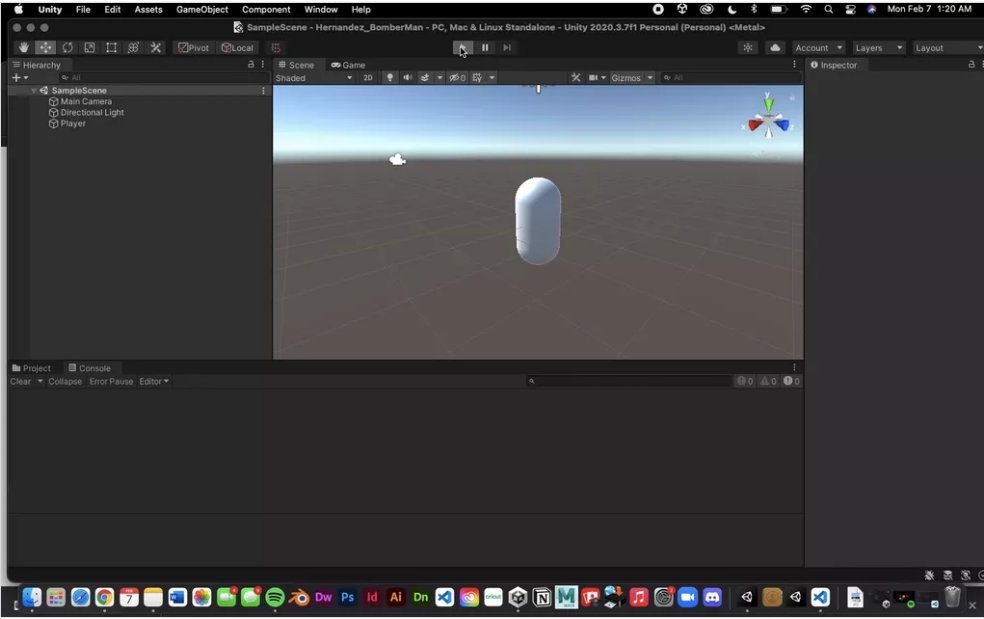
0:42 video

Gaby-StartMazePic

Starting the maze

Gaby-WorkInProgress 3

This is so exciting! Ah! Ok Ok, so I got the Input Keys in! So my W,A,S,D keys are functioning in the game view!
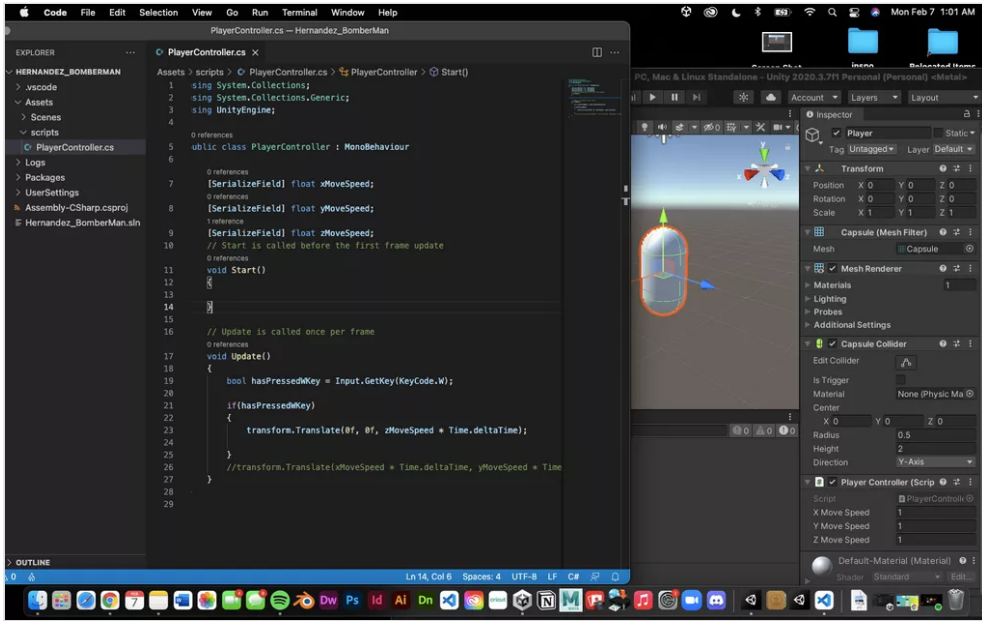

Screen Recording 2022-02-07 at 1.20.29 AM

0:23 video

Gaby-WorkInProgress 2

Have been following along with the Zoom recording, scripting in the code :) Oh and I am getting the W key working!

Gaby-WorkInProgress 1

Hey professor! So here's a work in progress for a classwork grade! I didn't realize I never provided one so I am doing so now! especially since I am starting fresh since I think I got lost midway with the lesson and then had to leave early for my meeting, so heres a work in progress screenshot!

Shara Mae - BOUNCING BALL SCENE

Whew!!! I was struggling on how to record because I did not have Unity Recorder installed so it took me a solid half hour to an hour to figure out how to record an mp4 file. Thankfully, I got everything done! Thanks Professor Klein!!! :D
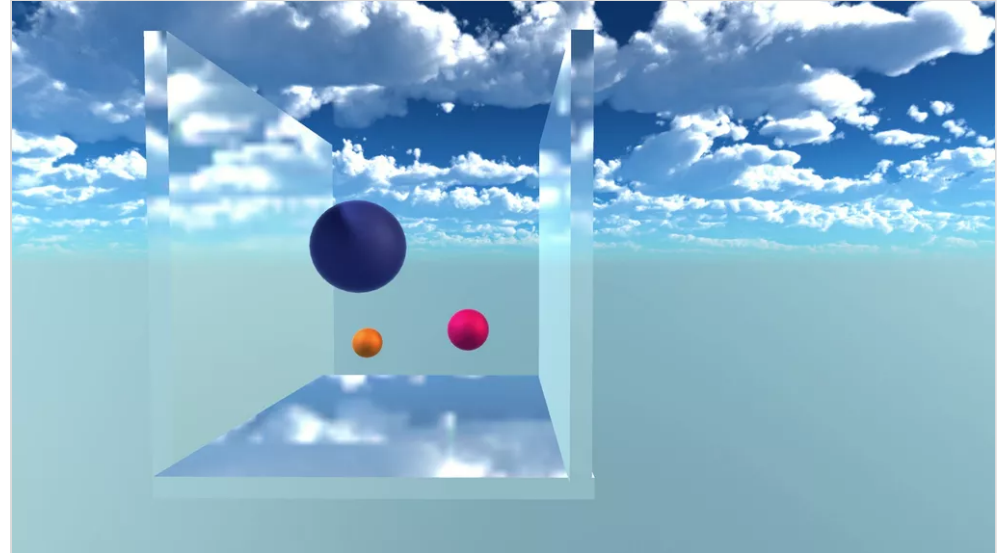
Shara Mae Bouncing Ball
0:09 video

Shara Mae - BOUNCING BALL PACKAGE

I wanted to wrap up this scene as a package so here it is! Hopefully everything works in there!!!

Shara Mae Bouncing Ball Scene
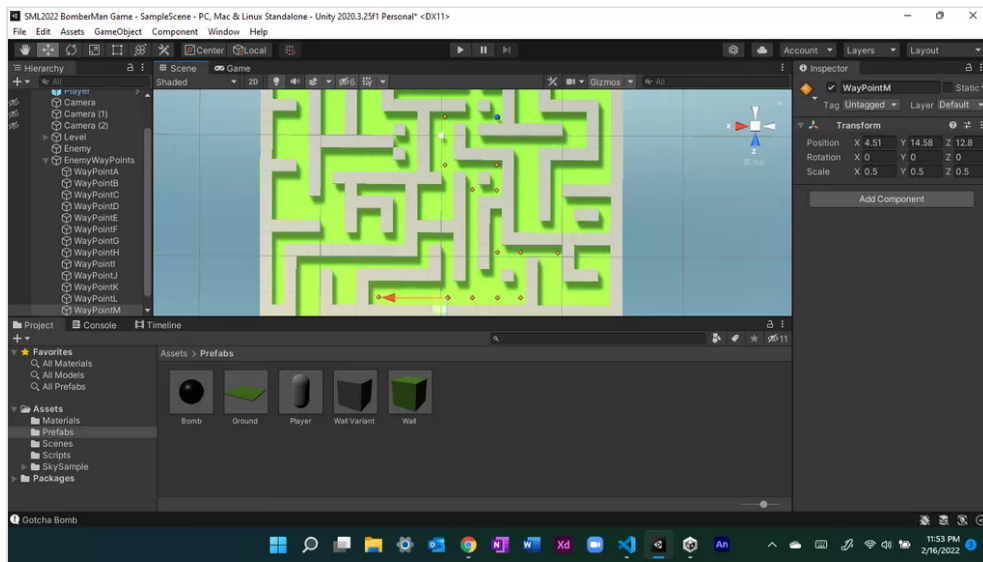11.6 MB unitypackage file

Shara Mae - Waypoint Progress

I'm finishing up Part B of H and I'm having too much fun putting in the waypoints XD It is really cool to see how the enemy is controlled to follow the points set by us!!!

Shara Mae - Build BUT WITH THE DATA FOLDER HEHEHE

I found the data folder (I had just forgotten to put it in the zip file). Since 48MB is too large for Padlet, I uploaded the build folder into Google Drive. Hopefully, it can still be downloaded from there! Thanks a lot again Professor Klein!

Shara Mae Official Build
by Shara Mae Lintag

GOOGLE DRIVE
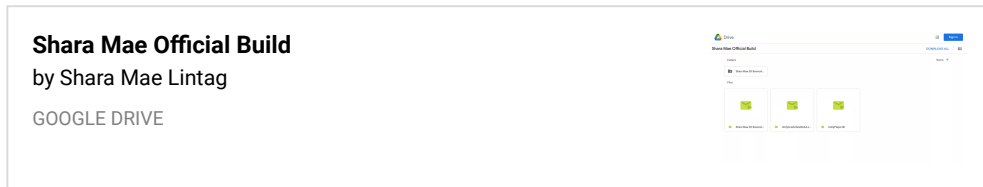
Gaby (HW: BOUNCING BALL!)

I at first didn't know what I was supposed to do for hw with this ball and gravity thing because the zoom recording was never posted (the right one at least D;). HOWEVER, I remembered the file you had sent in the chat a little after I entered the meeting. So I used that file and ended up making some drawings using piskel for the textures you see in the attached video! Hope this is what you had asked for! If not, please let me know and I will redo it as soon as I can or am able to! Anyhoo, hope you like! I think I am gonna provide the package for this assignment as well, so be on the lookout for that!
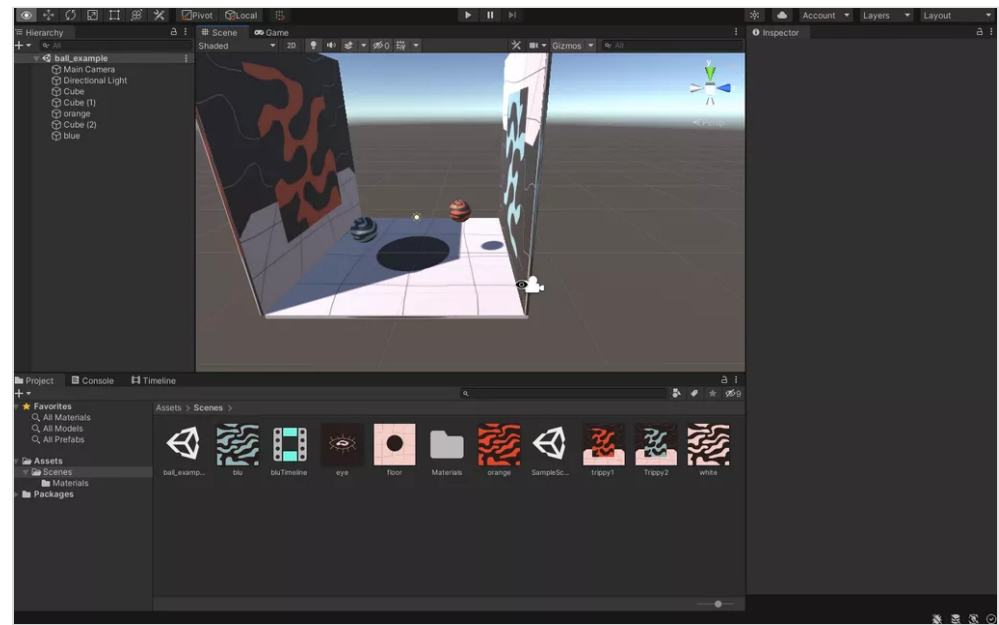
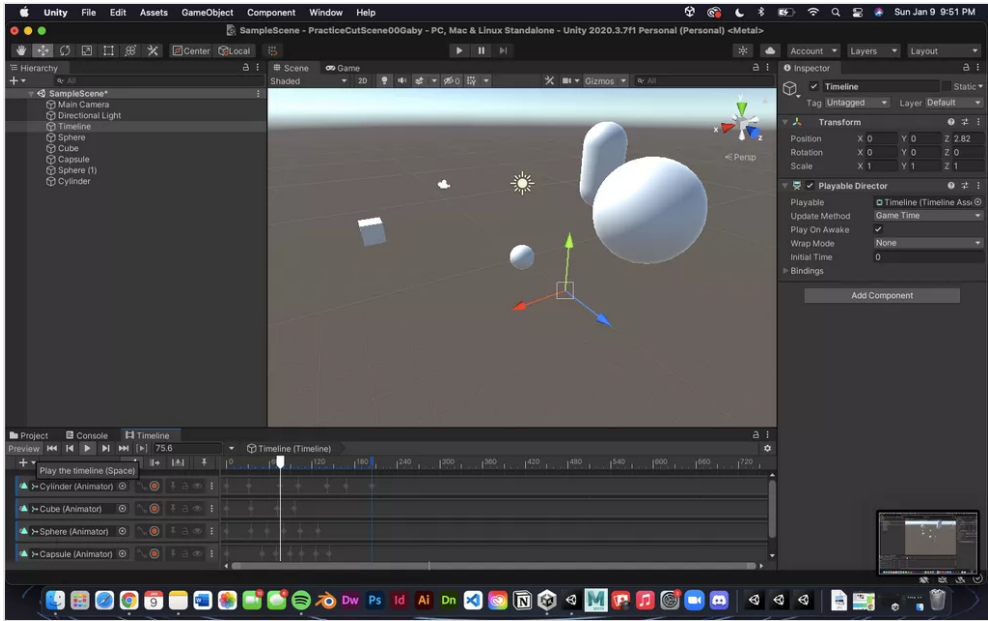## 002_Recording

1:01 video

PADLET DRIVE

OH ALSO!

Oh! And I forgot to mention! I don't know if we could do this but I did it anyways just to get the hang of it, but I packaged the file with the moving objects and inserted it into the dreamhost file thingy (the one you mentioned during last class) !

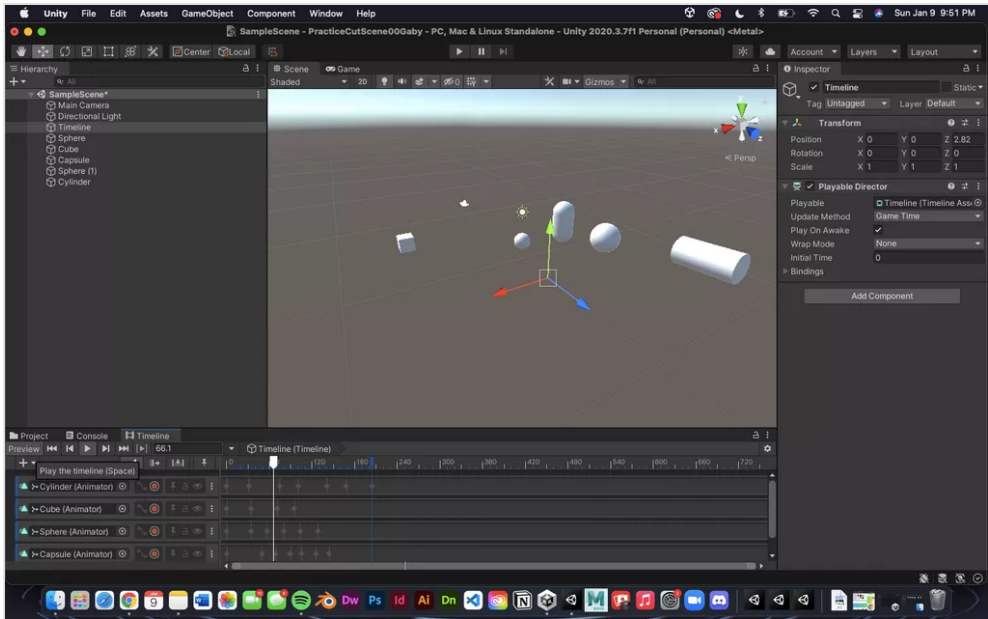*Creating package sounds perfect thanks!*   — MICHAEL KLEIN

Hey Professor!

Hey! So, here I provided the screenshots you asked for last class! To be honest, originally I was having trouble animating the objects using the timeline/keyframes but after I looked back at the recording I realized that I was doing it all wrong at first LOL, but I got it now! Hopefully this is what you were asking for us to submit for Homework! If not please let me know! Although from my understanding, the homework was to get comfortable with unity!

Gaby- Mess Around Objs (2)

Hi Professor Klein, I am having issues on the bomb script code. Its also not letting me place the enemy script on the enemy player. Please help

Ariel_Bomberman_Package
73 KB unitypackage file

PADLET DRIVE

Veronica W. 1/31

Game Recording

Hi you guys.

I had multiple audio listeners activated because we have mutliple cameras. I know we haven't went over audio yet, but there's an error that shows up if you have more than one audio listener set. Just figured that might be important. ¯_(ツ)_/¯
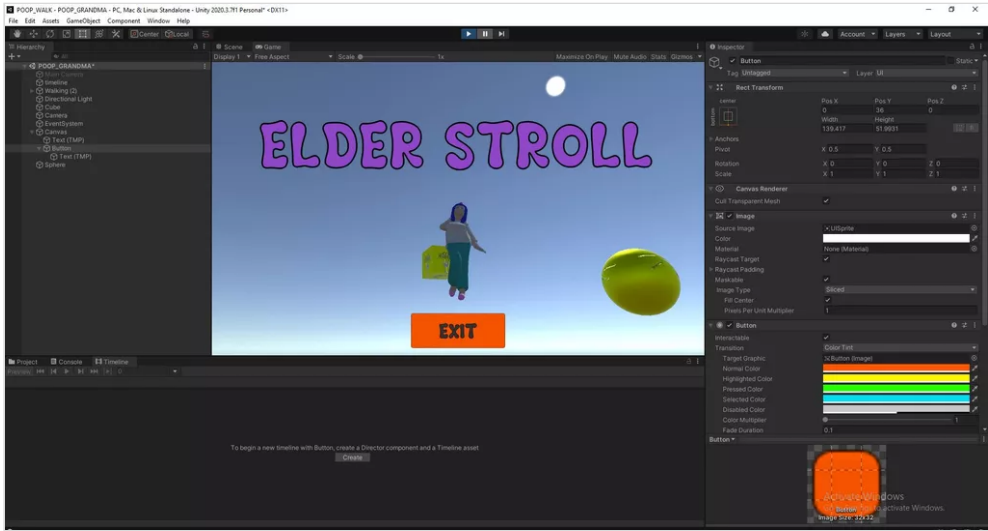
Gaby- Mess Around Objs (1)

POOP_WALK 2022-01-31 10-53-53
0:07 video

PADLET DRIVE

Ariel - Code Problem on the Bomb script

Veronica W. 1/31

BUTTON AND TITLE WORK IN PROGRESS

maya and directly placed it into Unity, and applied the mixamo animation. Now, we have a mess.

Hopefully we can figure out how to get this granny walking during our next meeting! :S

grandma

0:07 video

PADLET DRIVE

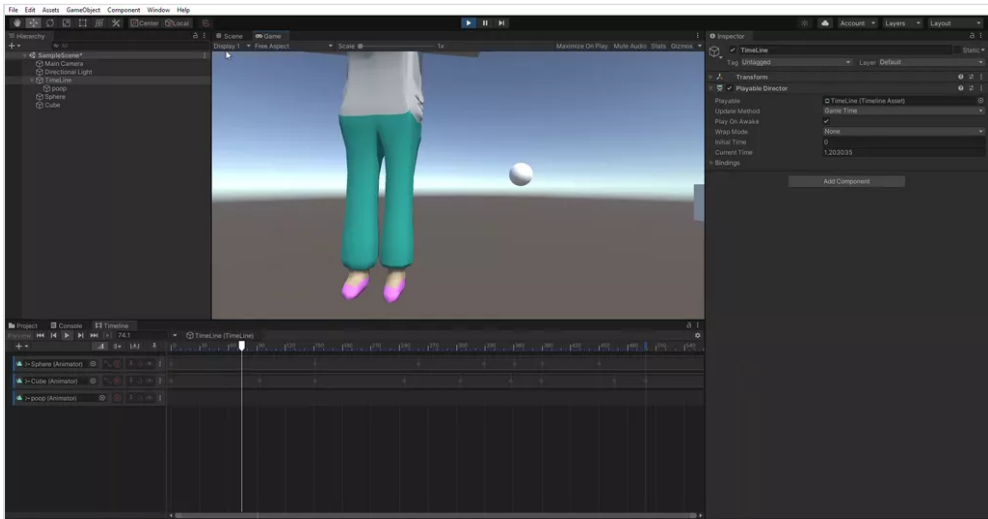# Veronica W. HOMEWORK- Unity Timeline Action

Hi!
I tried downloading the character after uploading it to mixamo.
I then imported it into Unity with all the correct frame and extension settings (yada yada...).
The character from the fbx file wouldn't show up when placed into the project assets or hierarcy. Also the mixamo animation didn't work when applied to the character.

As an alternative, I tried uploading an fbx file of my character which I exported from

✳✳✳✳✳✳