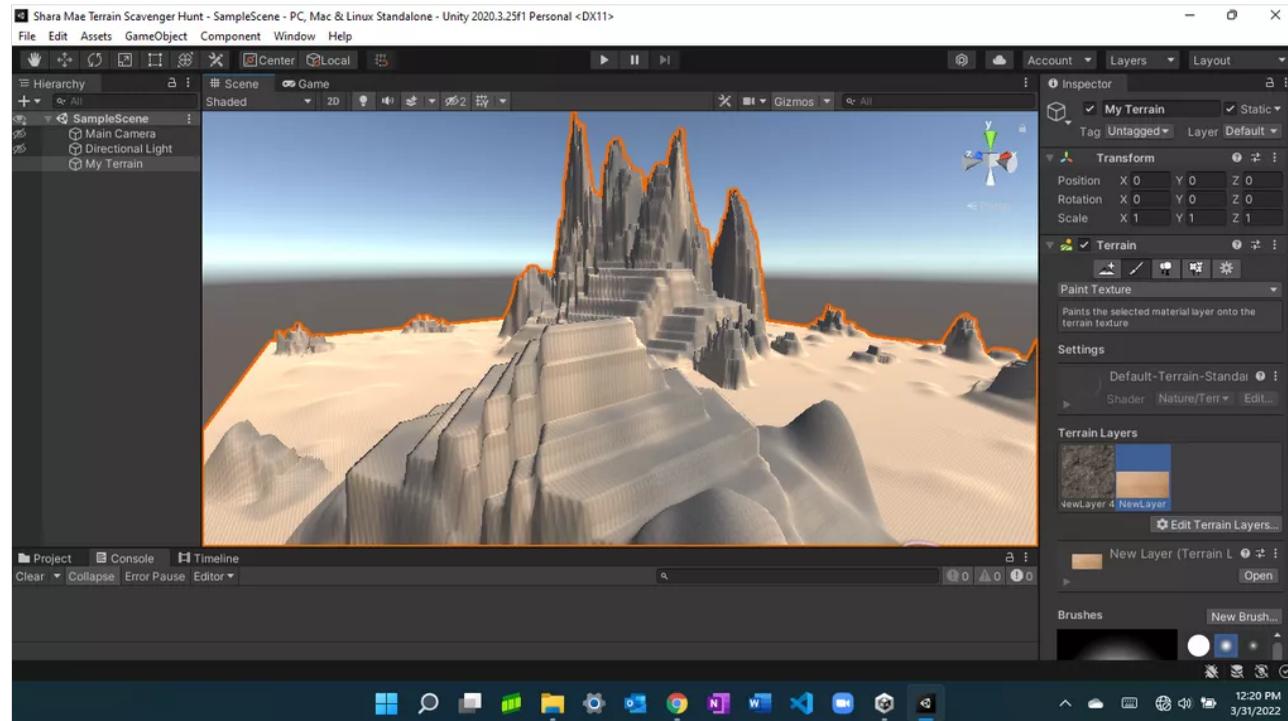


# Winter Semester Production A

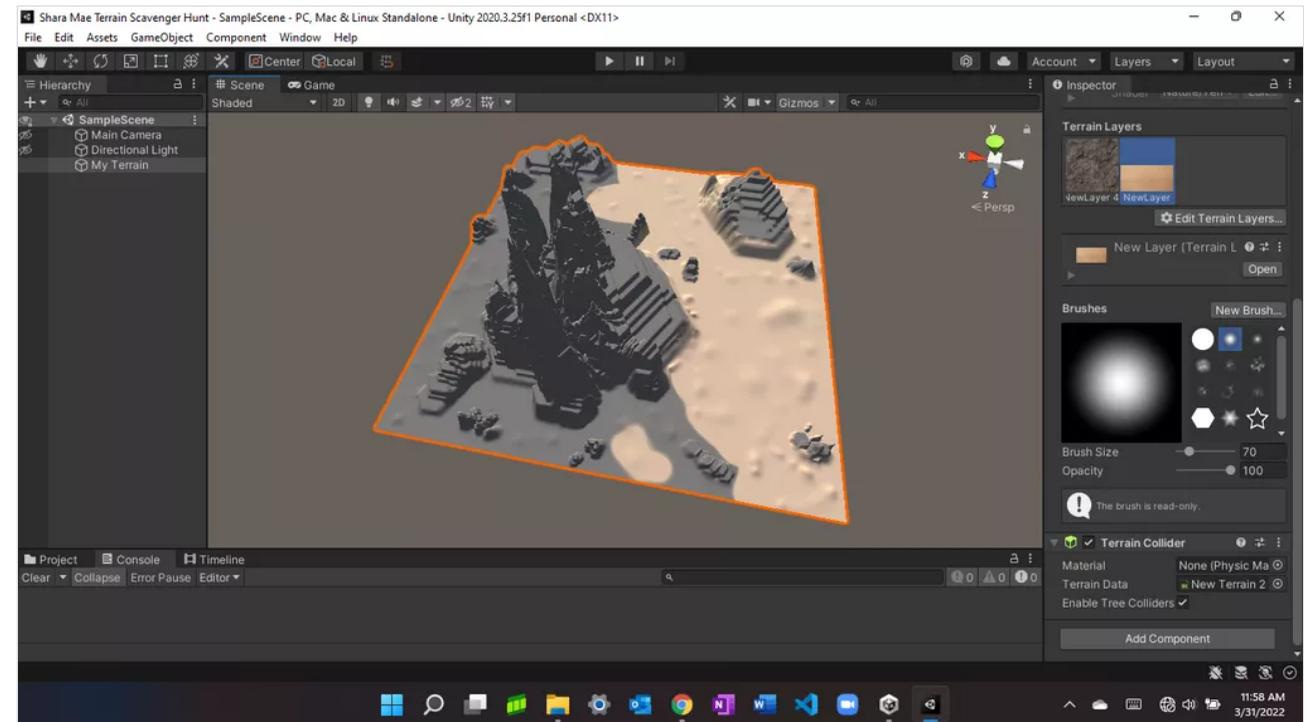
Production Logs

MICHAEL KLEIN MAR 10, 2022 09:30AM

## Shara Mae - Another POV



## Shara Mae - Terrain Progress!

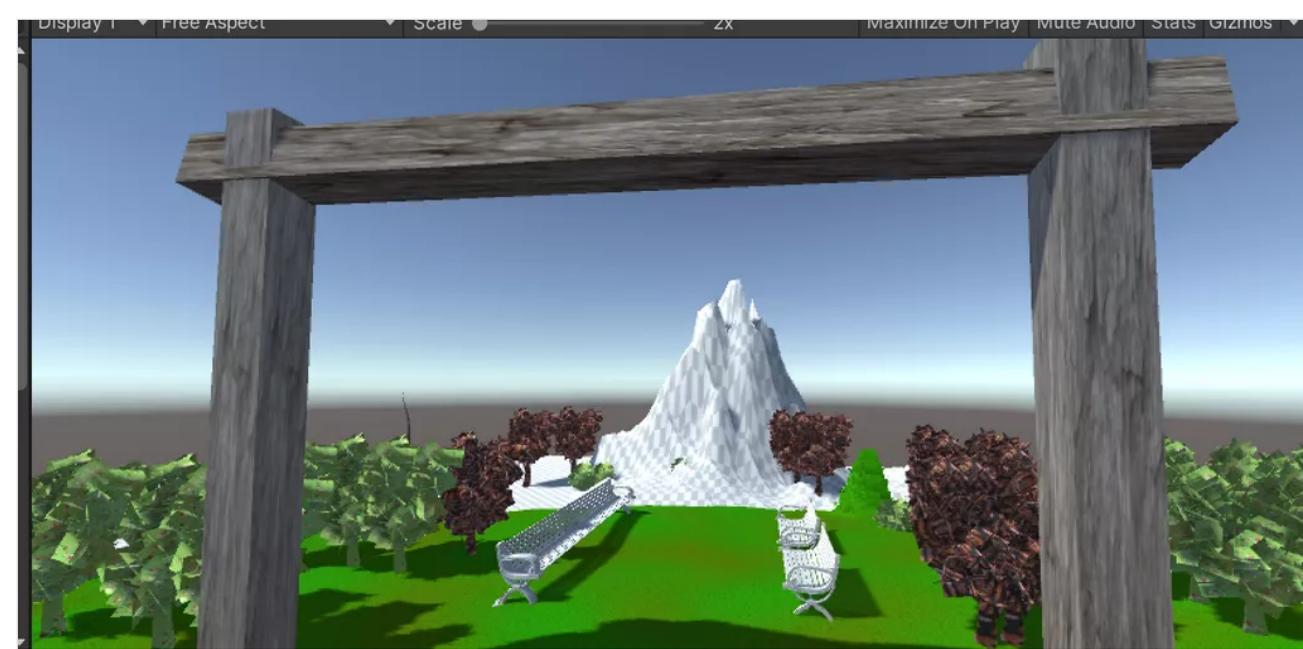


## Tim - Landscape

landscape  
4.34 MB zip file  
PADLET DRIVE



## Work in progress- Joan Nunez

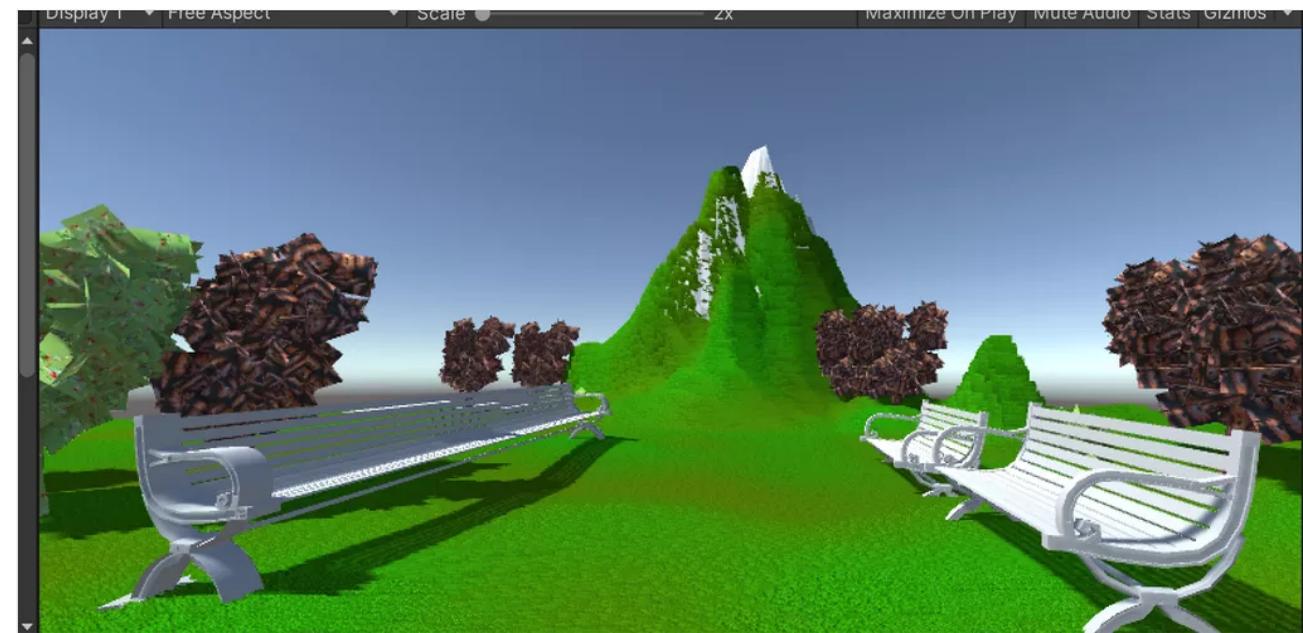


Joan - Work in progress 2.0

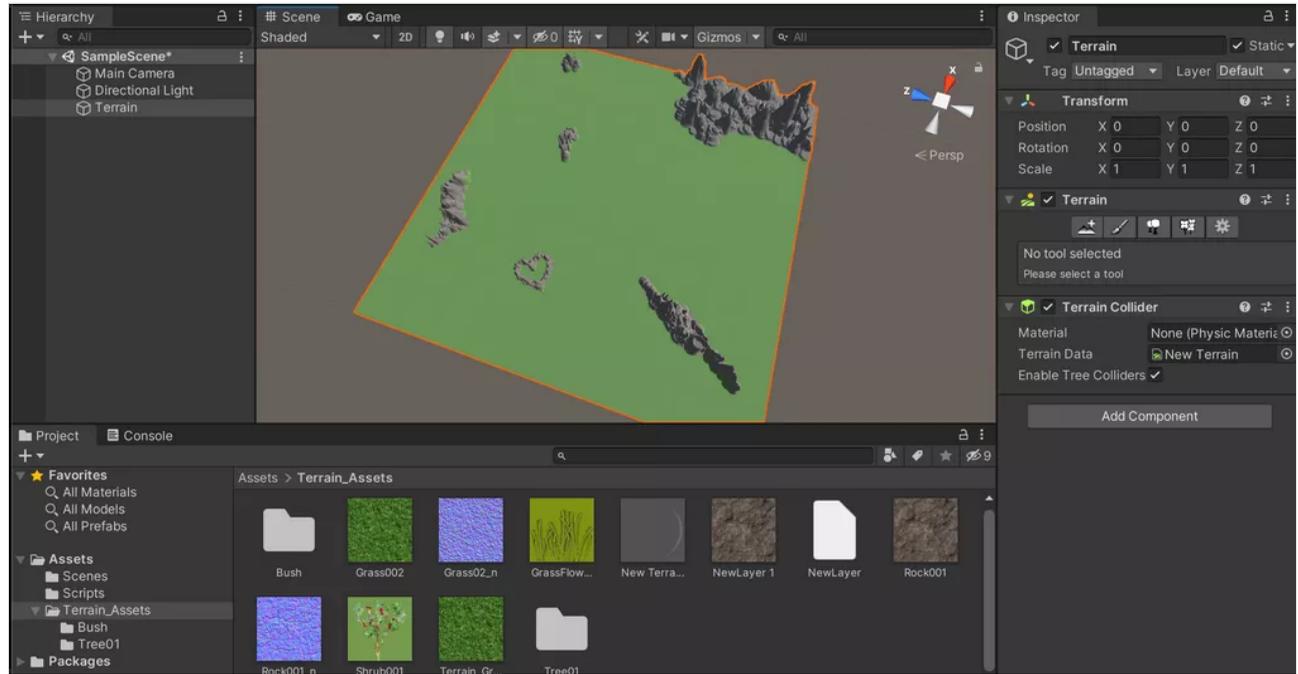
Joan - work in progress: started terrain



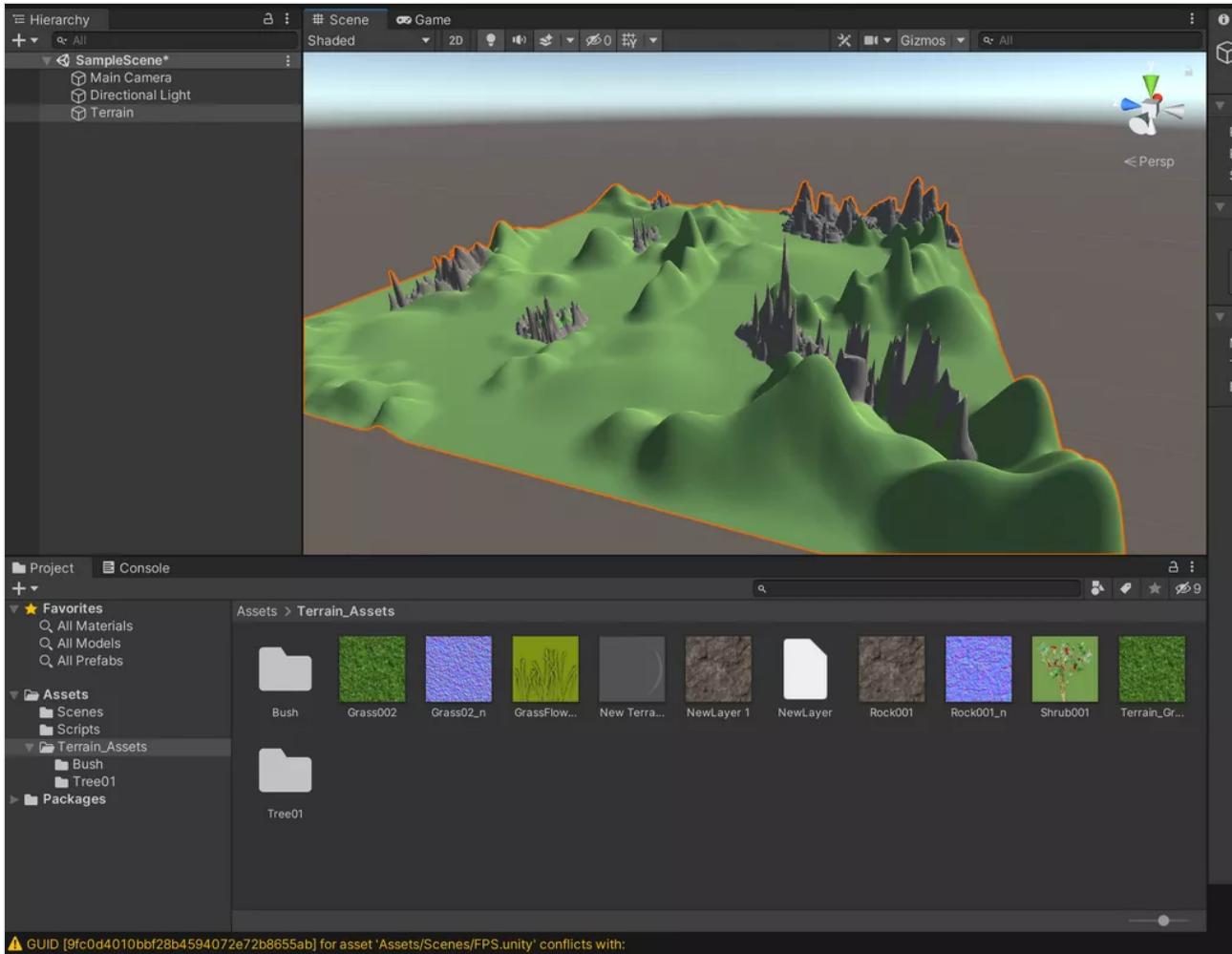
Joan - Work in Progress



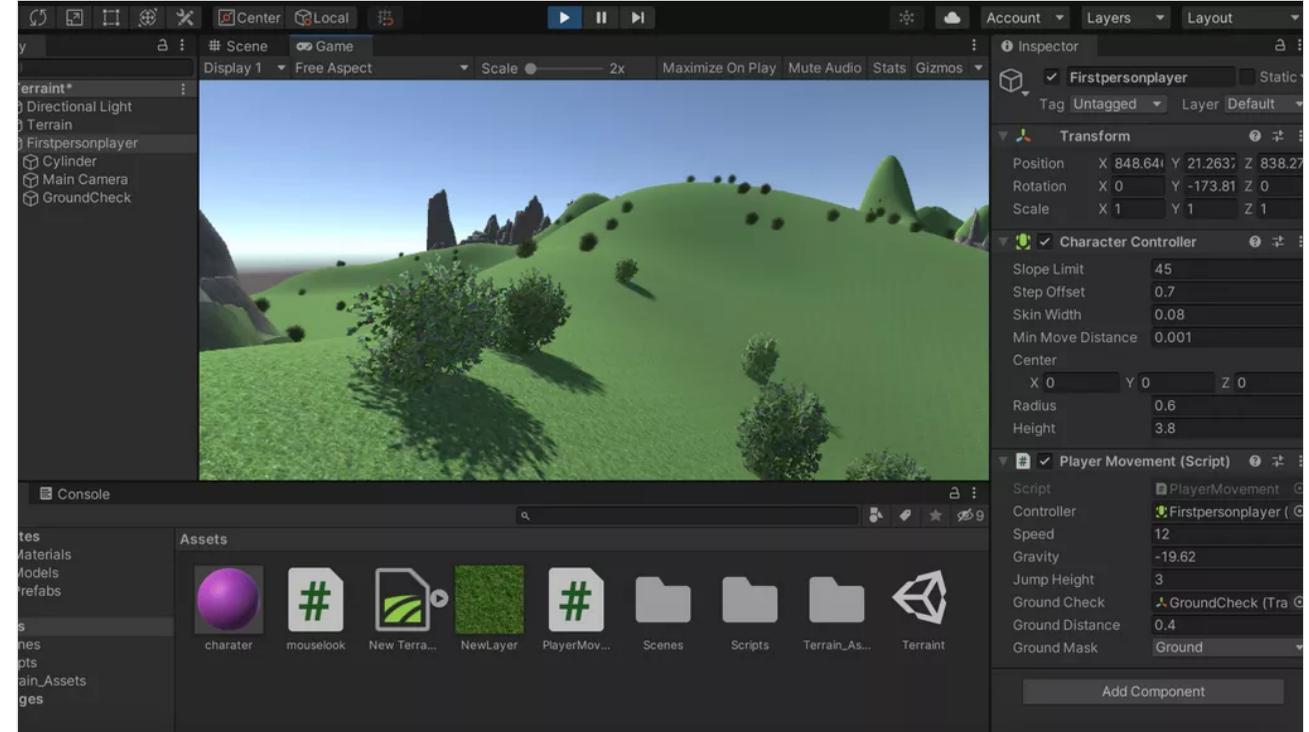
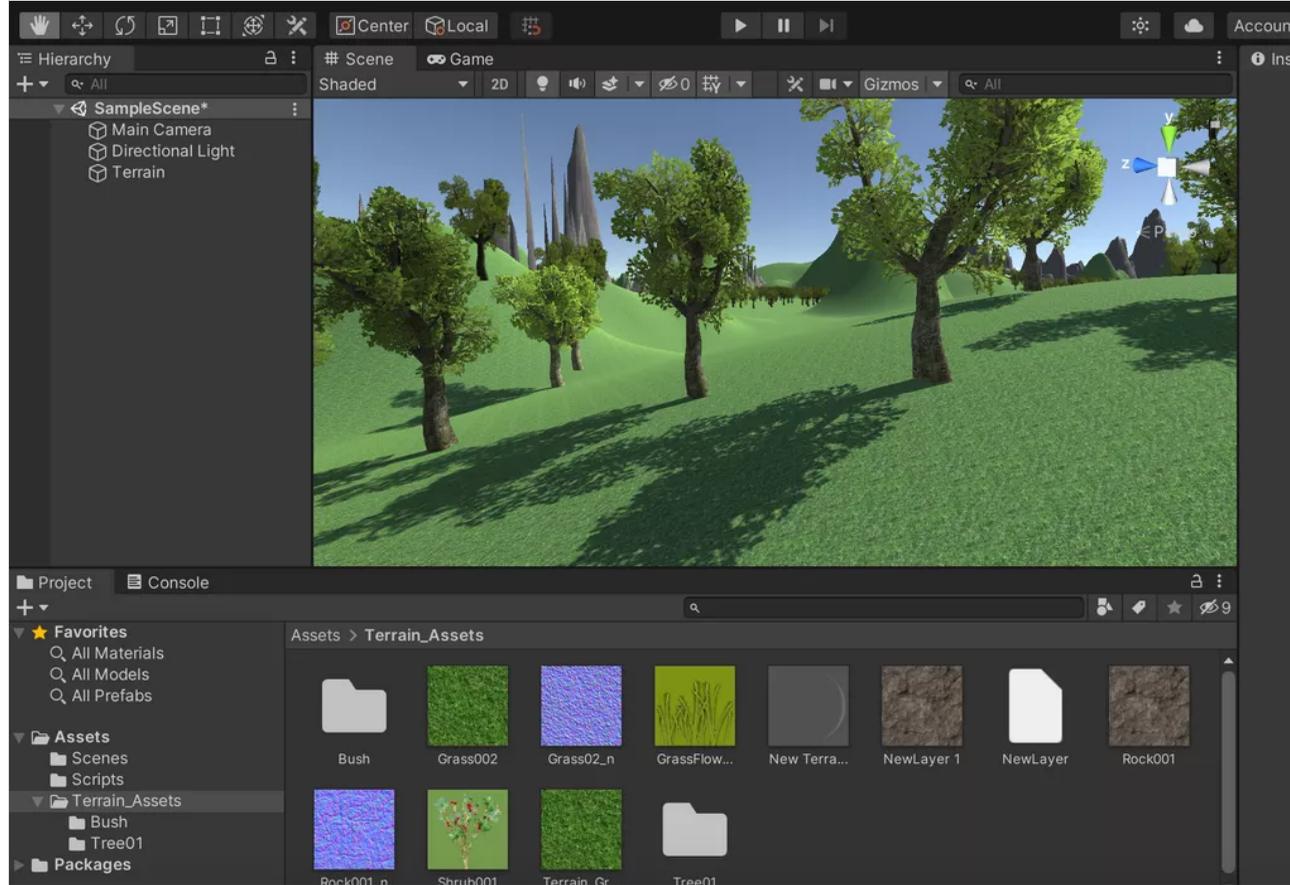
Start of my terrain. Playing with organic shape and a heart. - Tiffany A. Gary



Terrain Raise. - Tiffany A. Gary



Terrain Trees - Tiffany A. Gary



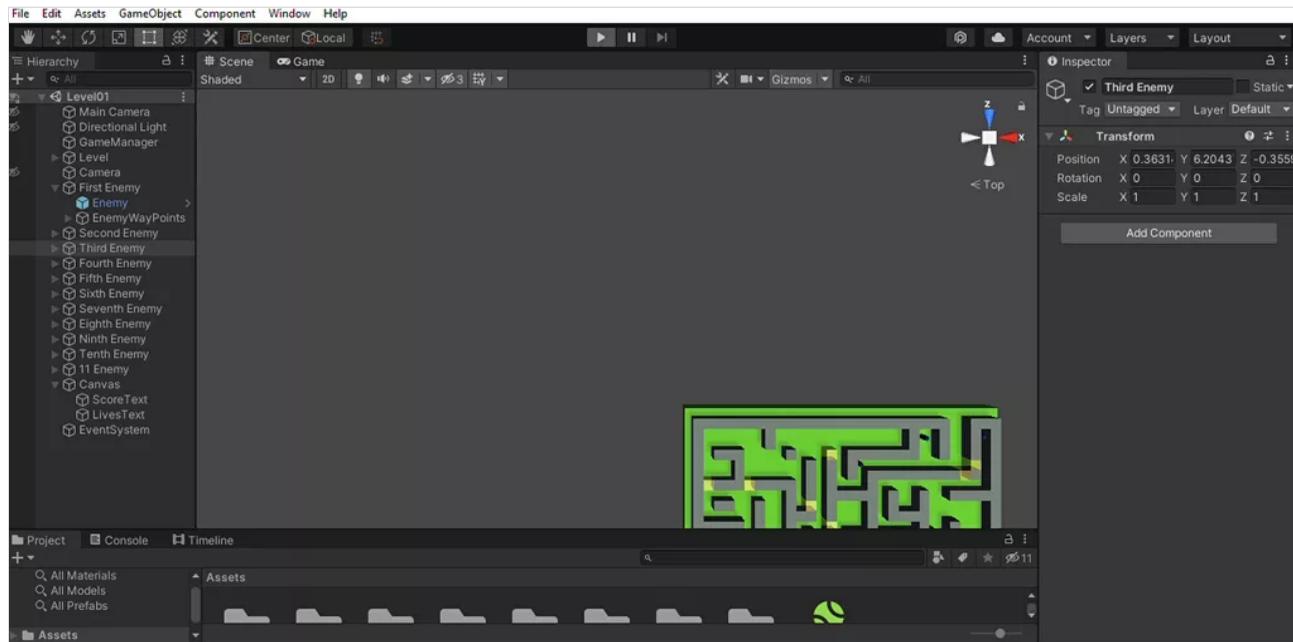
### Shara Mae - Issue in E-03-06

In the video, you can see that I set a bomb and killed 1 enemy, which amounted to 200 points even though I set the score value to 50. I noticed too that every time I would respawn after getting killed by the bomb that I would also attain points from that too. I'm finding myself a bit at a loss of what to do!!!

**I was able to get the first person controller working. I could move forward and backwards/ right and left/ up and down with gravity.**

Couldn't post video cause file is too big. ??? Will work on coins next time.

Tiffany A. Gary



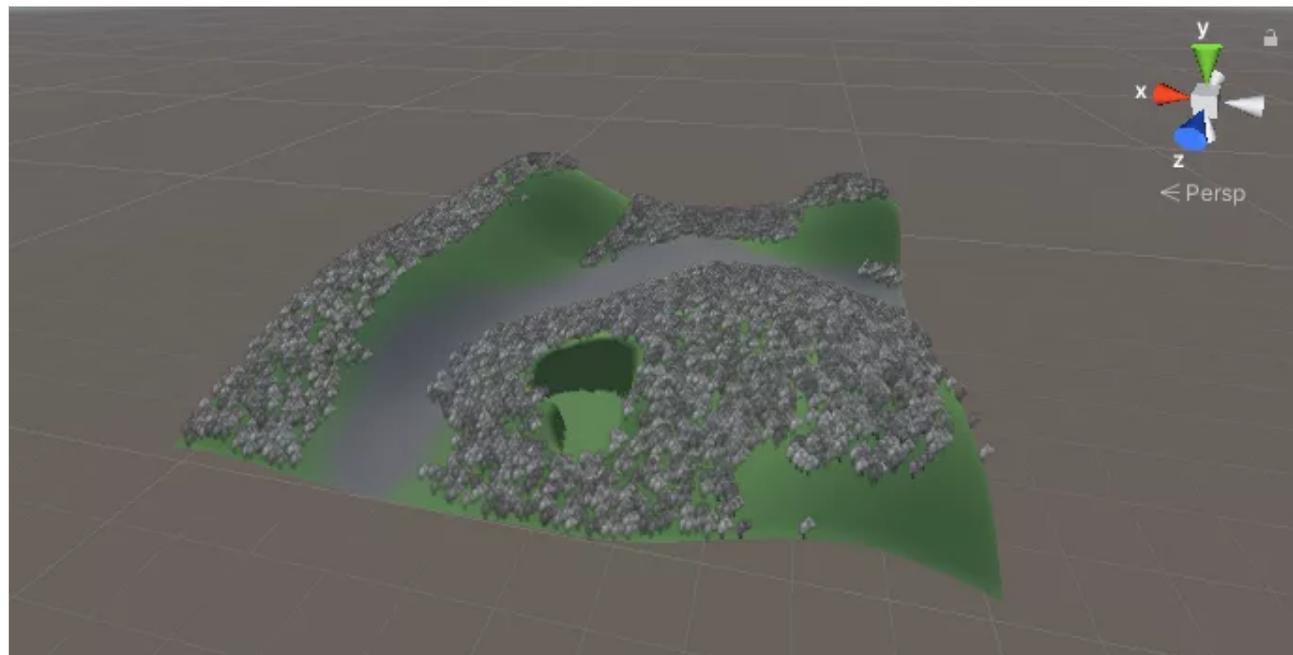
Shara Mae Updated Bomberman Game - Level01 - PC, Mac & Linux Standalone - Unity 2020.3.25f1 Personal\_DX11\_ 2022-03-10 07-20-07

0:20 video

PADLET DRIVE

## terrain

trees are colored but for some reason that color doesn't show unless i'm very zoomed in - also, skybox wasn't loading in :/



## terrain file

**anastasiaterrain**

15.1 KB unity file

PADLET DRIVE



## unity package

**anastasiaterrain**

30.8 MB unitypackage file

PADLET DRIVE



## Idle Character

**Idle**

1.1 MB fbx file

PADLET DRIVE



## Idle Enemy

**Idle copy**

797 KB fbx file

PADLET DRIVE



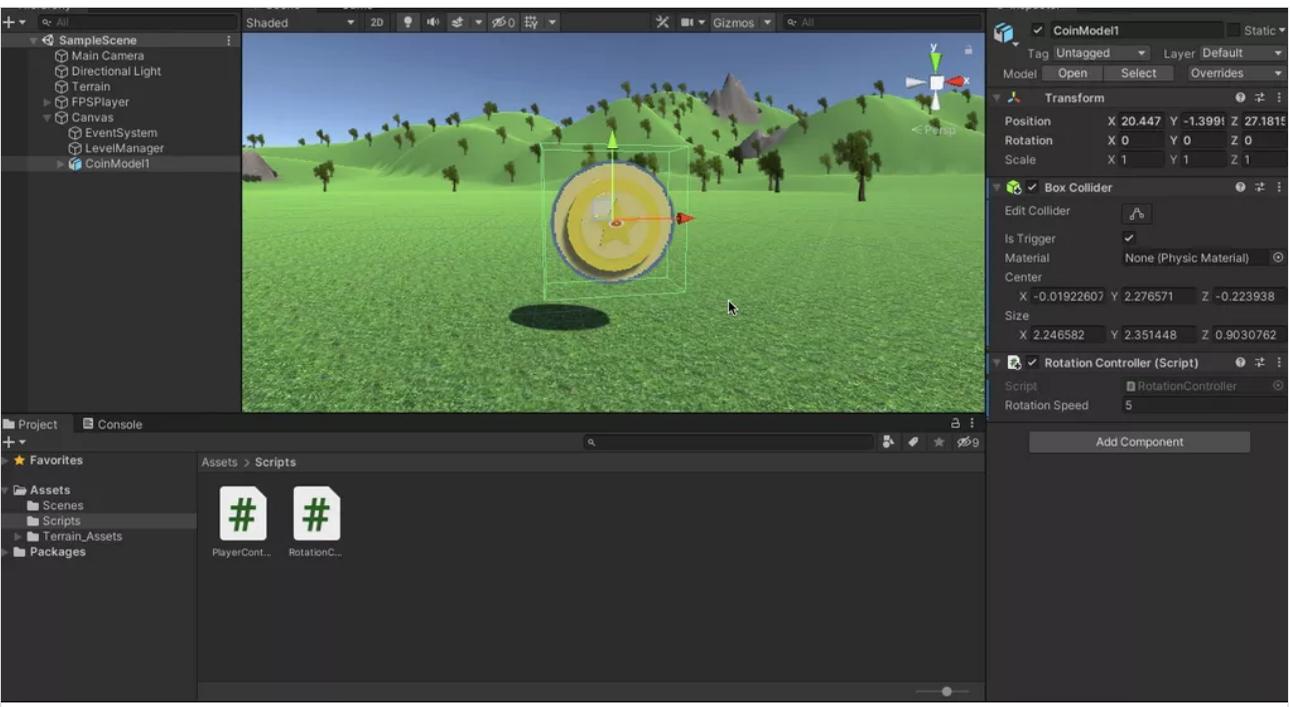
## Gaby- Package

I'll drop the package here so you can check it out if possible!

**Gaby\_CoinIssue**  
 9.85 MB unitypackage file  
 PADLET DRIVE

**Gaby- Terrain Work In Progress**

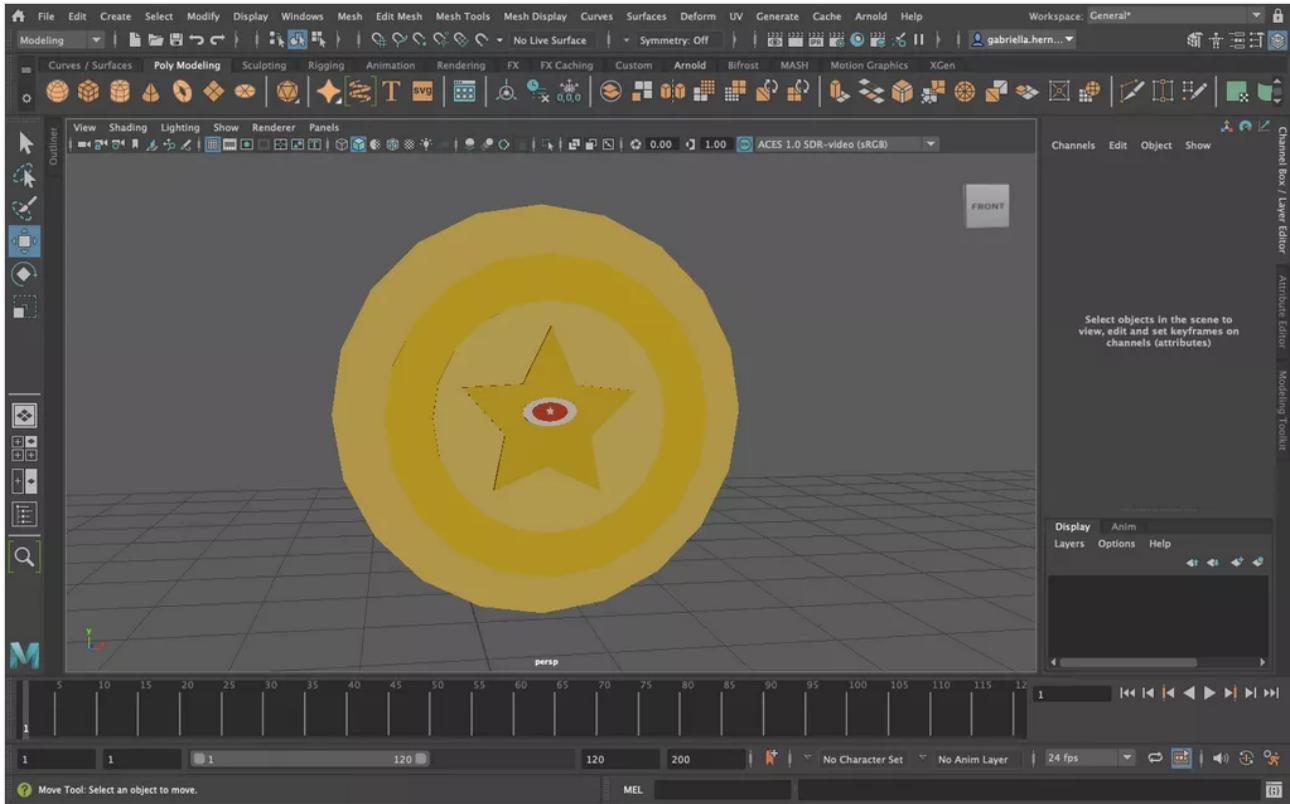
so, i'm having trouble rotating the coin, as you can see, it was rotating the wrong way ;^; HELLLP!



**Screen Recording 2022-04-04 at 10.15.11 AM**  
 0:29 video  
 PADLET DRIVE

**Gaby- Terrain Work In Progress**

hey! so I decided to add more to the coin model, i'm gonna try and get these into unity to rotate them and stuff.



**Gaby (BomberMan Clone Web Build)**

The package is in your folder...

**Unity WebGL Player | GabyBomber22**  
 WebGL builds are not supported on mobile devices.  
 PROFESSORKLEIN

**Gaby-Terrain Package**

There are no issues I have with the project, I am just leaving it here for safe keeping ^^

**Gaby\_Terrain80Percent**  
 11.2 MB unitypackage file  
 PADLET DRIVE

**Gaby- ACCOMPLISHMENT WITH TERRAIN!!!!**

AH IM ONCE AGAIN SO HAPPY! Soooo, I was able to have the character grab the coin and everything! I looked back at the recording and it seriously helped! All I need to do now is tweak things on the terrain, scatter some coins around, and lastly complete the cut scene! Which I wanted to address tomorrow briefly, but as of now, I am probably like, 70%-80% done?



Screen Recording 2022-04-05 at 1.18.28 PM

0:18 video

PADLET DRIVE

## Gaby- Package!

Ah! I'm ecstatic! So heres the package! Both the character AND the enemy are in, and so is the bomb, and powerup! I am so sorry it's taken me so long to give it to you!



## wait what ?

what do you mean walk around with a curve? for the terrain? because I am walking around, is this for bomberman? speaking of which will you be taking a look at the package? I did what we agreed on finally so idk ;,D

edit: it is for the terrain, but I thought I was good with the walk? I don't remember hearing of a curve? I can always address that tomorrow.

## Power Ups are now in and working!

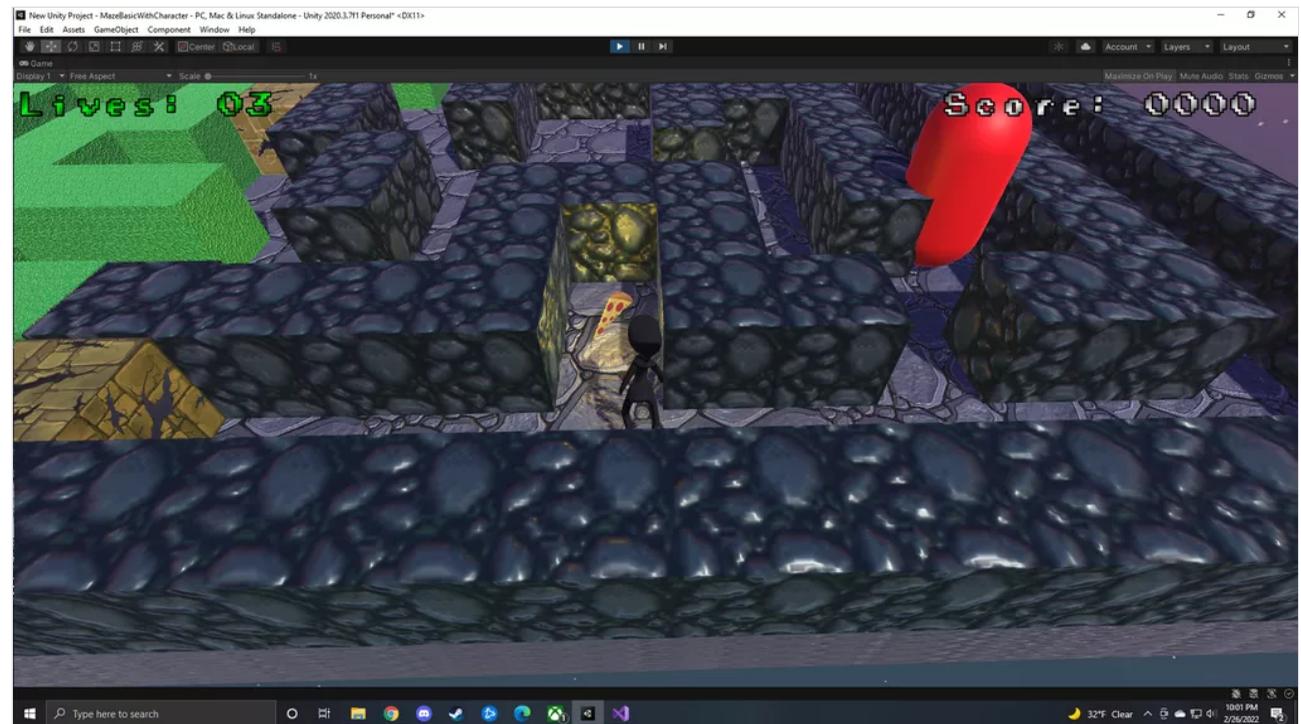
I was wondering if it's possible to make the power ups rotate slowly? I found some code to make it rotate but it didn't work. This was the code I found :

```
public class PowerUp : MonoBehaviour
{
```

```
    public float speed = 100;
```

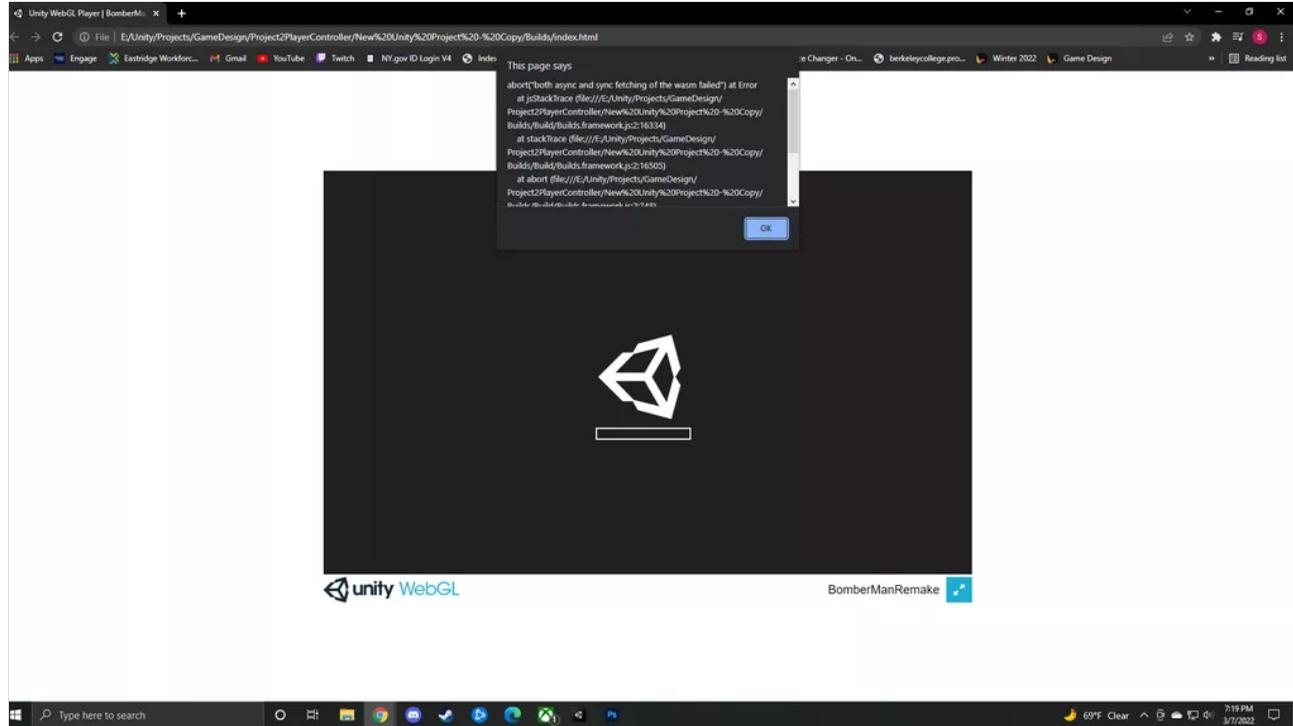
```
public GameObject PowerUpA;
```

```
void Update()
{
    PowerUpA.transform.Rotate(1, speed * Time.deltaTime, 1);
}
}
```



## WebGL Bomberman

Hey Professor! I sent out the pc build to you through dream host and I tried the web version as well but this pops up



### Luna Vs. Bird (Web Build)

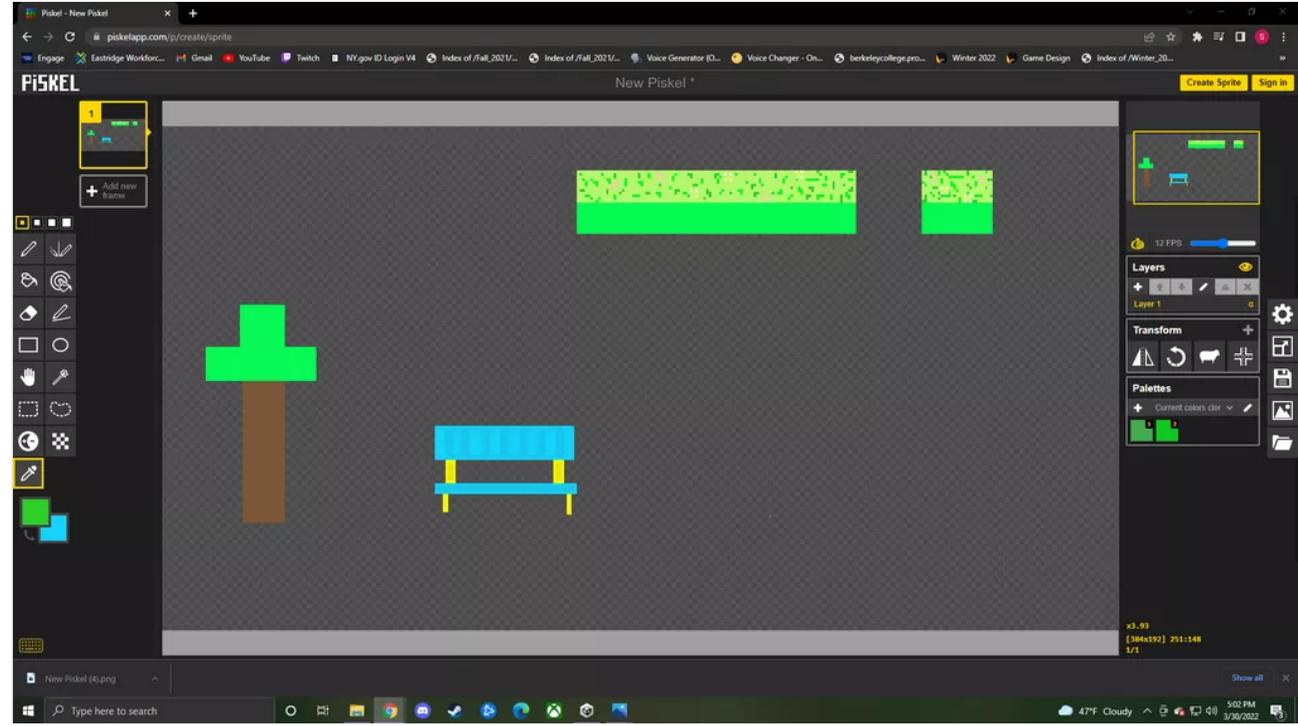
Great work! There were some extra keyframes in some of the animations I wonder if that was causing the issue. Anyhow I put a package in your folder you should review and keep for your records otherwise this looks great thanks again for a great submission and another wonderful semester!



Oh interesting about the keyframes!! Thanks so much! — ANONYMOUS

### Tile Map update - Sam

Hi Professor! So I started on the tile map before the enemy for now! I hope the sizing is good I can definitely fix it/redo if needed! I used 384x192px Just unsure if I'm drawing them out in the correct size!



### Sizing question for Tile Map - Sam

Hey Professor so now that I started to draw out the tile map I'm confused on the sizing lol. How should I size it on Piskel? Should the canvas be 500 x 500 like we normally do?

front



playblast (6)  
0:07 video  
PADLET DRIVE

left



playblast (7)  
0:07 video  
PADLET DRIVE

back



playblast (8)

0:07 video

PADLET DRIVE

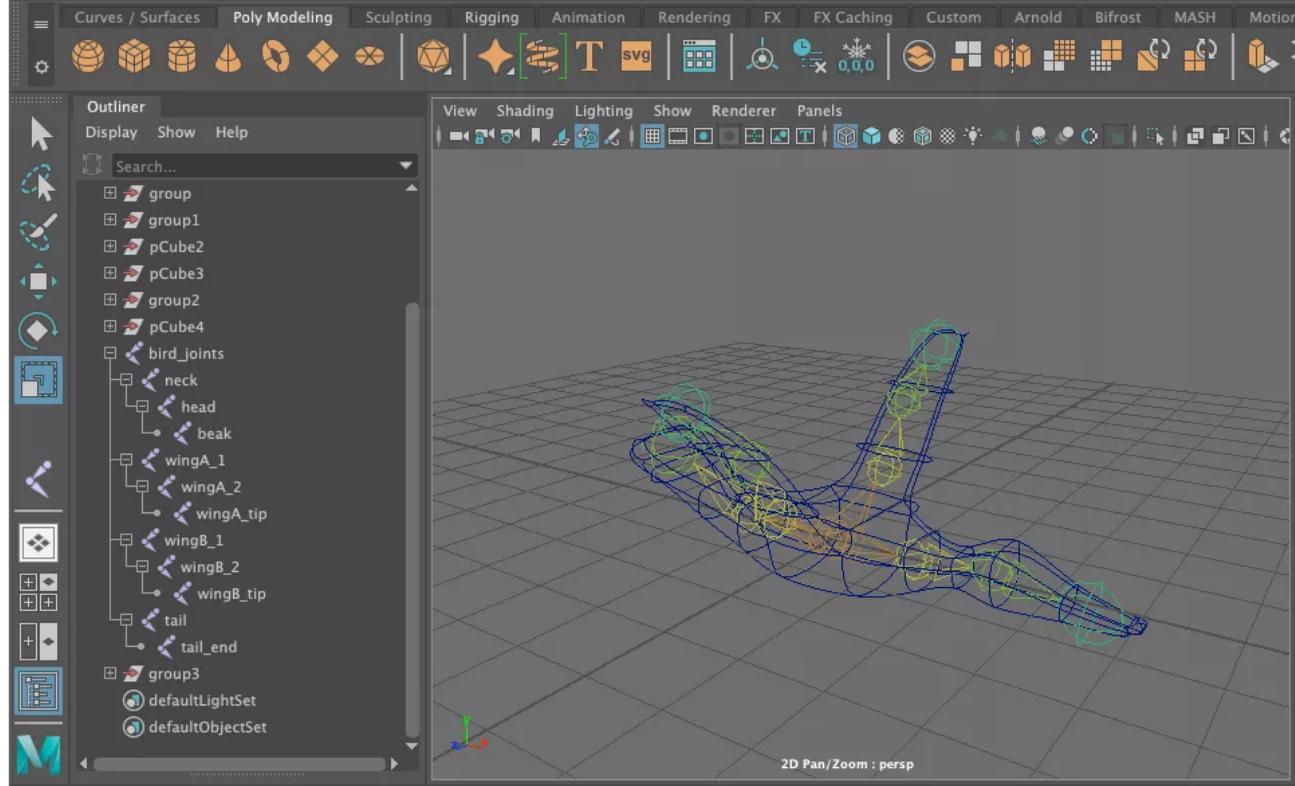


bird

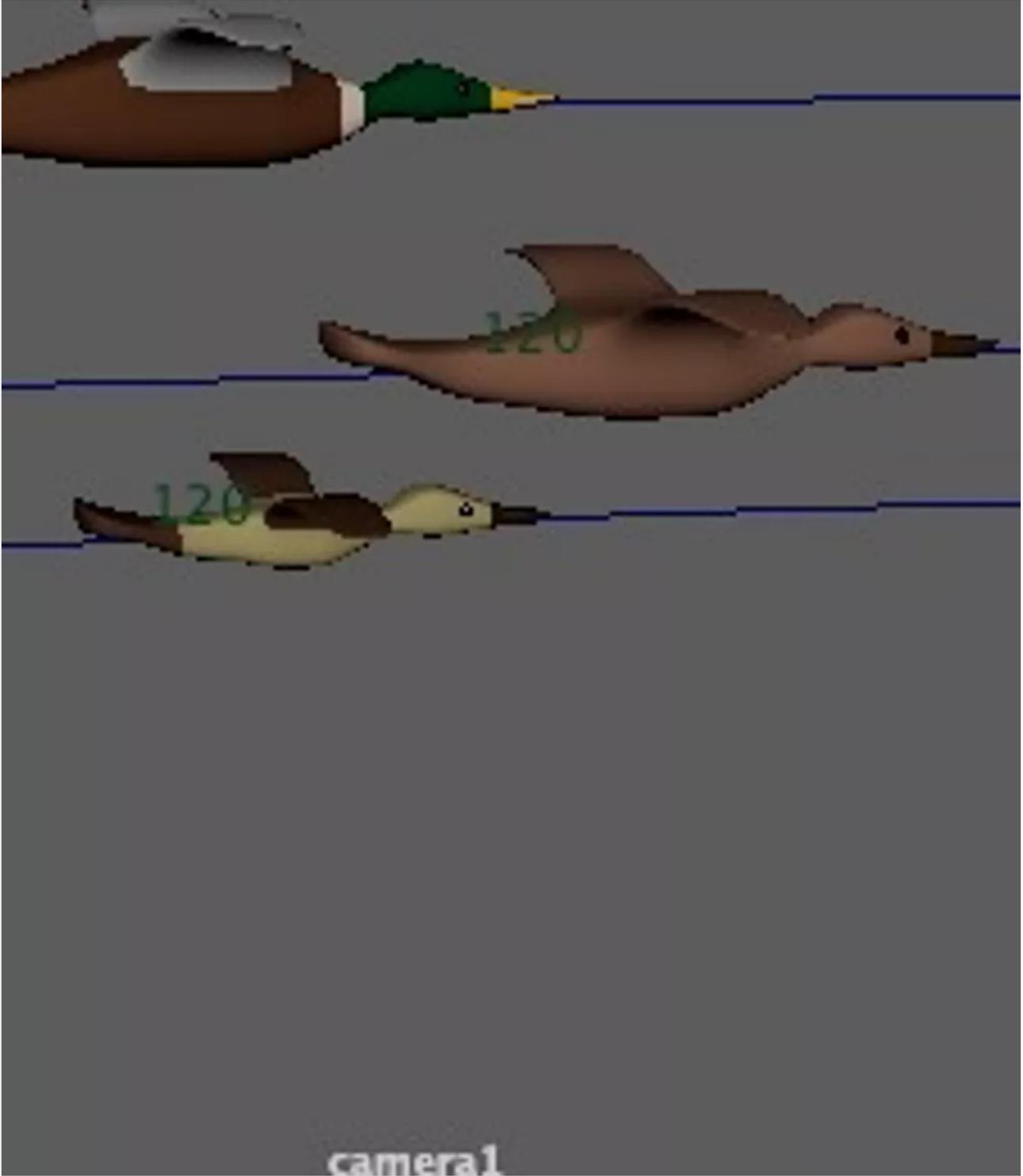
0:08 video

PADLET DRIVE

my bird :o)



birds flying playblast



birdmoving  
0:04 video  
PADLET DRIVE

## character 1 - walk

**devil walk**  
5.28 MB zip file  
PADLET DRIVE



## character 1 - jump

**devil jump**  
12.9 MB zip file  
PADLET DRIVE



## character 2 - walk

**tv walk**  
6.38 MB zip file  
PADLET DRIVE



## character 2 - run

**tv run**  
11.3 MB zip file  
PADLET DRIVE



## blend shapes

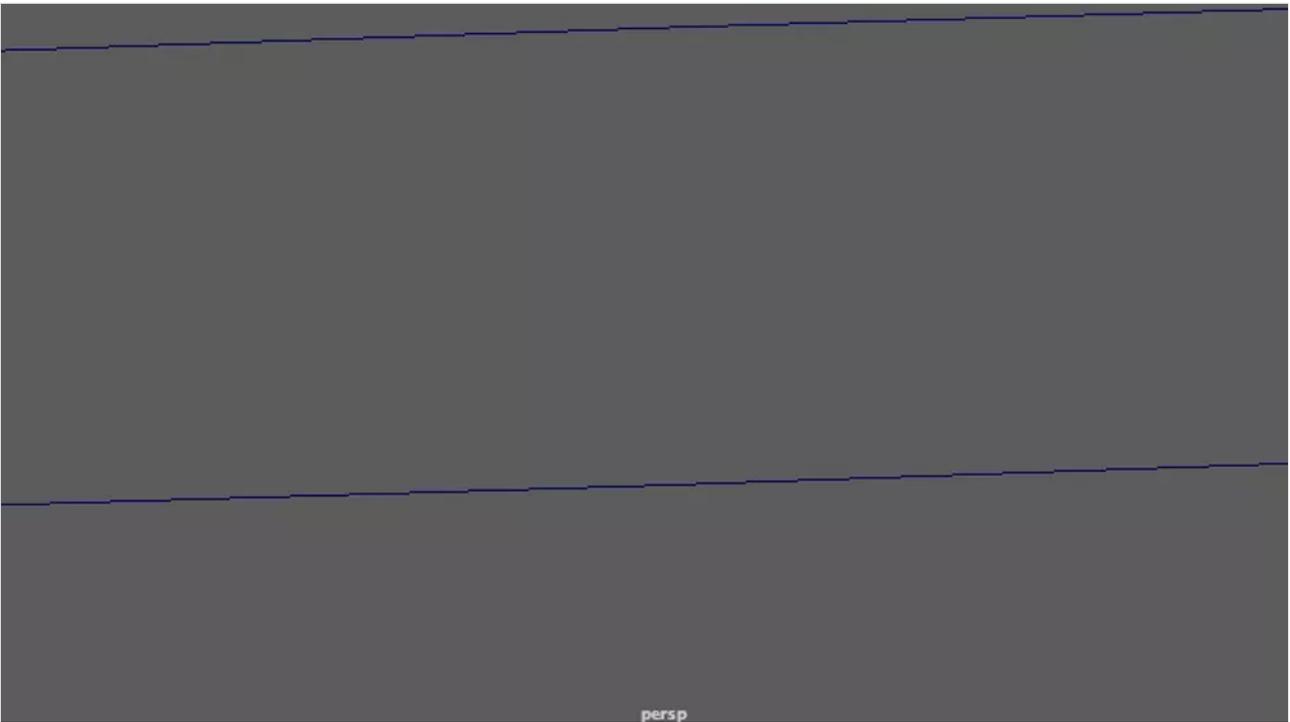


**bunnyface**  
0:04 video  
PADLET DRIVE

## 3D printing

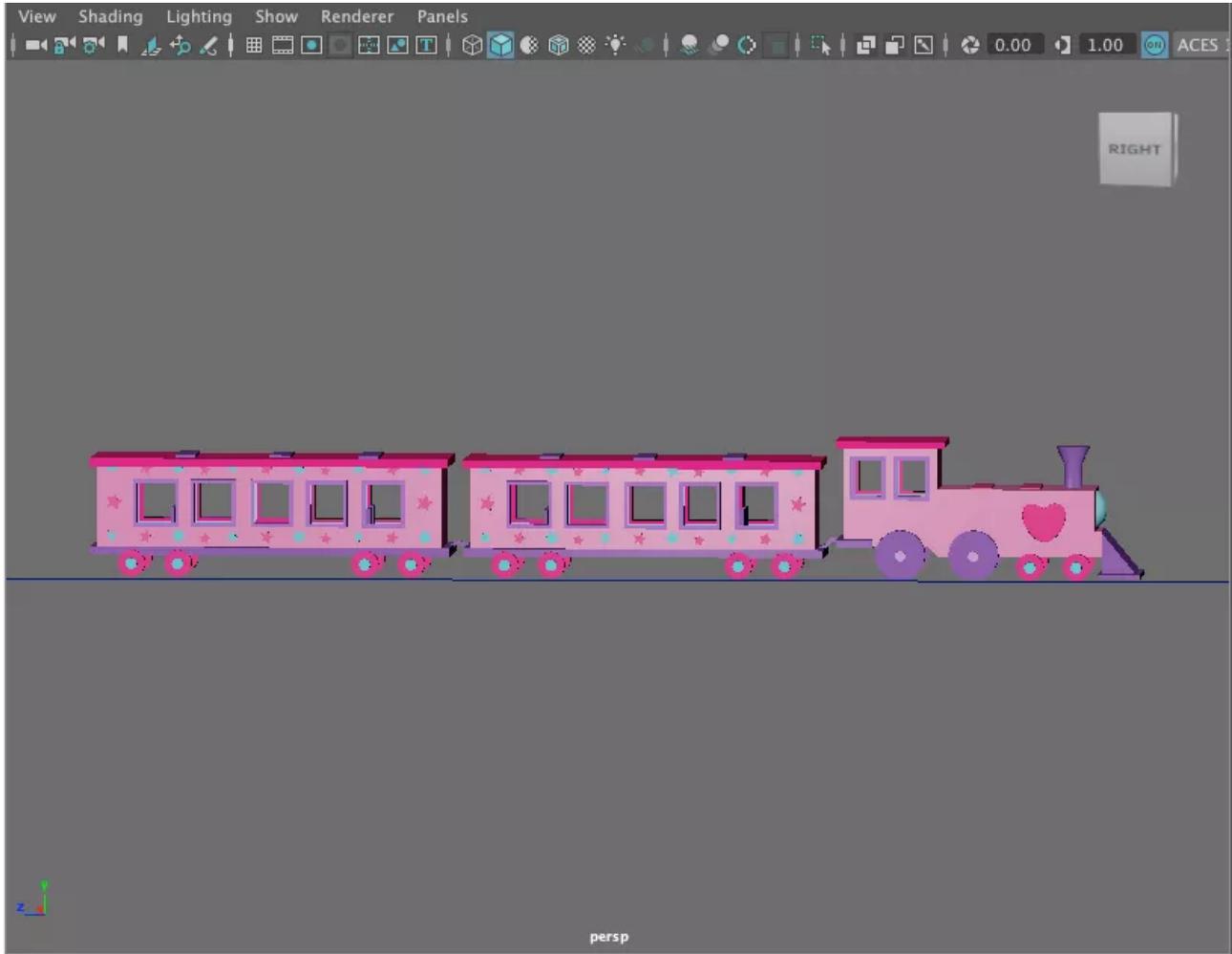
**tvgirlposing**  
1.43 MB mb file  
PADLET DRIVE





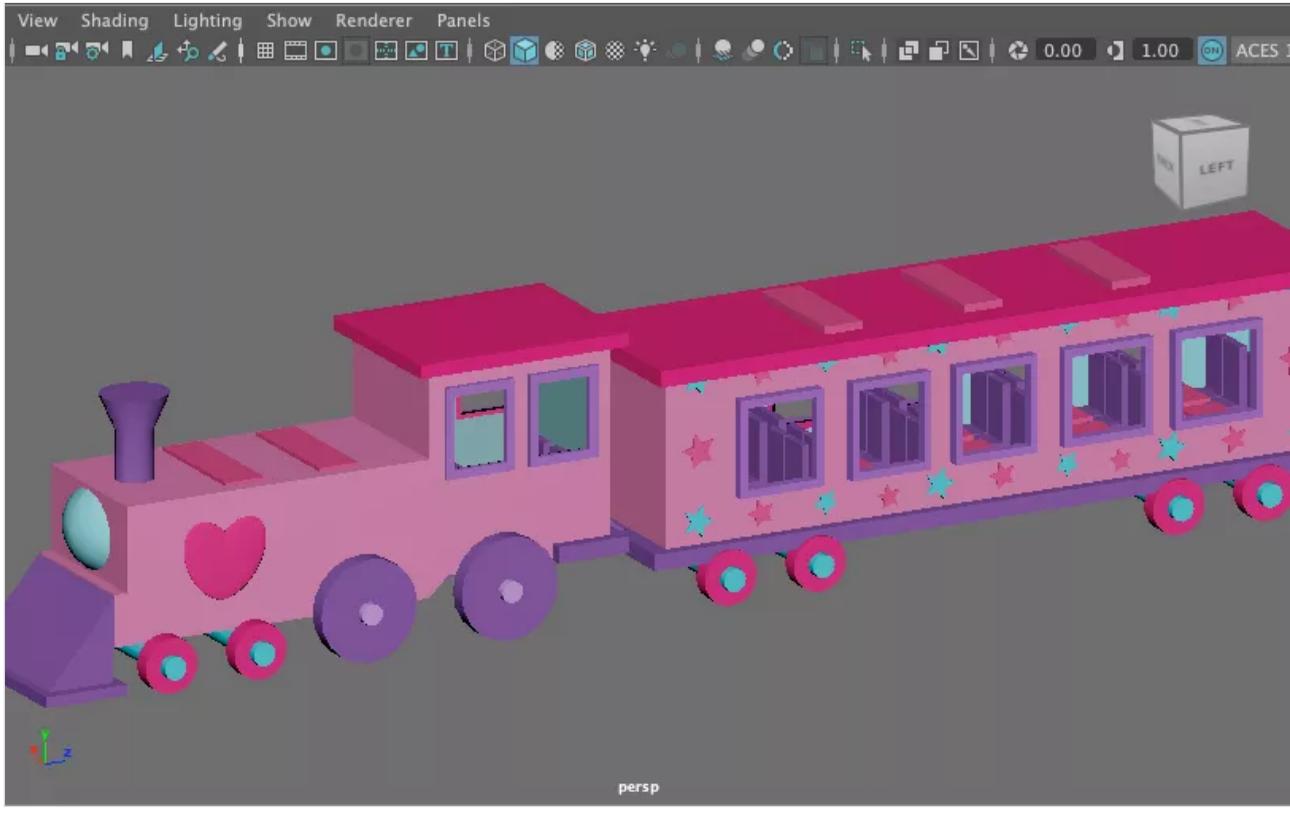
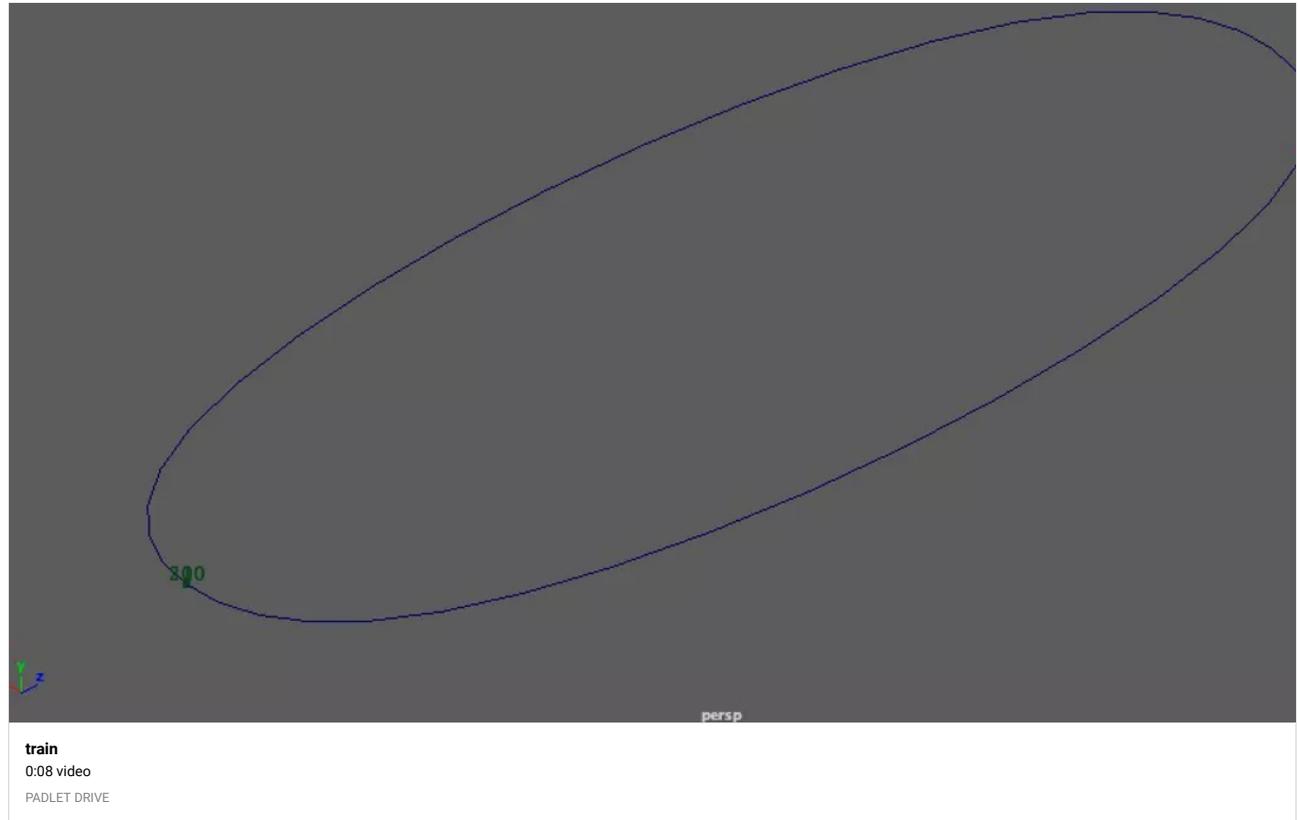
persp

train 2  
0:08 video  
PADLET DRIVE



RIGHT

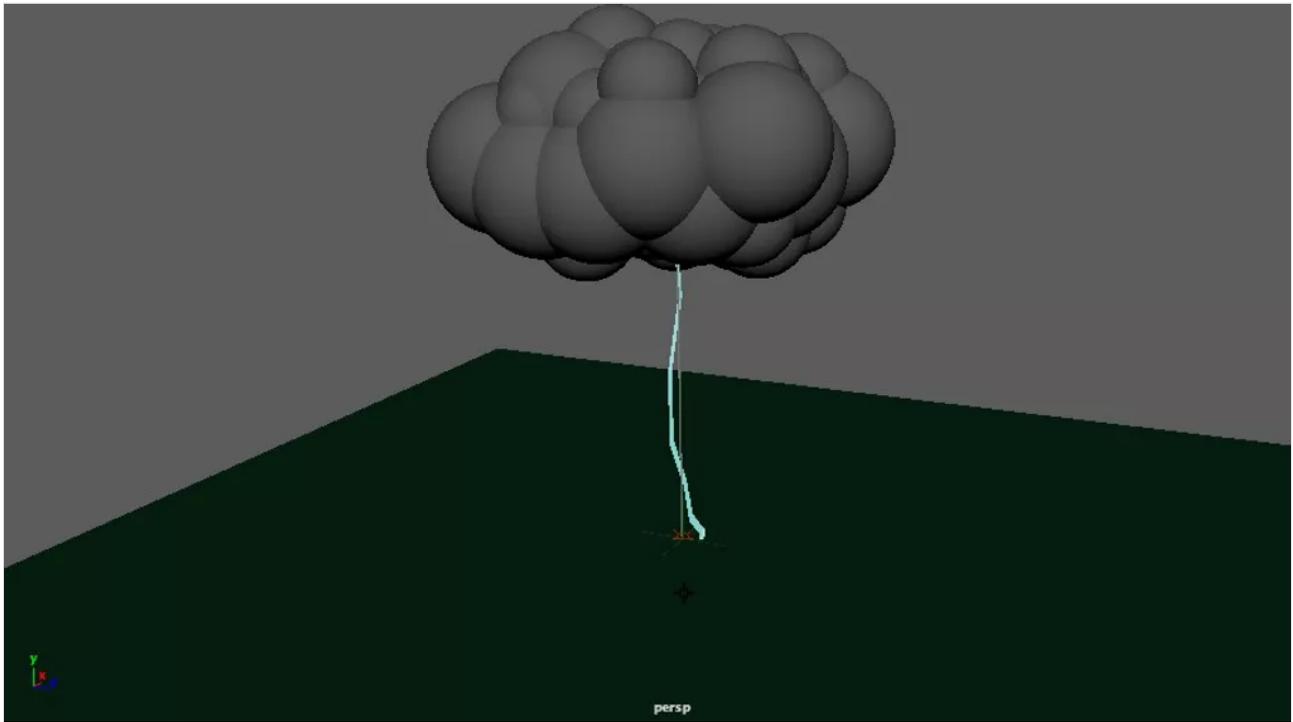
persp



**character 2 - dance**

i am having trouble uploading this one. it says file is too large D:

**lightning**



**playblast**  
0:05 video  
PADLET DRIVE

### beachball



**playblast 2**  
0:05 video  
PADLET DRIVE

### Anastasia's cubes :P

**mayacubes**  
92.2 KB mb file  
PADLET DRIVE

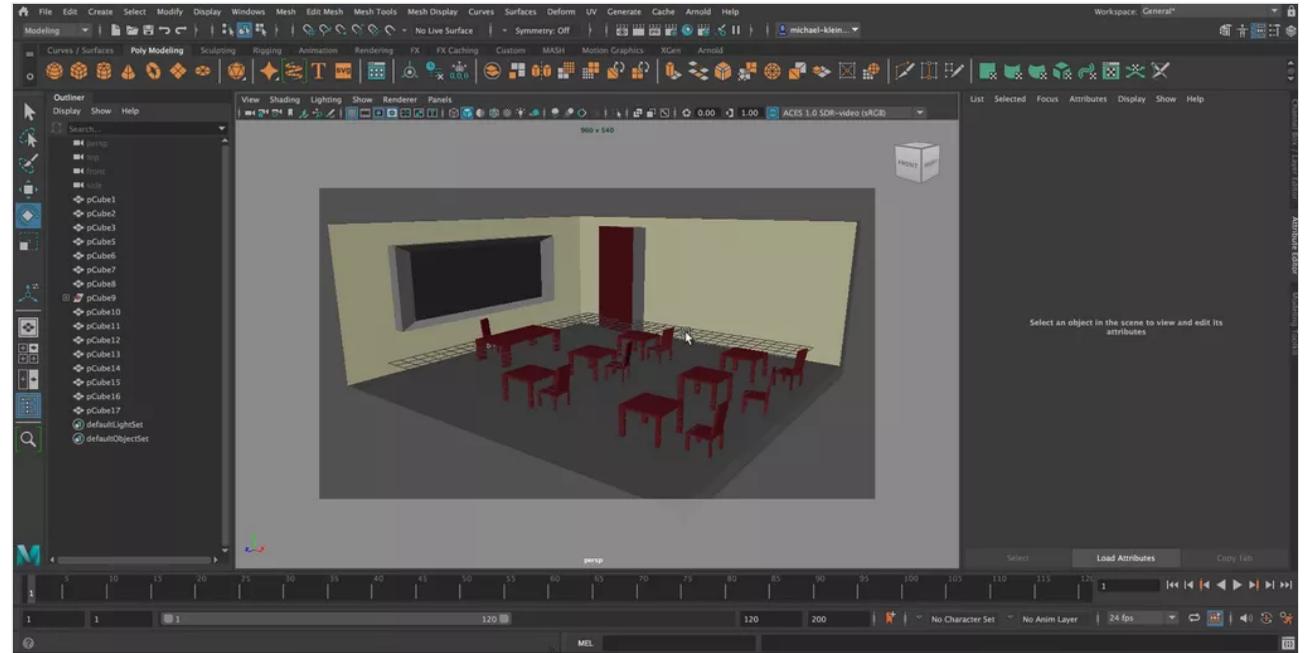


Source File Great thanks! – MICHAEL KLEIN



Can you create a couple of more rendered images? Feel Free to use the Maya Software Renderer –MICHAEL KLEIN

## Arnold Area Lights for Classroom Project



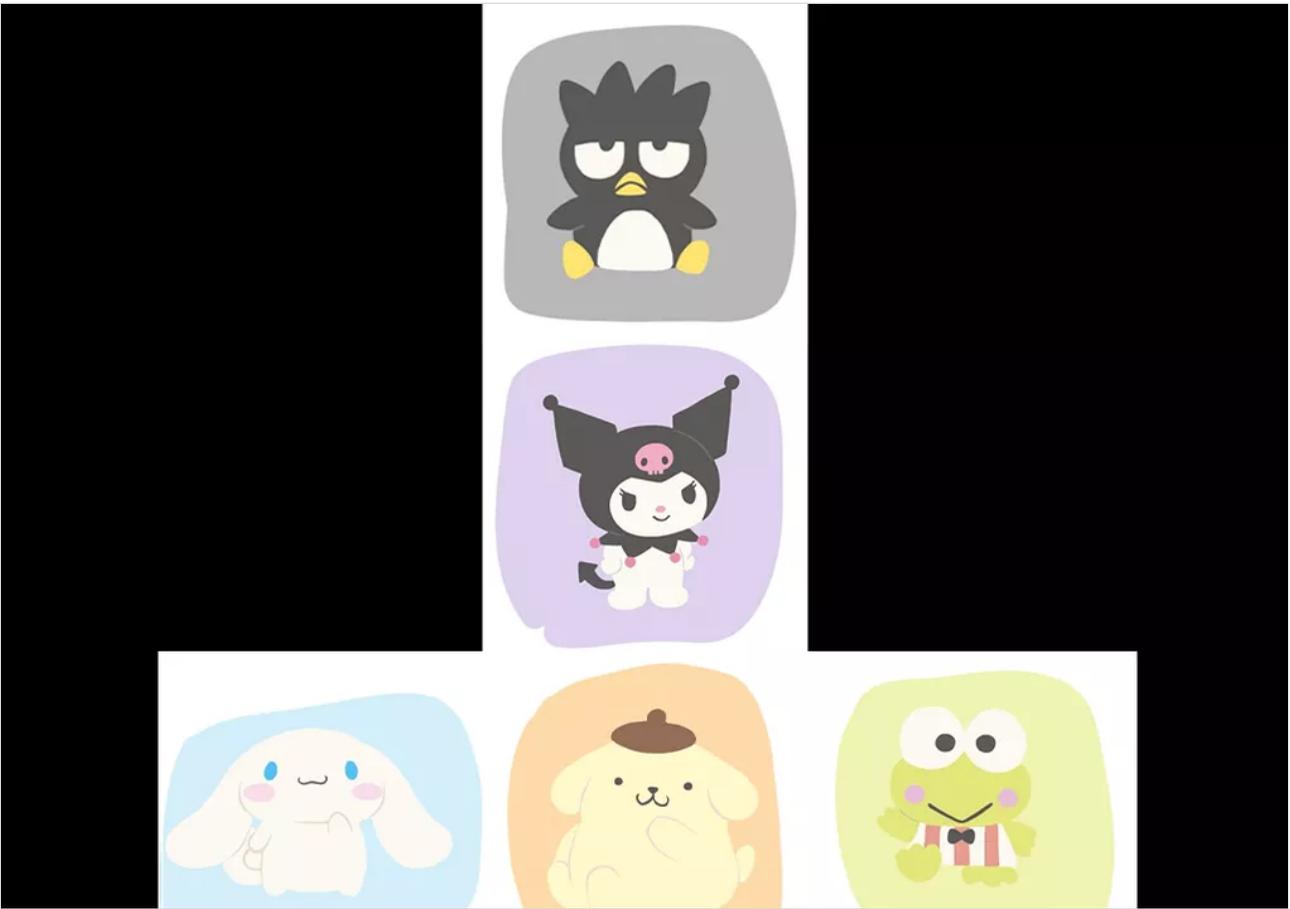
### Arnold\_Area\_Lights

5:25 video

PADLET DRIVE

I still have to update this video to have voice over but I will talk over it during the Zoom session and make that recording available. –MICHAEL KLEIN

## UV mapping

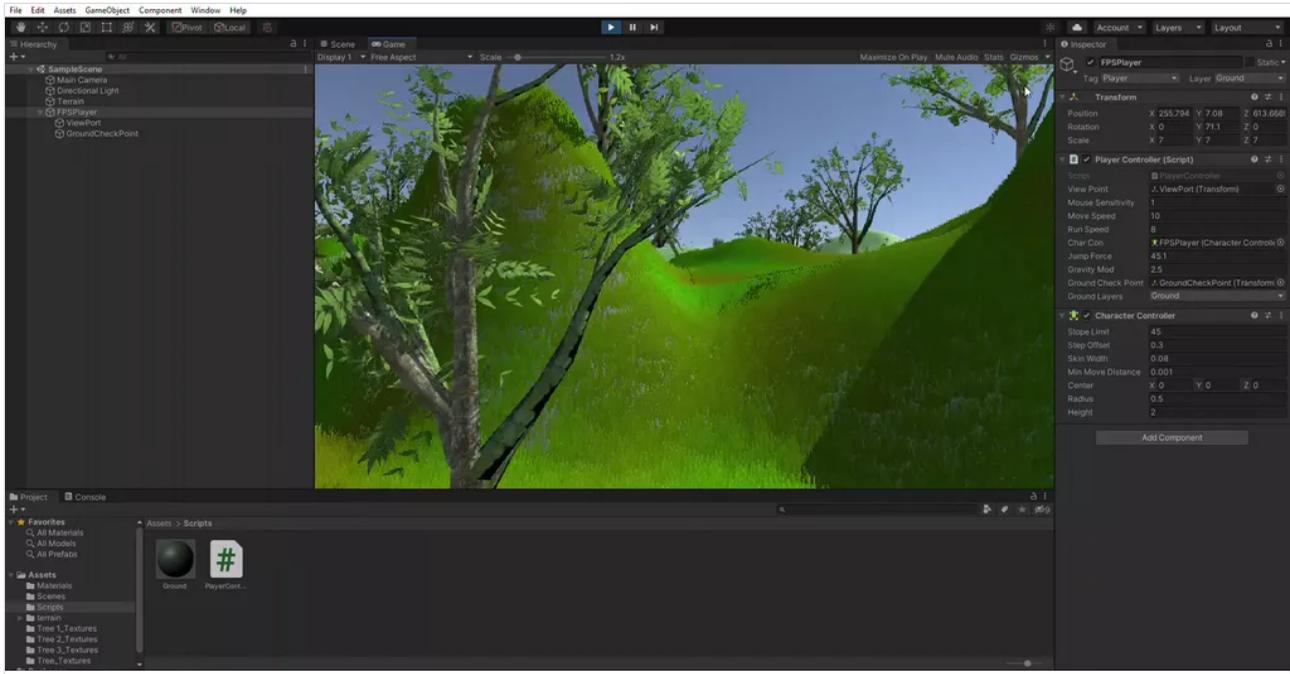


mayacubes  
PSD document  
PADLET DRIVE

Excellent Work Thanks! – MICHAEL KLEIN

### Veronica W. WORK IN PROGRESS 3/28

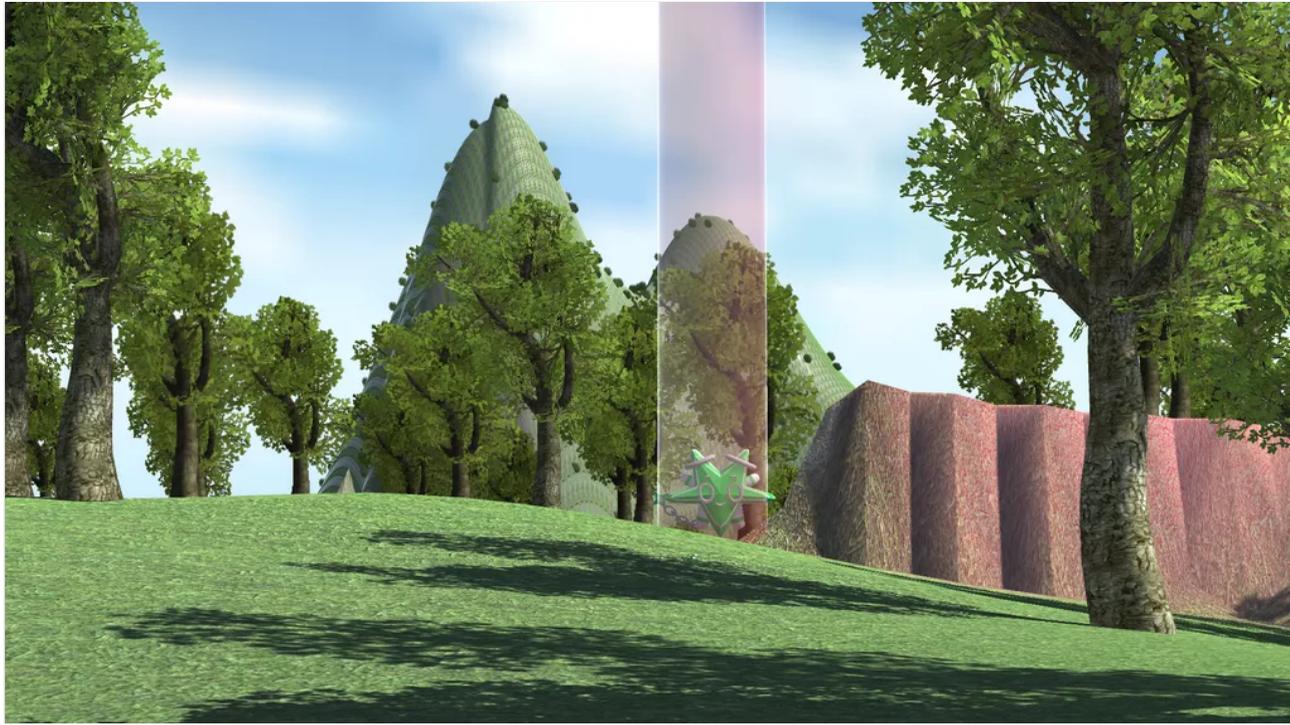
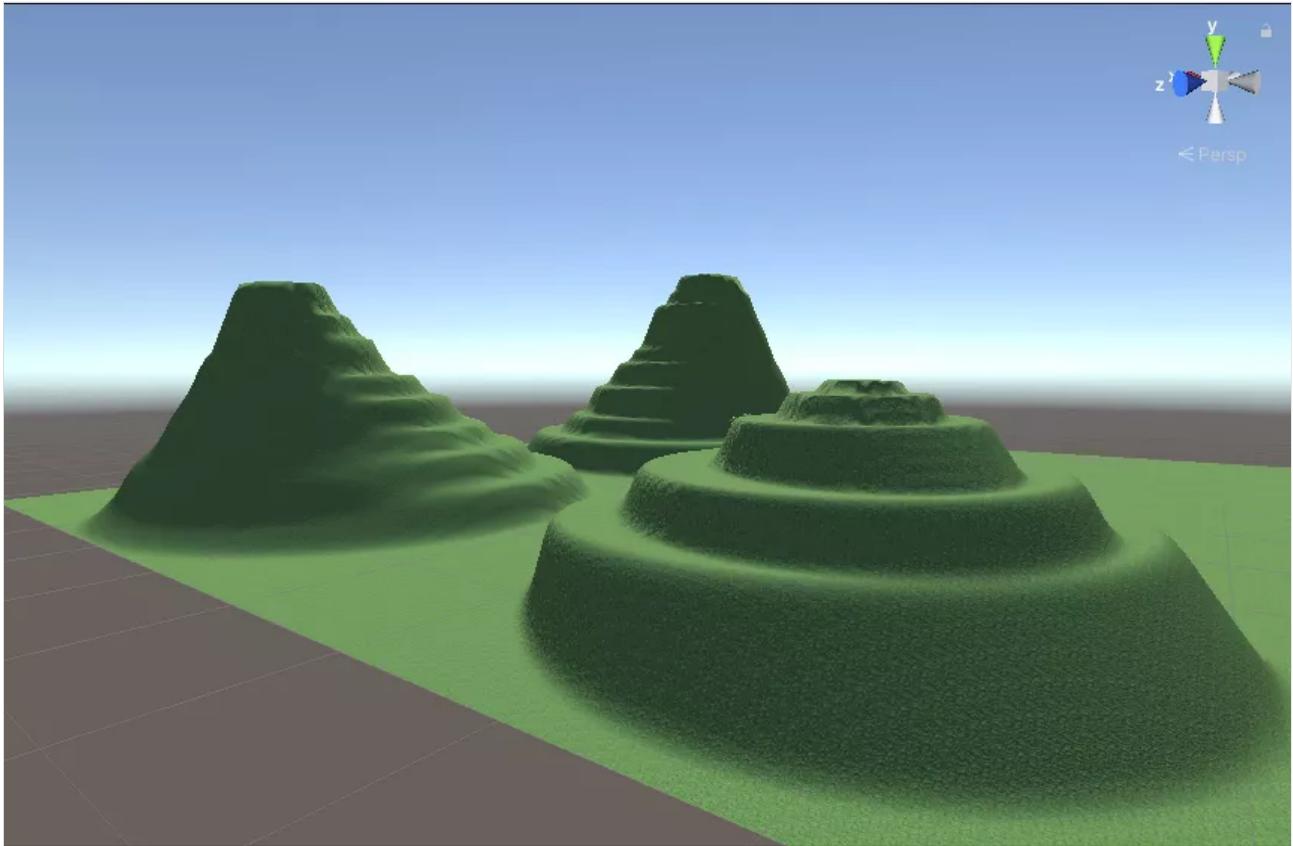
Hey everyone. So far, I've customized two different trees, and added my grass texture. At first, my FPSPlayer would fall through the terrain in game mode. I added a mesh collider to my terrain game object and then also made it preset. I made sure my player is starting at a position that is ABOVE the terrain- not IN or EXACTLY ON. My FPSPlayer position is x: 400.5, y:100, z:581.75. I scaled up my player to 7 so that it's easier to navigate through the tall grass. Problem fixed. **New problem: FPSplayer won't jump! I'm looking into fixing that now.**



veronica-w-terrain-wip  
0:07 video  
PADLET DRIVE

### Terrain Project Progress

By Kevin Belington



**Guil**

In game photo

**Alen Project 01 (Web Build)**



**Guil**

In game photo



## Guil Playable terrain proj

### Terrain Proj

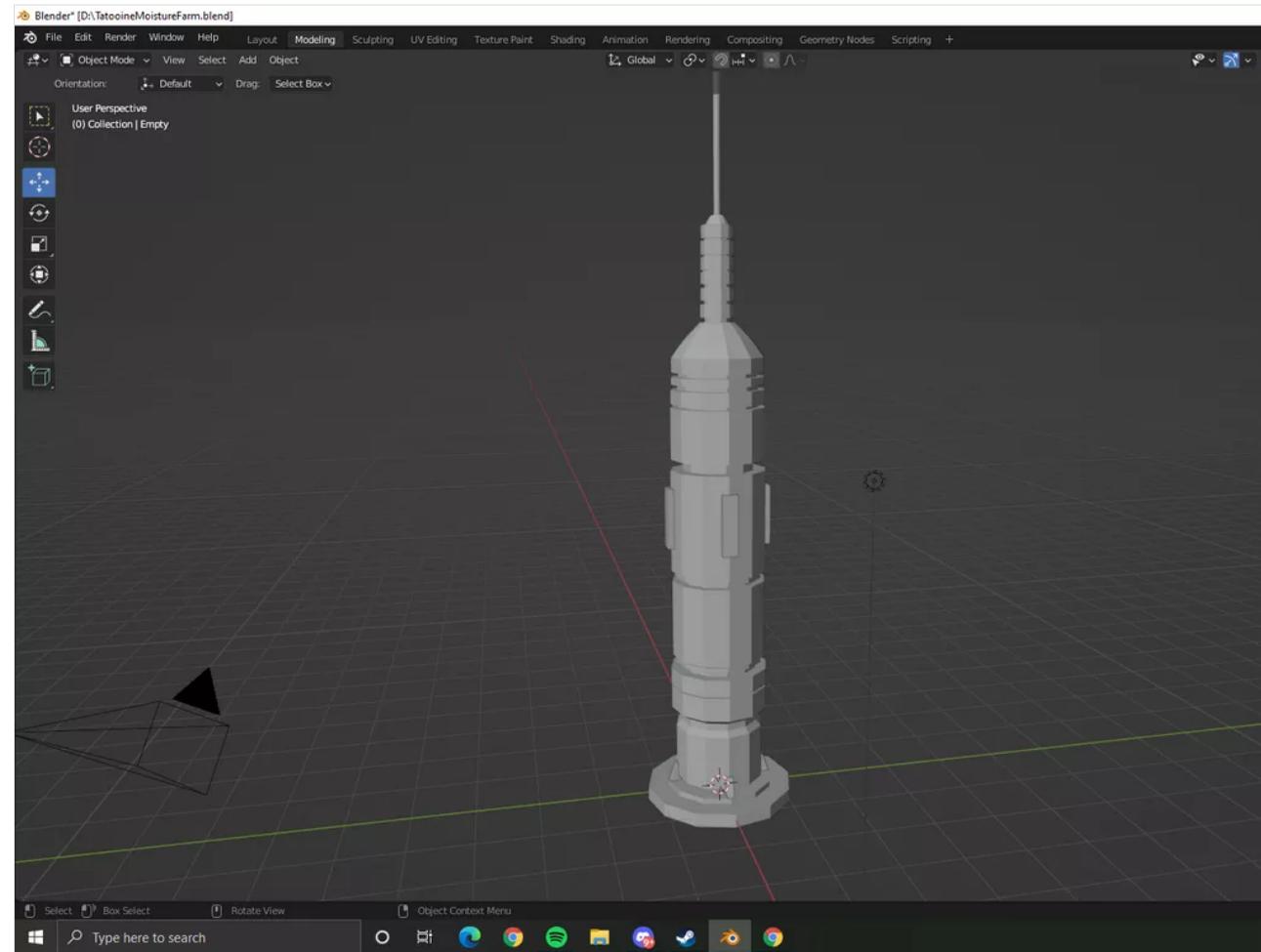
639 KB exe file

PADLET DRIVE



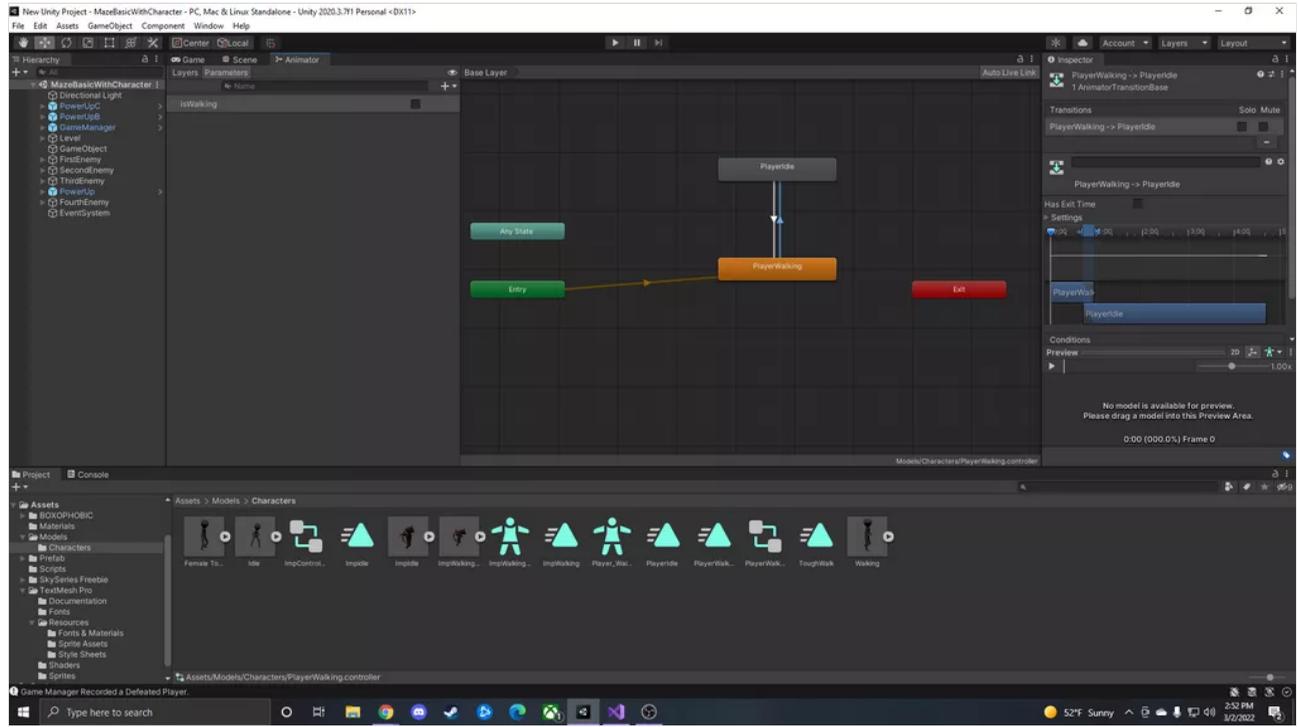
## Alen Tatooine Moisture Farm Model Progress

Take a look at that beauty



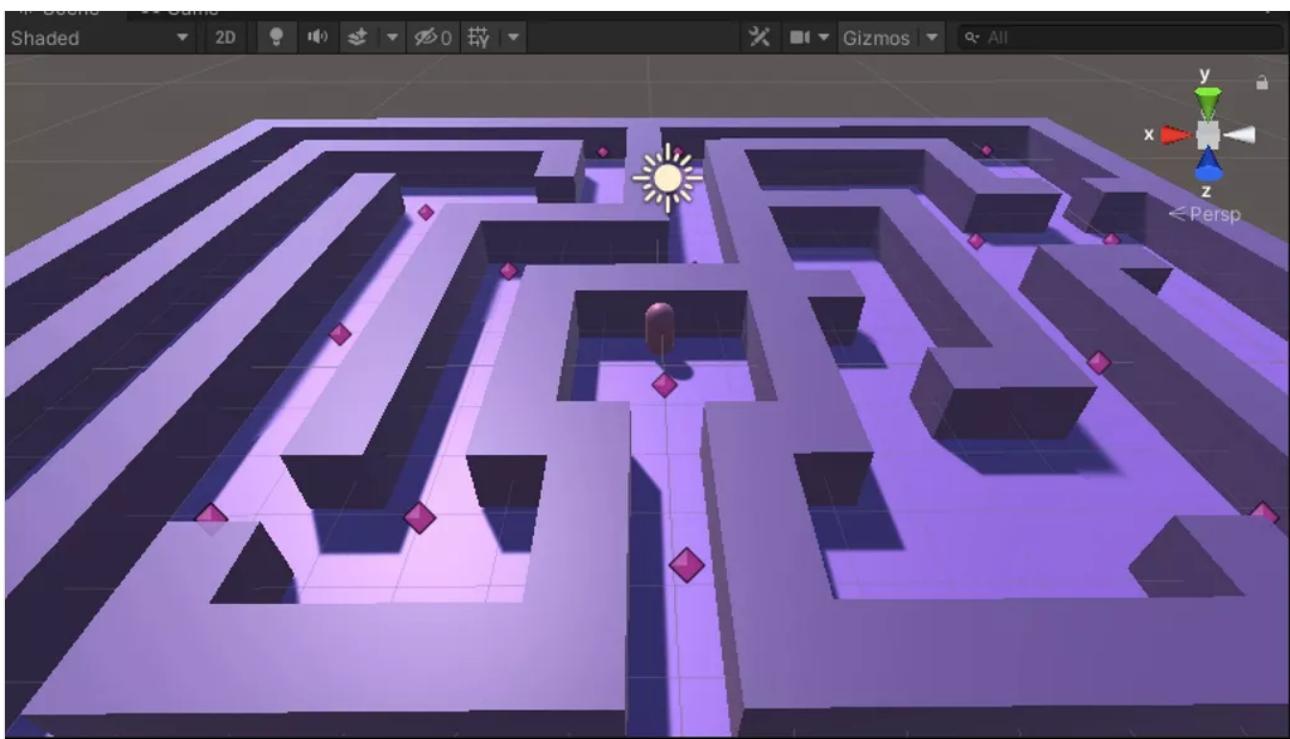
Got enemy and player Animations in and are working great! - Sam

Update



**Gaby- Blast Bomb Issue (PLEASE WATCH!)**

Hey professor, so I took it upon myself to try and do bomberman and I am having an issue with the blast where it goes in whacky directions and then stays in the game instead of disappearing, given this, I think what I will do since you were already asking for it, i'll give you a package with my bomb, characters, and powerup so maybe you can help with the issue while also helping me get the characters in and what not! Once again, you had already been asking for it so I don't see the harm in still doing so. I originally was going to work off the final package, but I am already so far in this that I don't see why I cant try and get something on my own, so be on the look out for that package!

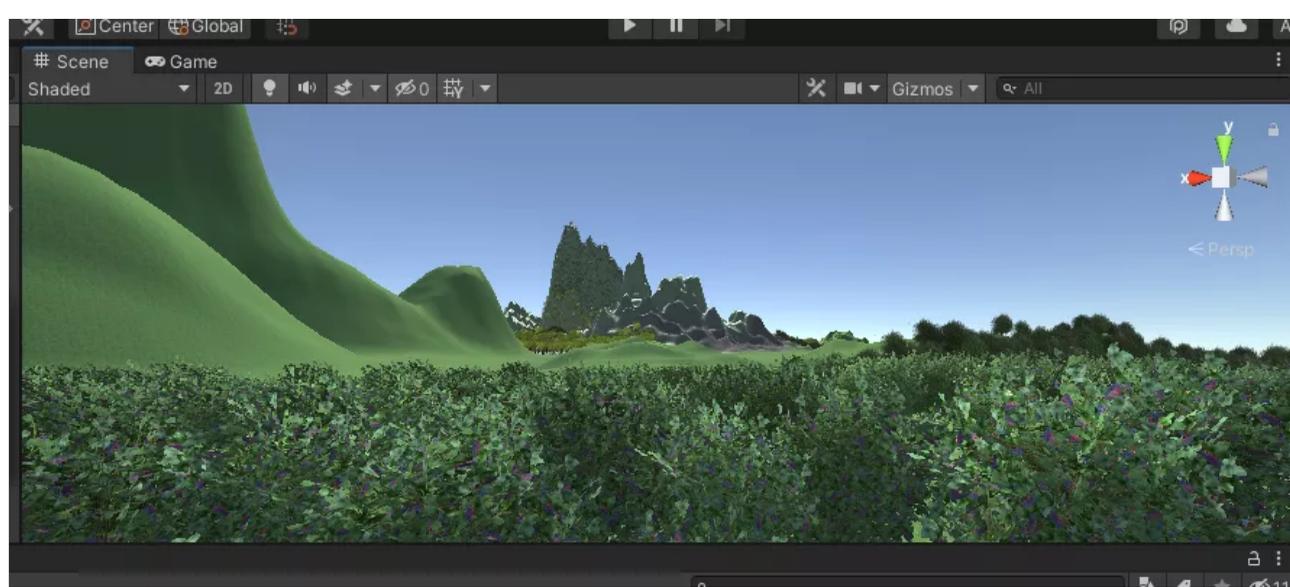


Screen Recording 2022-04-05 at 9.59.06 AM  
0:22 video  
PADLET DRIVE

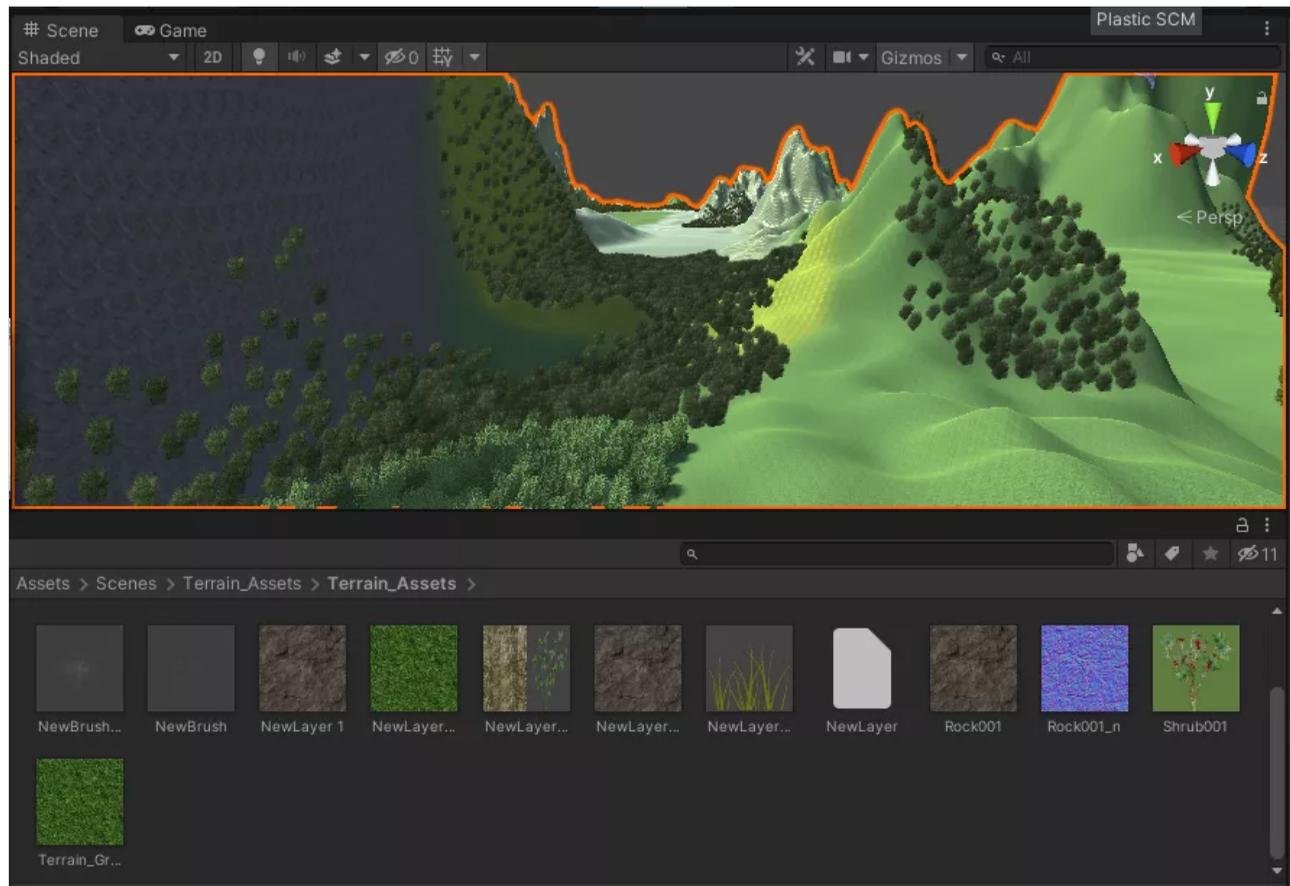
**New Enemy model! Imp! - Sam D.**



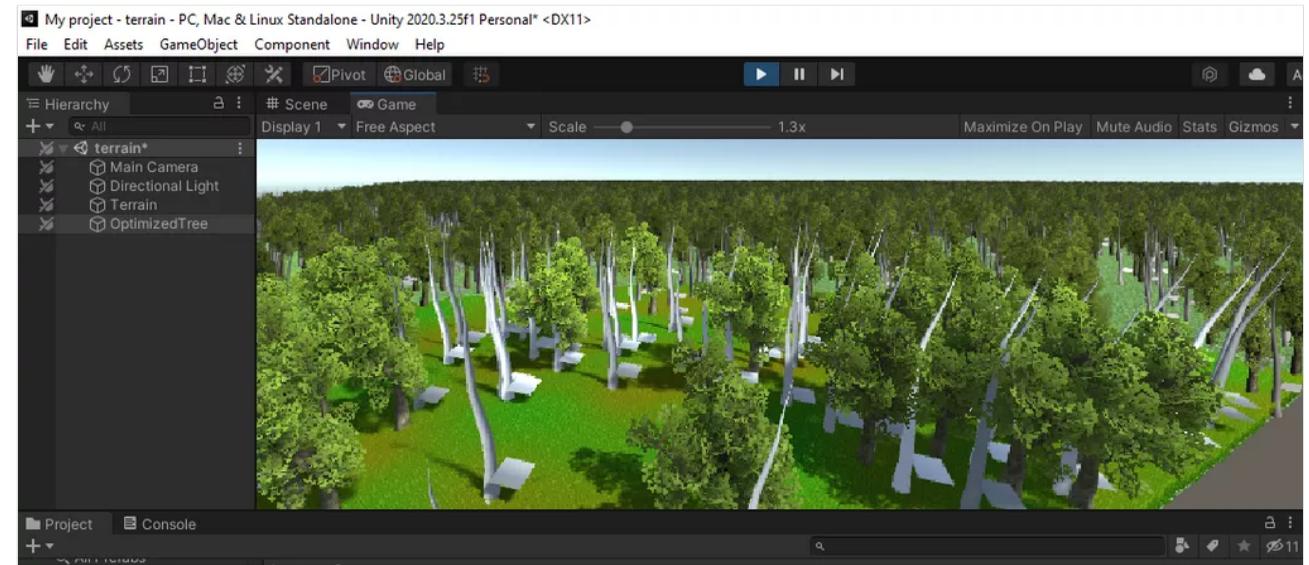
**Shiela Terrain View 3**



**Shiela Terraine2**

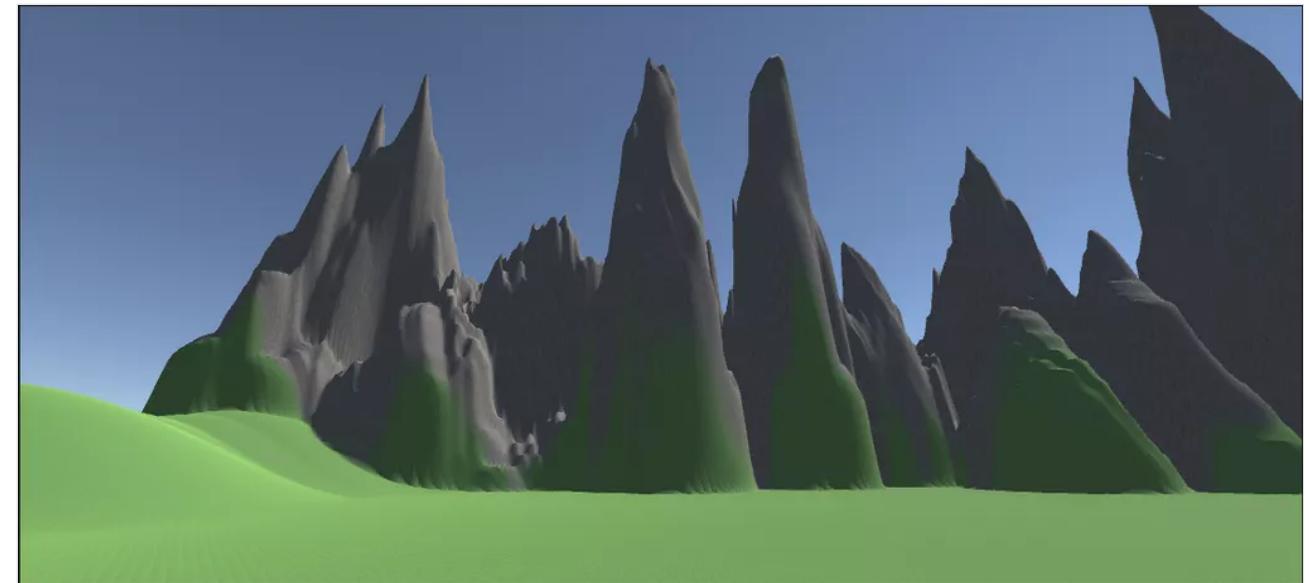


**Shiela working progress**



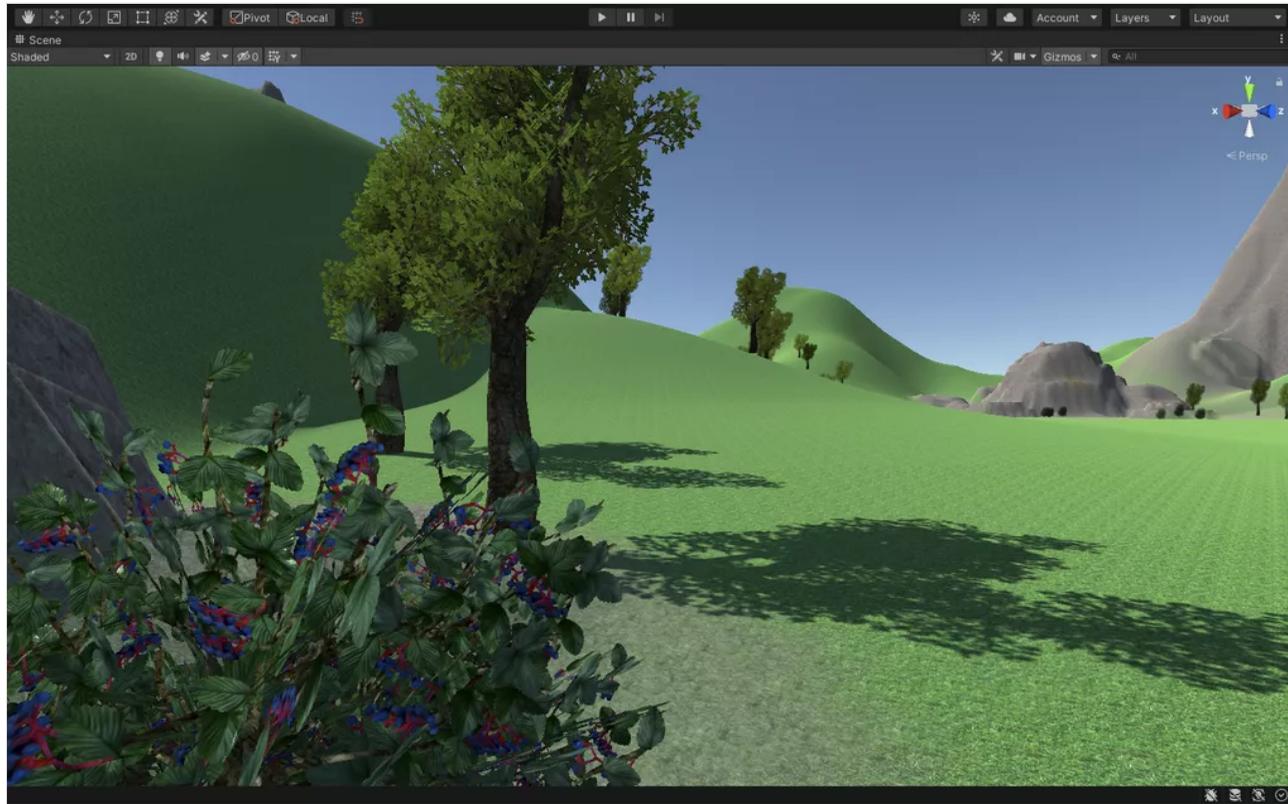
**Shara Mae - I'm uploading my fbx files onto dream host!**

**TERRAIN PROGRESS - RODRIGO**



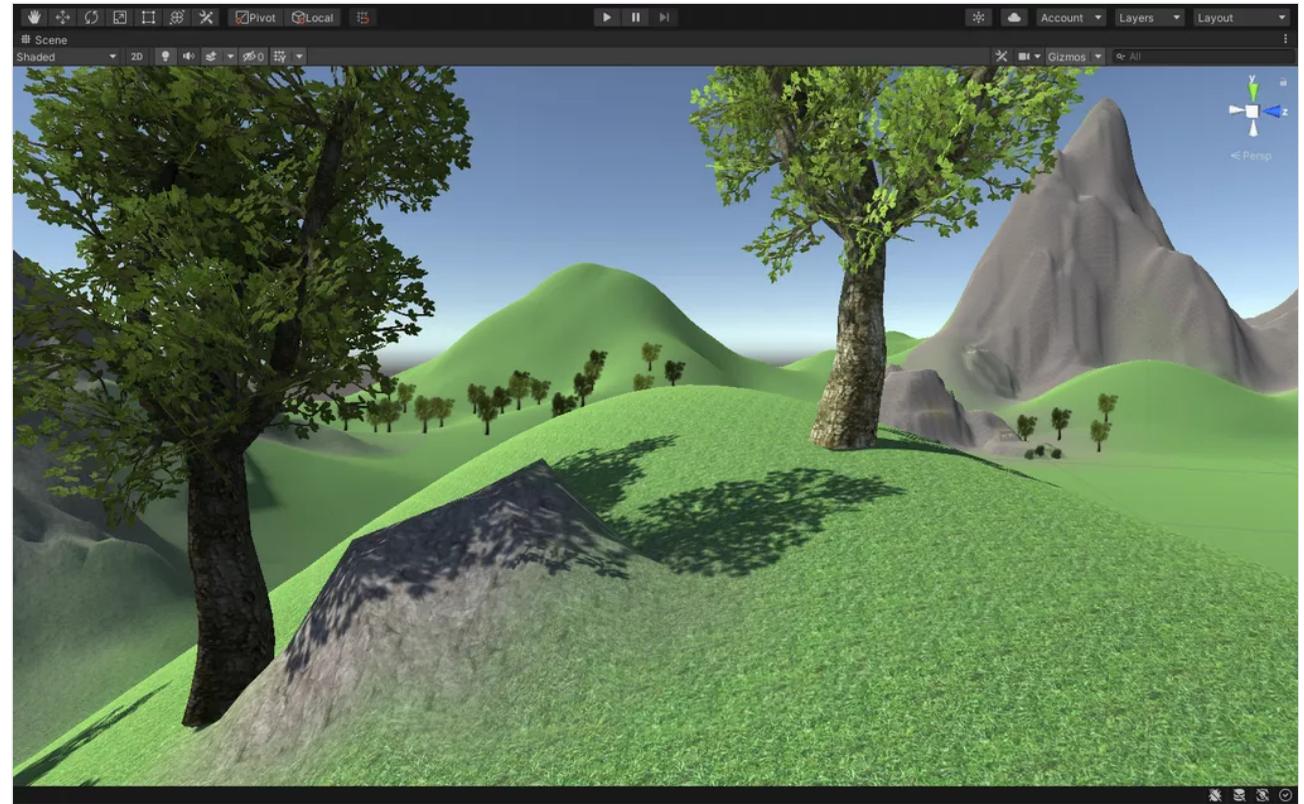
**GABY- STARTED TERRAIN!!! : D (2)**

Another screenshot for proof/progress as per usual. :)



## GABY- STARTED TERRAIN!!! : D (1)

YAYA! I started the terrain! However, I wanted to ask in class also for something I saw on Samantha's terrain that I wanted to do



## Gaby-Terrain 2

I'm also providing a package without the FP just to throw it in here, but yea. I hope we can work towards fixing this error so I can get the rest of the project finished or halfway there as it is a lot more of an easy going project. ;,D

**Gaby\_TerrainHunt**  
9.91 MB unitypackage file  
PADLET DRIVE



## Gaby- Terrain Package

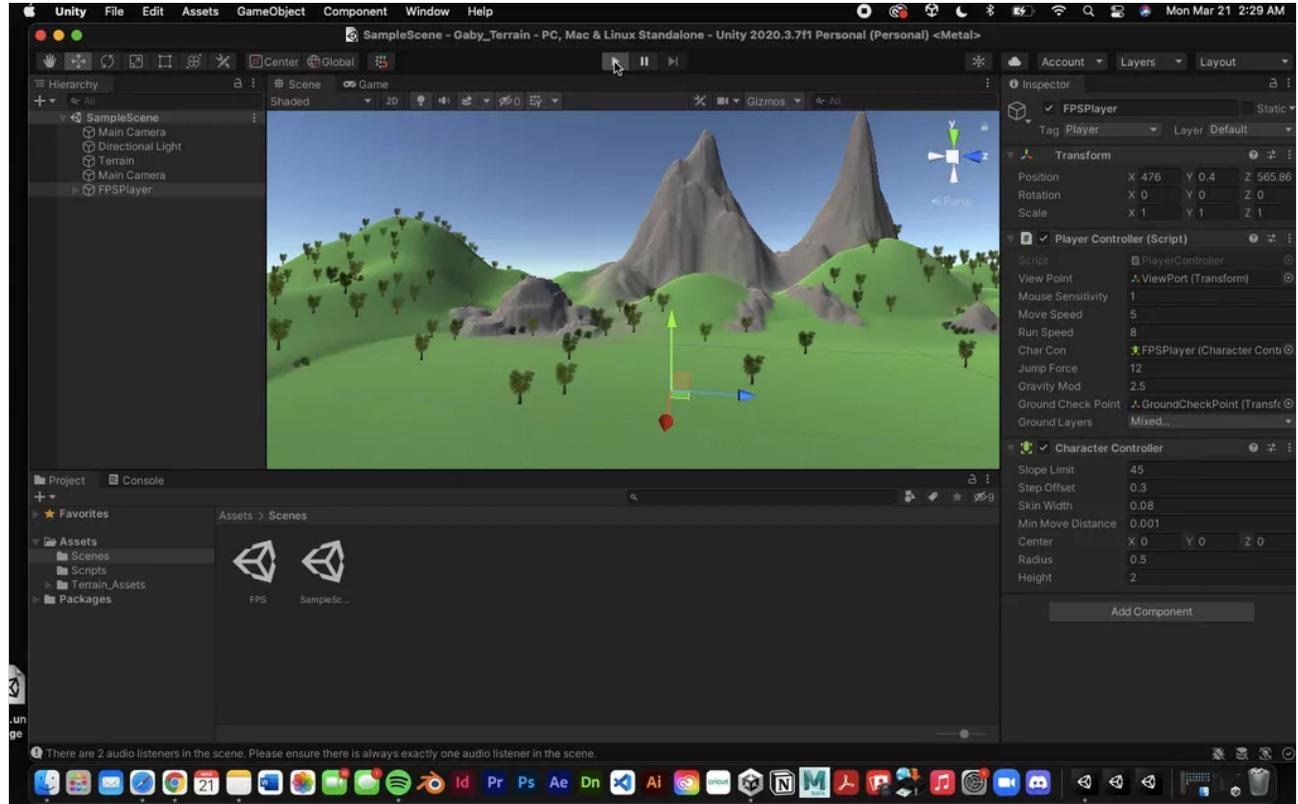
Here's the package so you can have a look!

**Gaby\_Terrain\_FP\_Error**  
8.6 MB unitypackage file  
PADLET DRIVE



## Gaby- First Person Controller Terrain Error : ( HELLPPIPPPP

Hey professor Klein! So I had actually added more to my terrain scene! I added more trees and rocks and shrubs! Anyhoo, upon doing so, I imported the script and the actual I guess object itself for the first person controller and it's not workin : ( I don't know what I did wrong but it doesn't want to work AT ALL ;^;. I watched the zoom recording from last week quite a few times to apply what you did and taught us to my own project, but to no avail I have given myself a player controller that is not functioning whatsoever : ( HELLLL!



Screen Recording 2022-03-21 at 2.29.18 AM  
0:17 video  
PADLET DRIVE

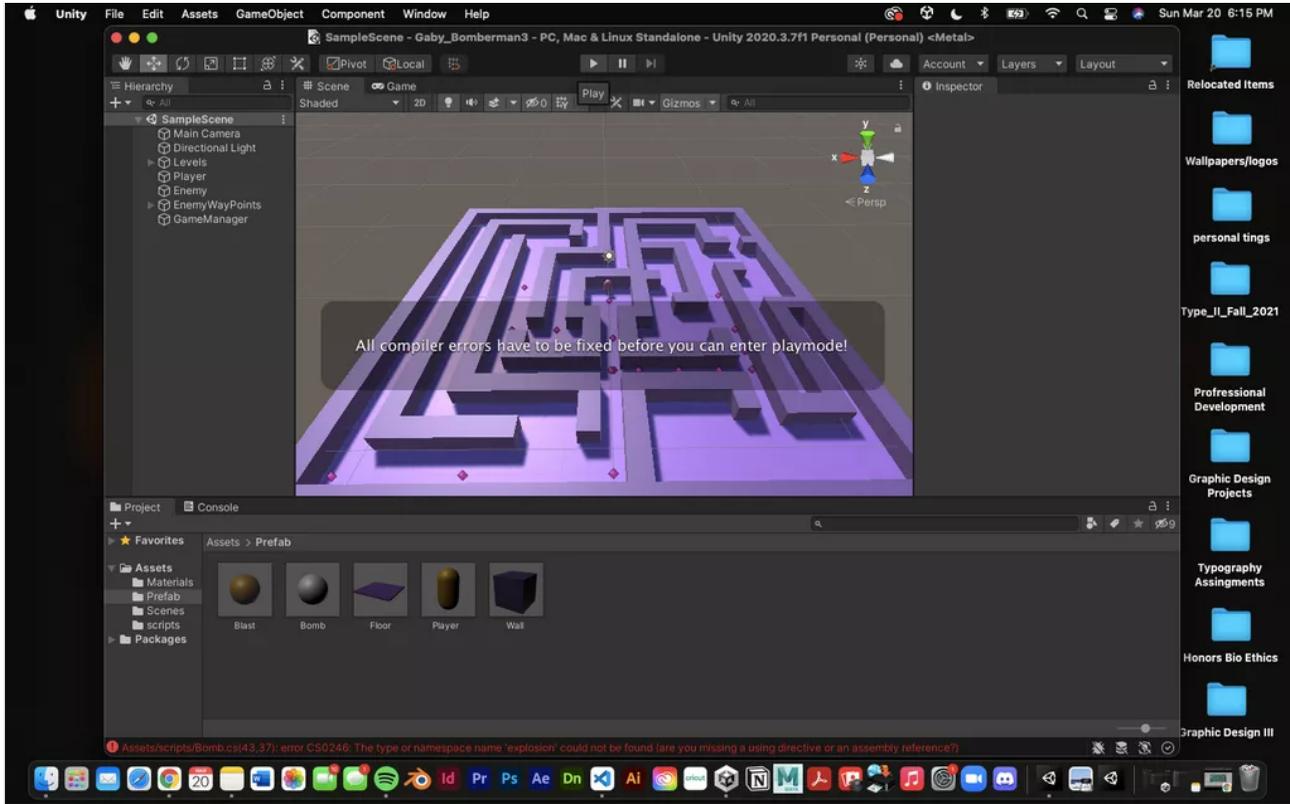
### Gaby- BOMBER MAN ERROR PT.2, PACKAGE FILE

**Gaby\_BlastExplosion**  
111 KB unitypackage file  
PADLET DRIVE

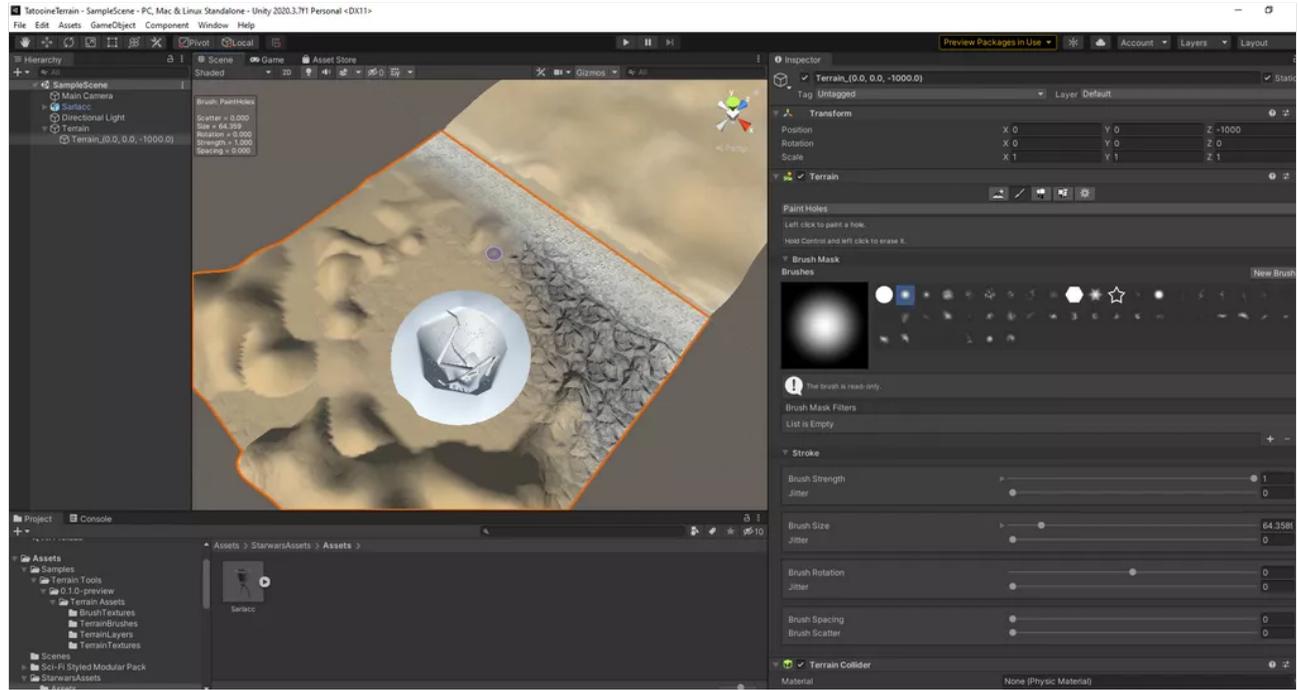


### Gaby-BOMBER MAN ERROR BLAST

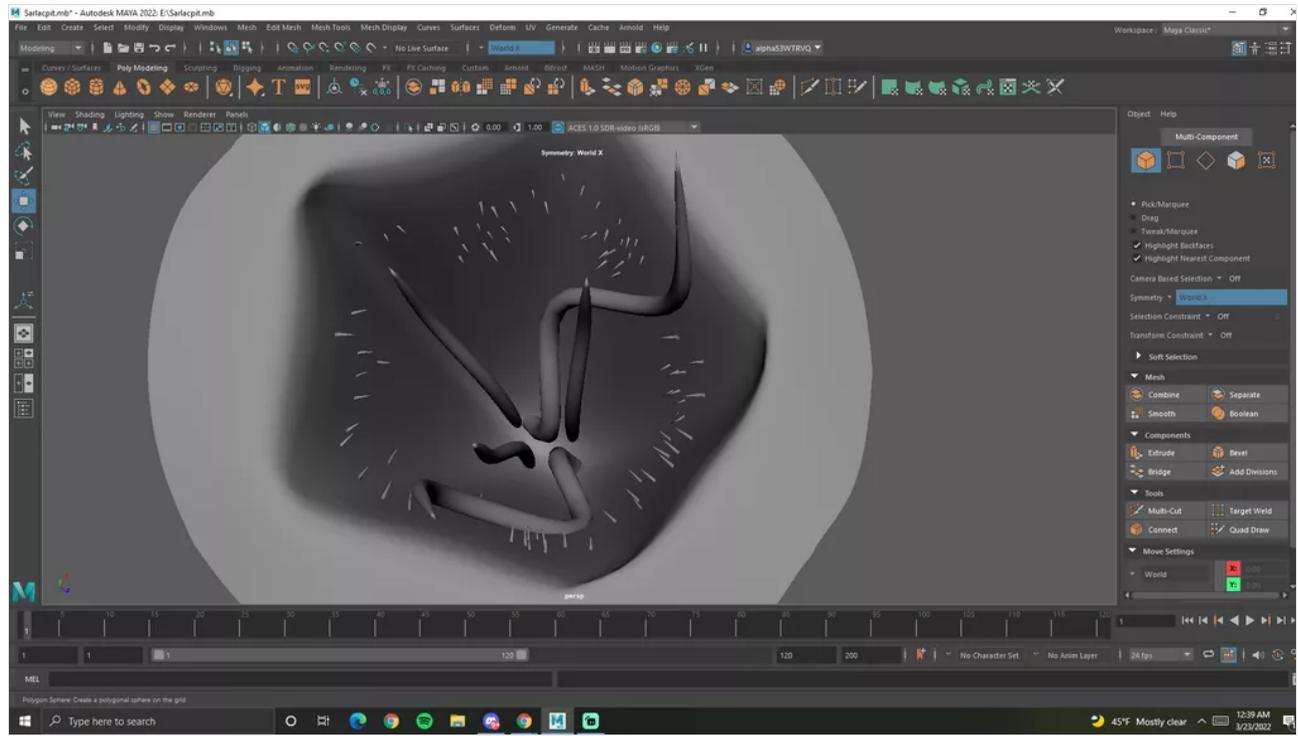
Hey Professor Klein! So I had finished BombRefine (C, 03) However, I just so happen to run across this error just as I finished section 03 : ( . I am not sure to do here and unfortunately, I can't move on without doing a test run to make sure the blast is working fine. I'll provide a package of my progress thus far so you can take a look, I apologize ;(



### TerrainProgress

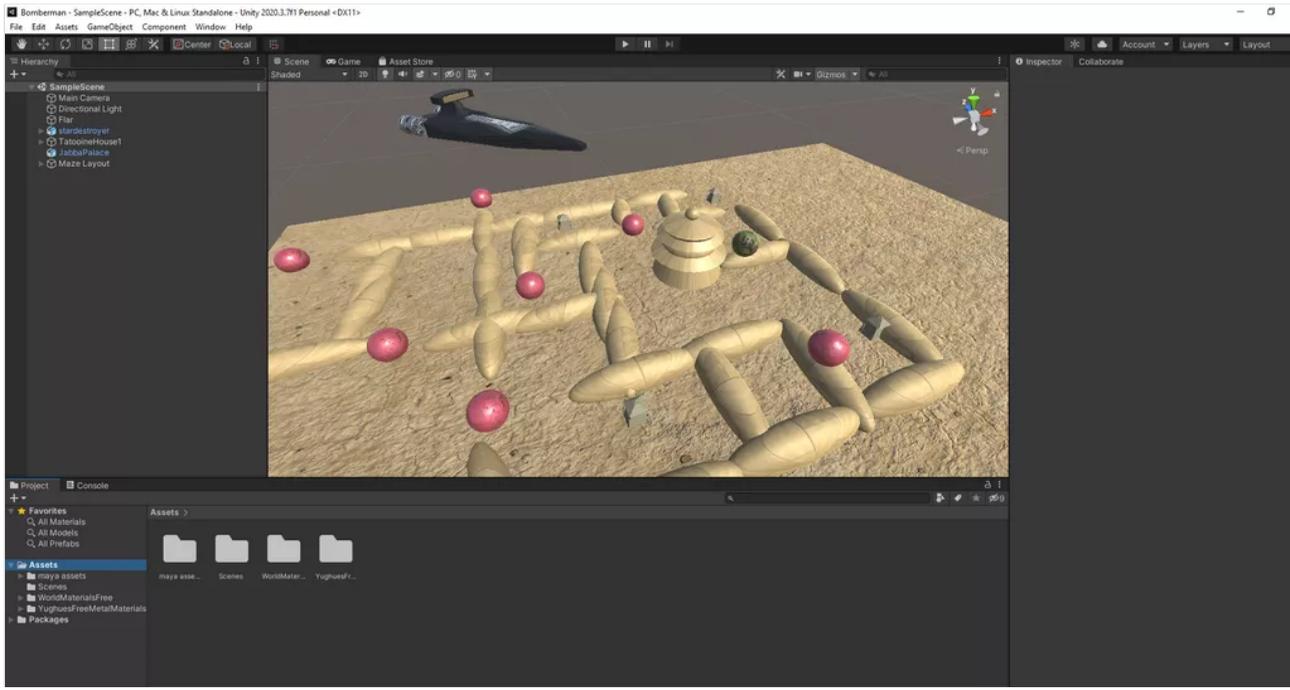


Alen Sarlacc Pit

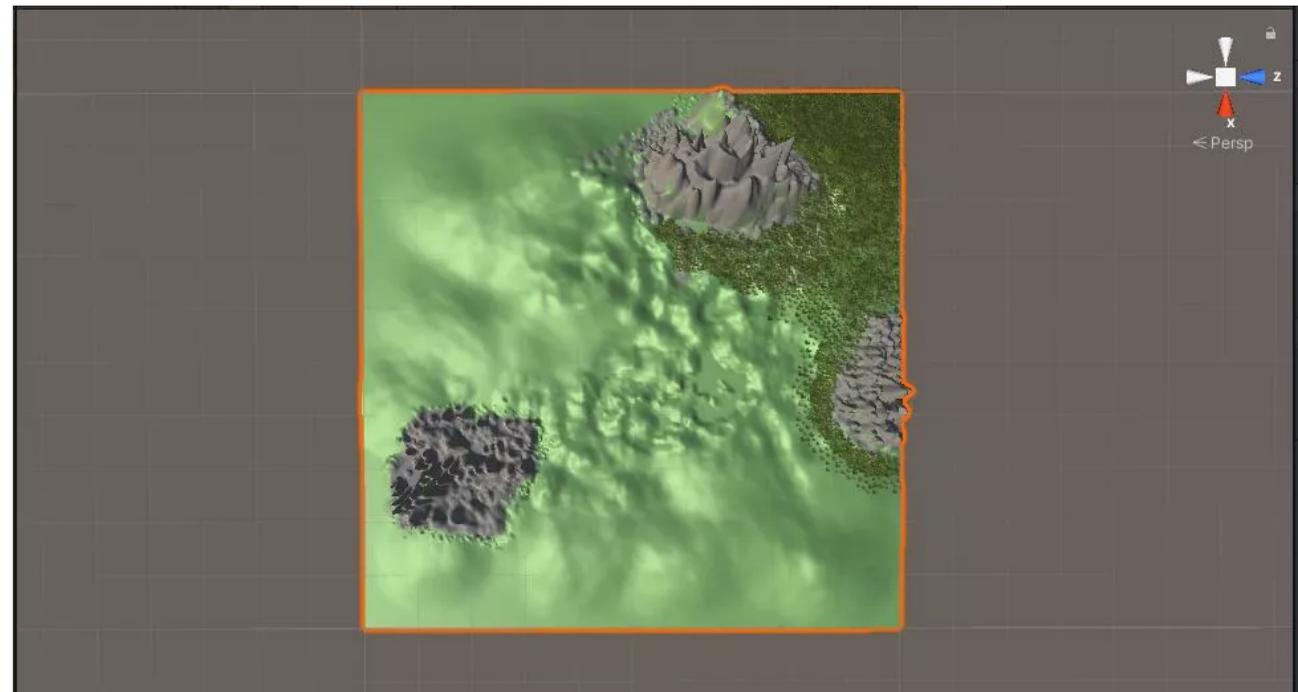
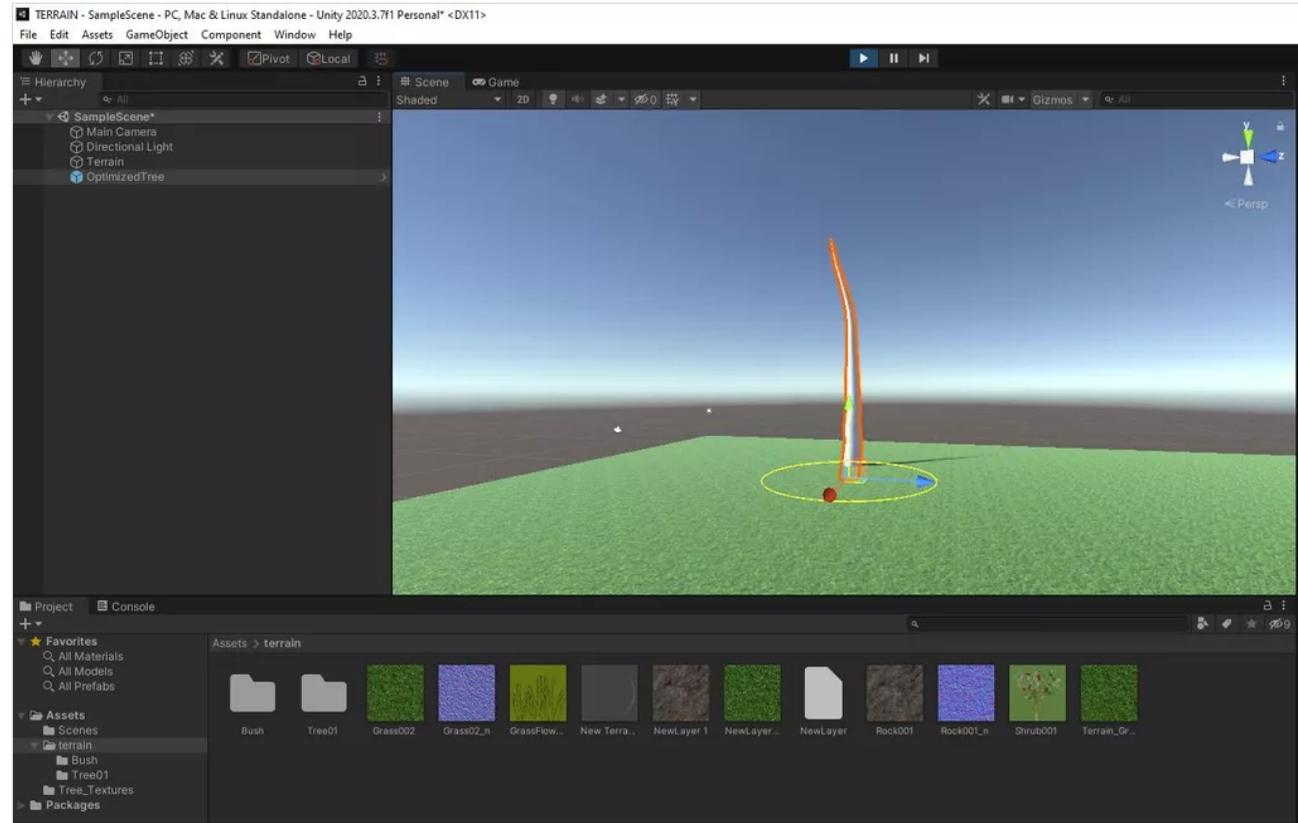
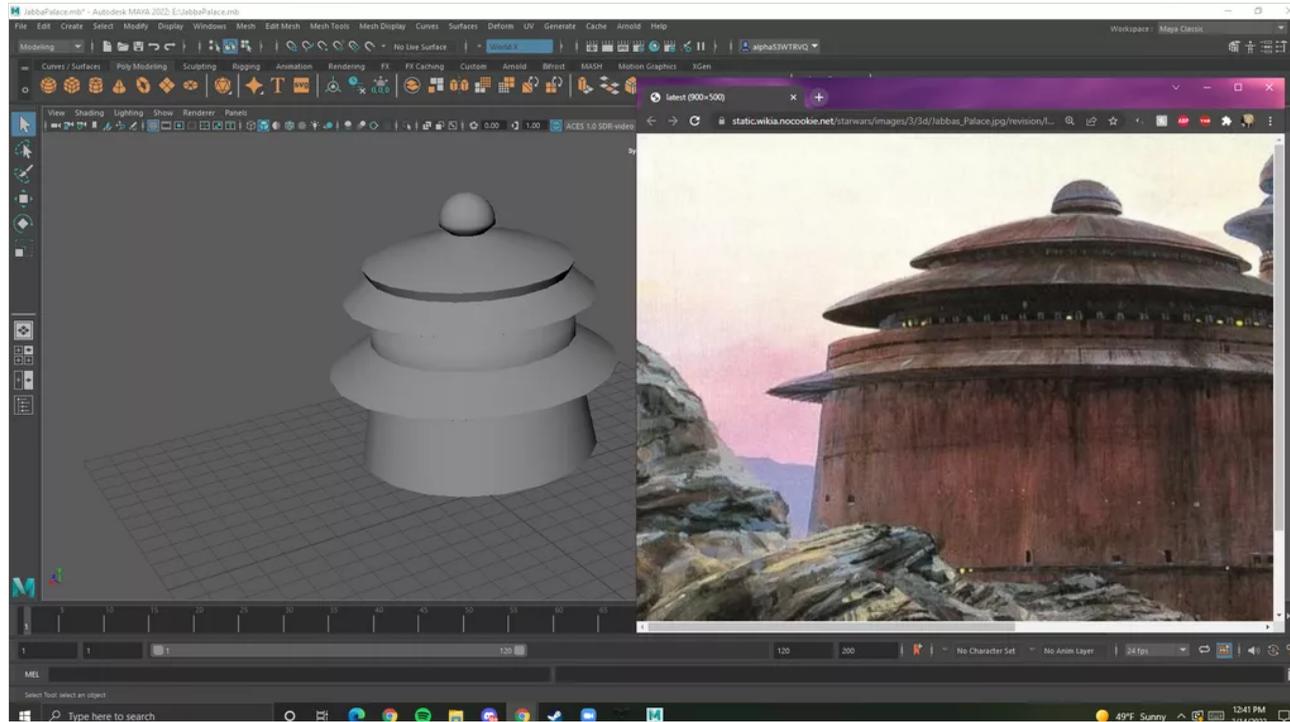


## Alen Bomberman Maze Progress

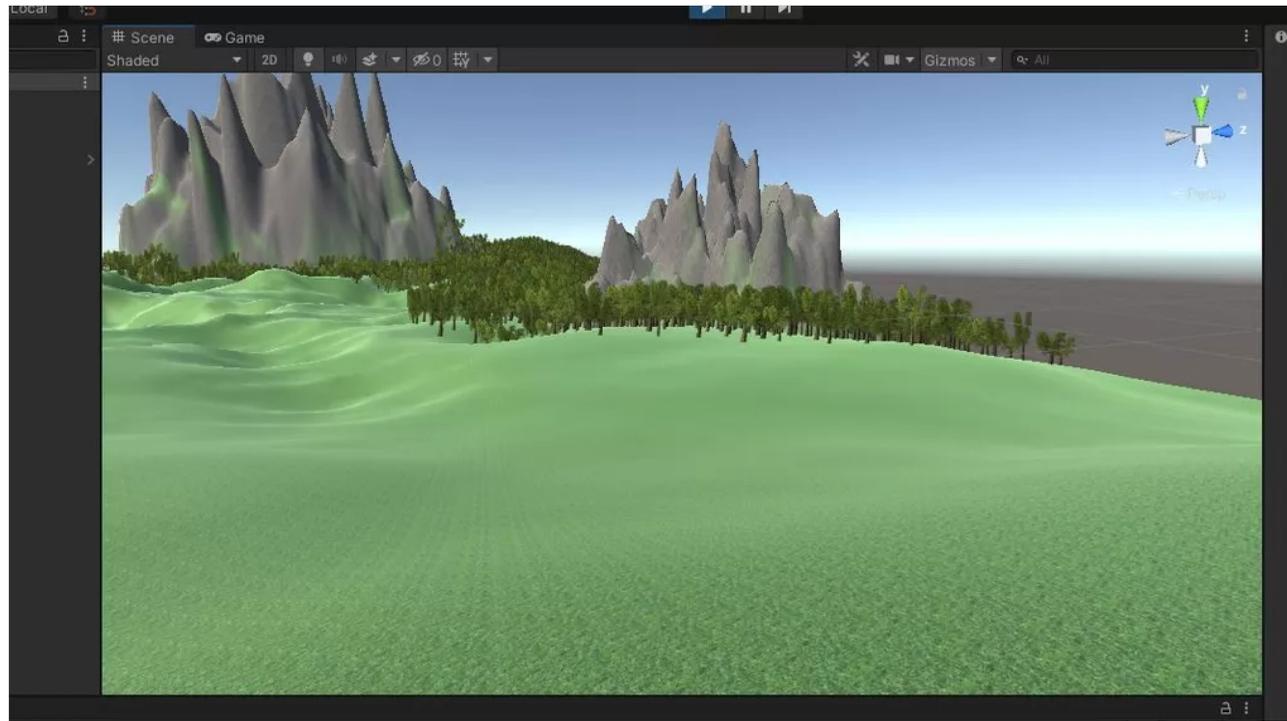
Its in the works



Alen Jabbas Palace

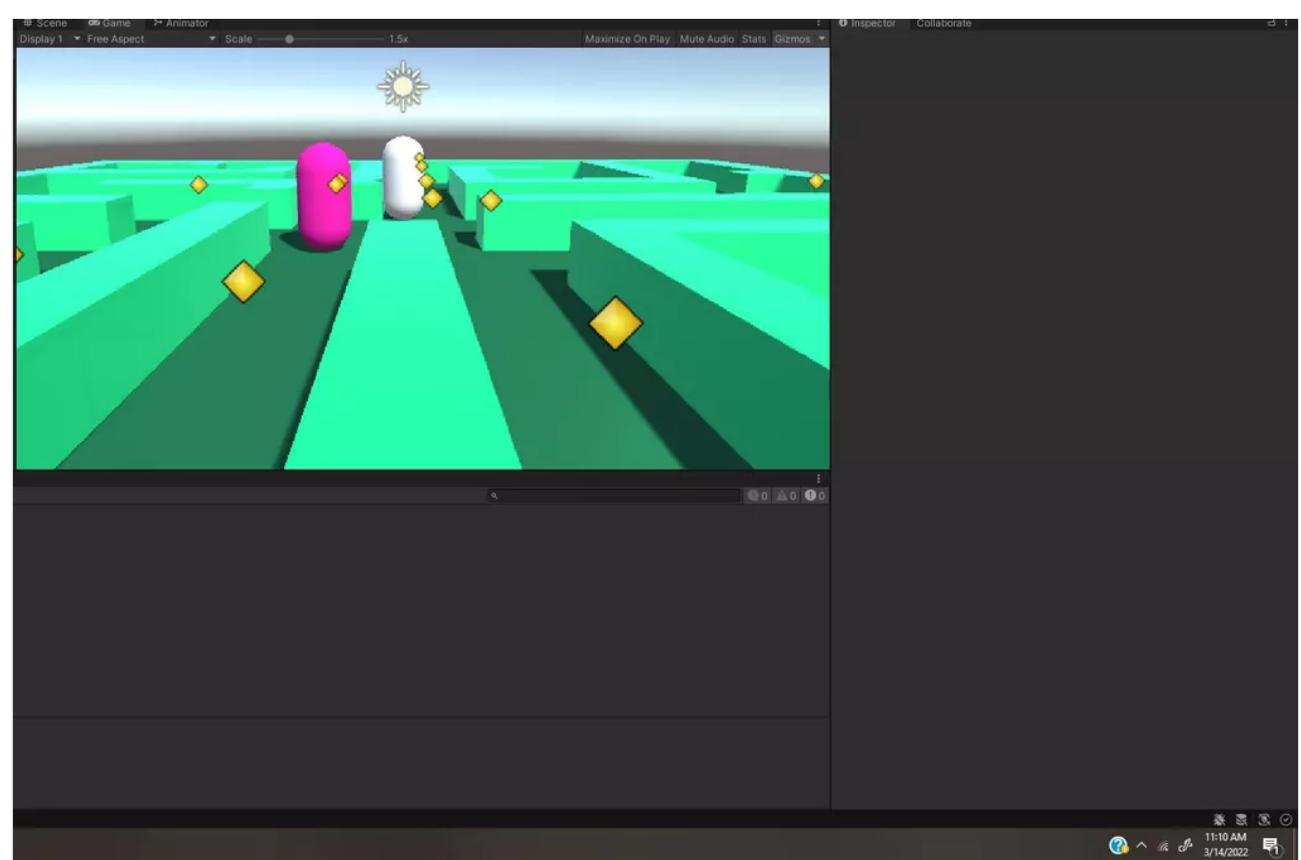


## veronica terrain

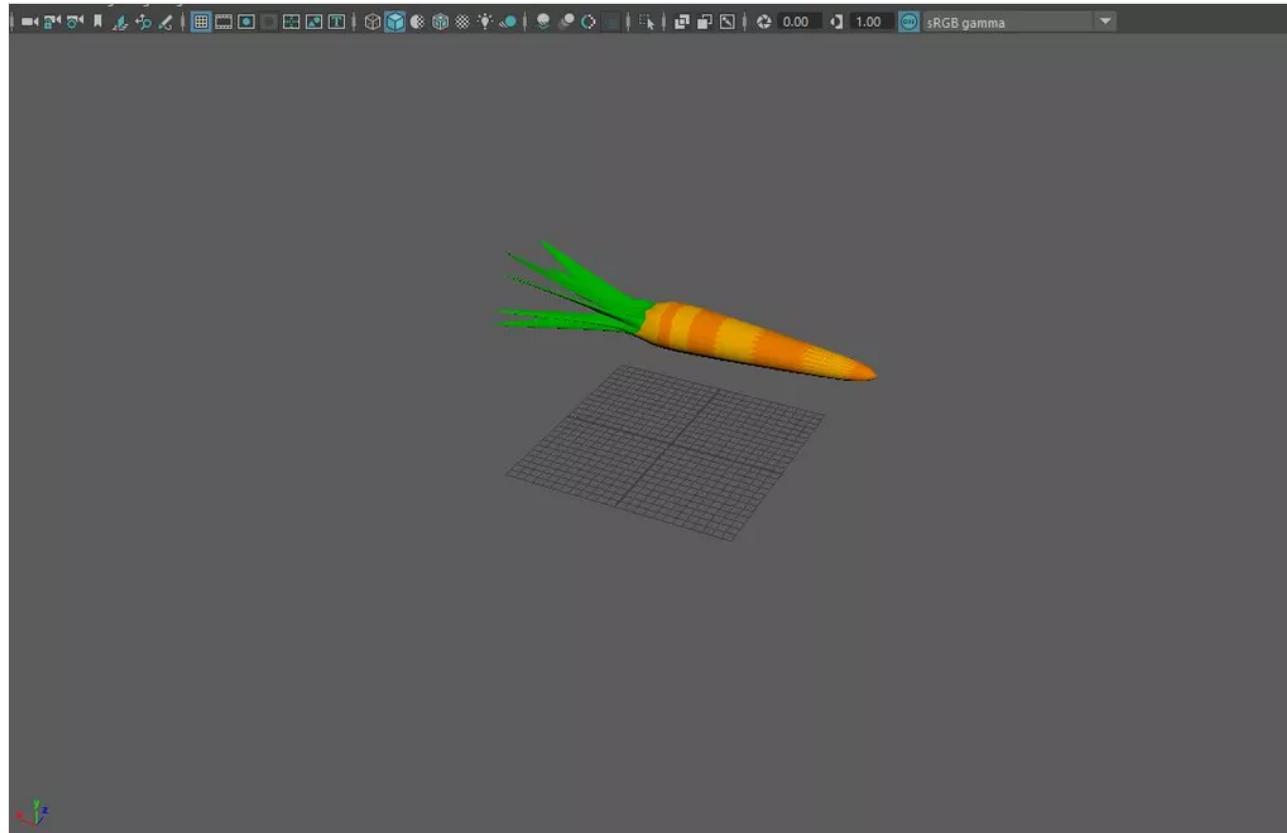


## veronica w. 3/14

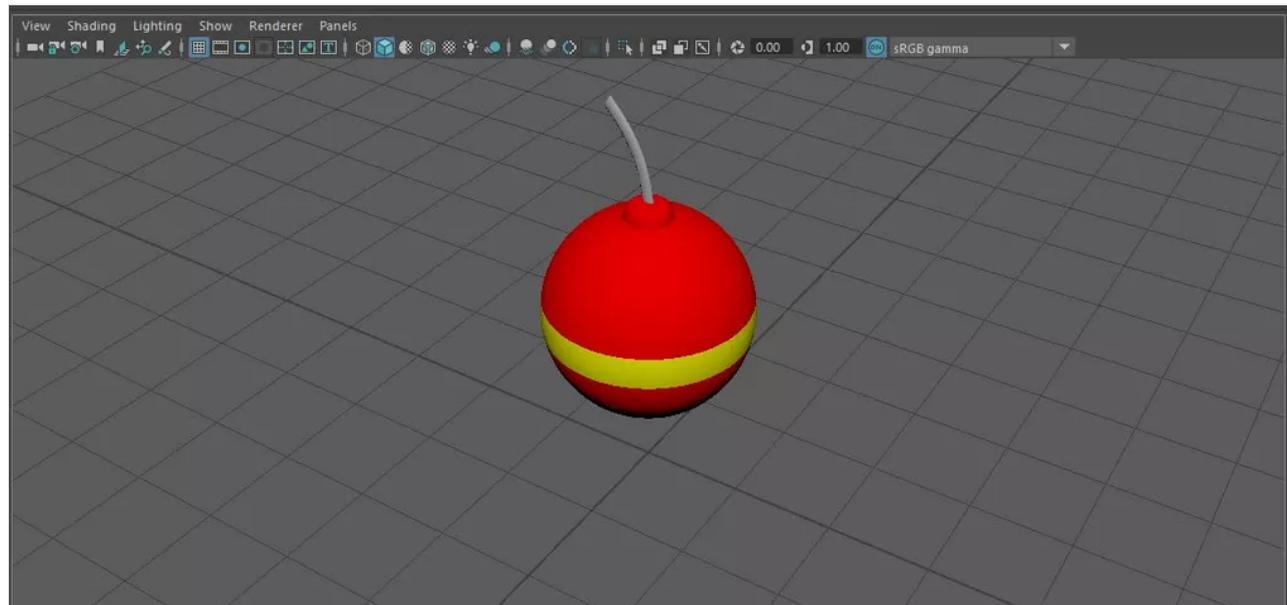
Finally, the rolling issue, and the position of the player is fixed.



## veronica w. power-up model 3/14

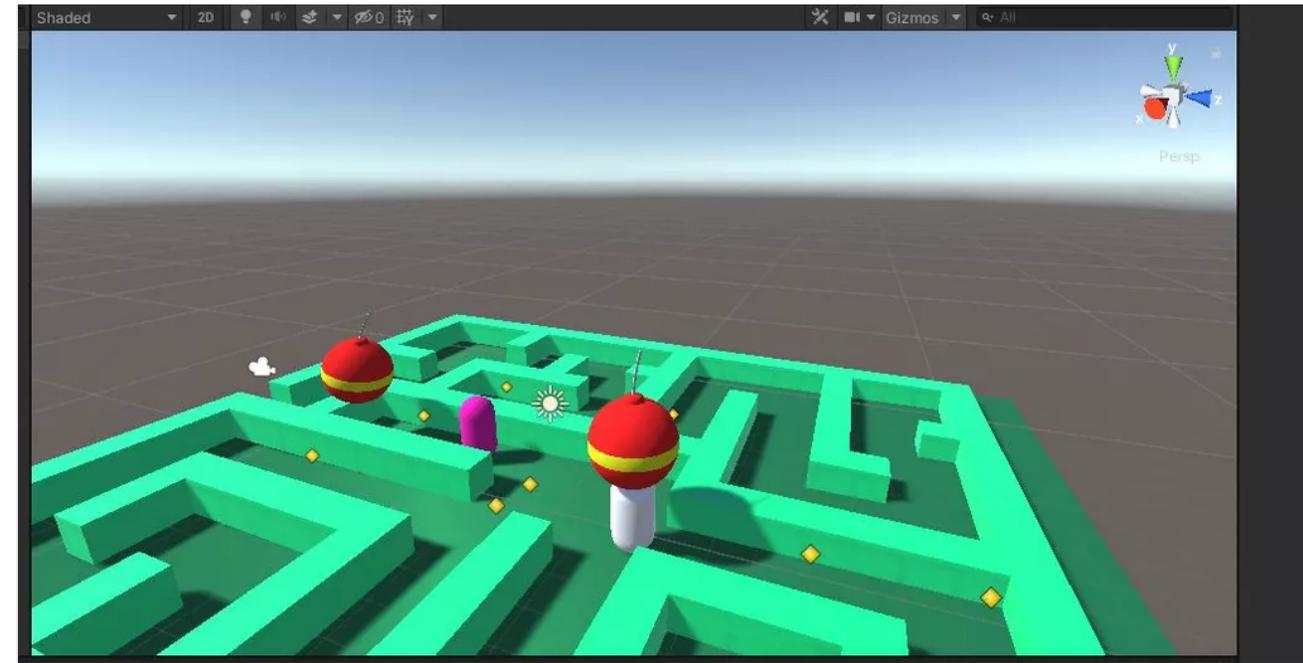


veronica w. bomb model 3/14



veronica w. 3/14

Bomb model imported into unity file



### VERONICA TERRAIN PACKAGE 3/28

#### VERONICA\_TERRAIN

15.6 MB unitypackage file

PADLET DRIVE



### Veronica WIERCISZEWSKI

bomb model

#### veronica\_MAZE\_IPROG

4.4 MB unitypackage file

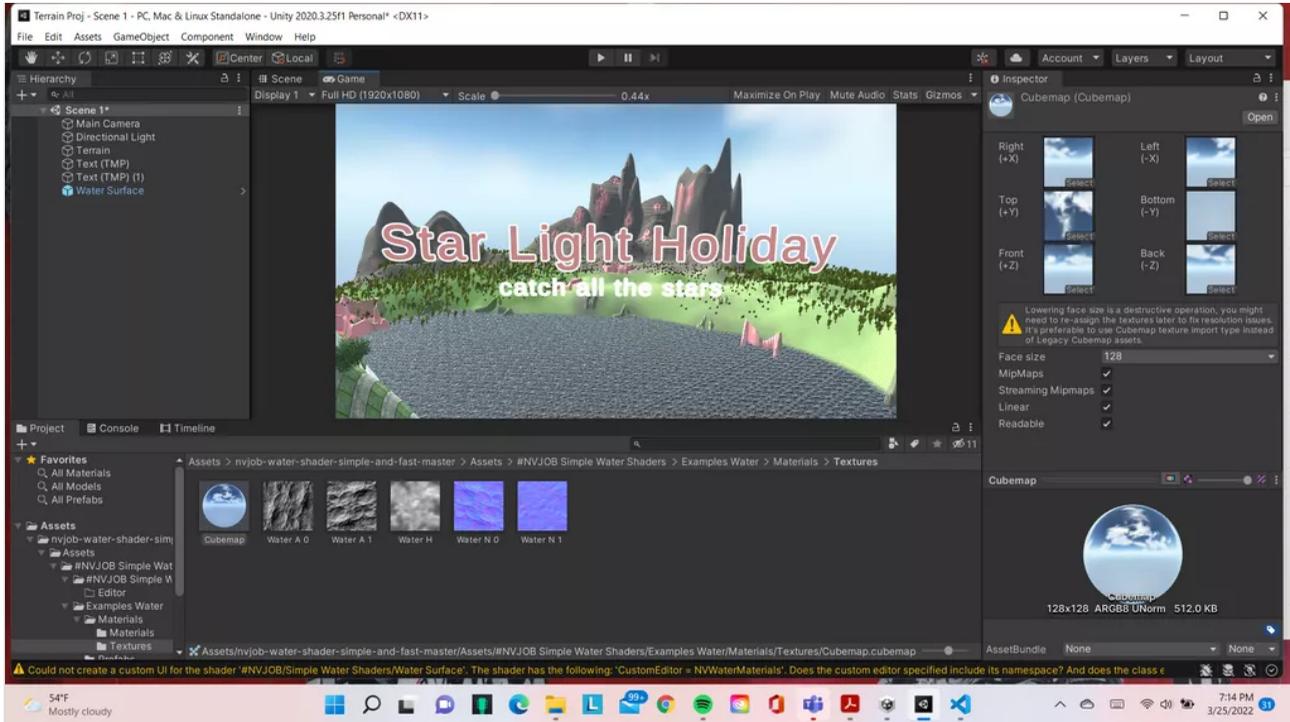
PADLET DRIVE



### Guil Collectibles (coins)

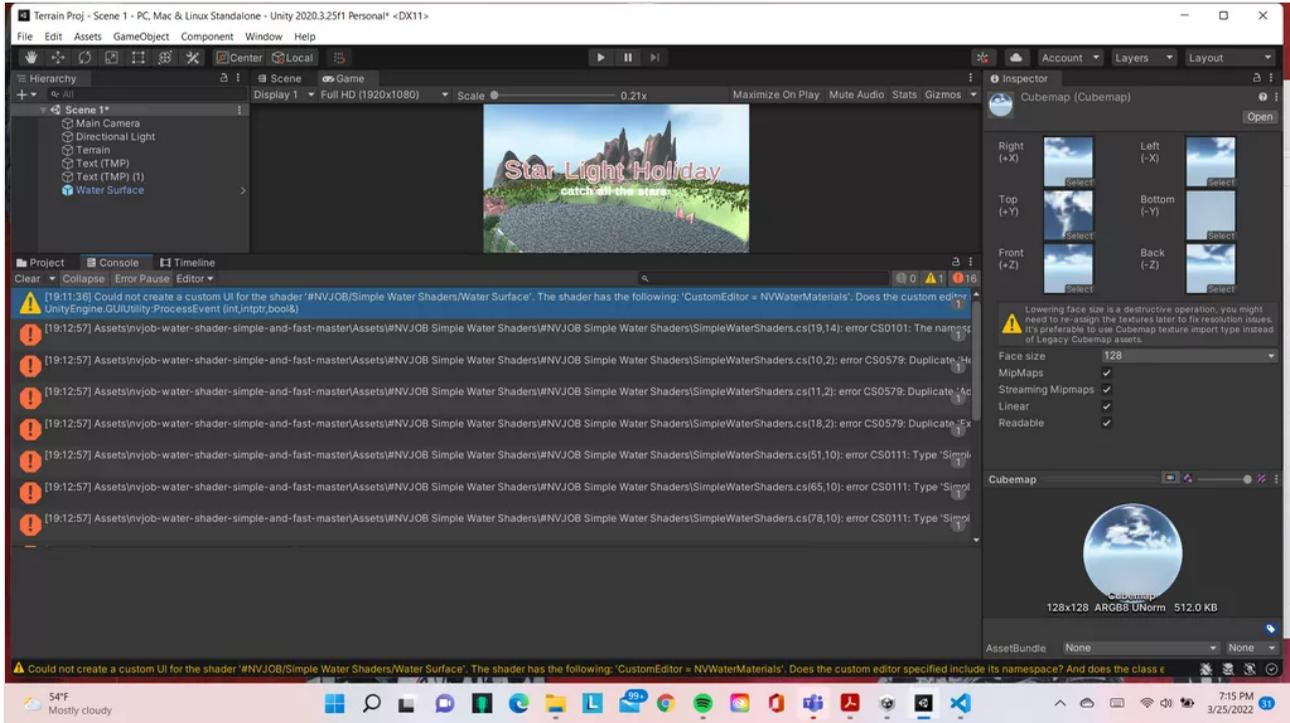


Guil Terrain



**Guil Terrain Errors**

Ever since I added the water shader I've had errors so it doesn't allow me to play the game. If you could help fix this that'd be great :)

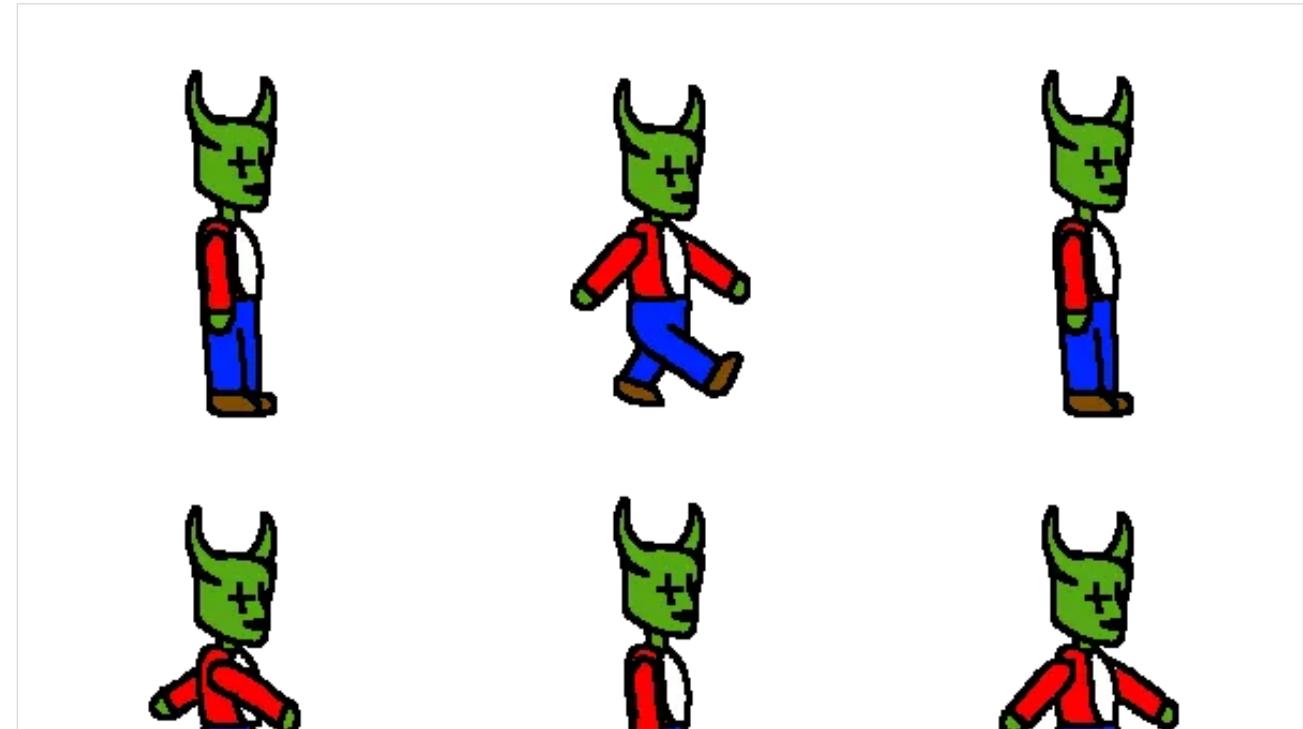


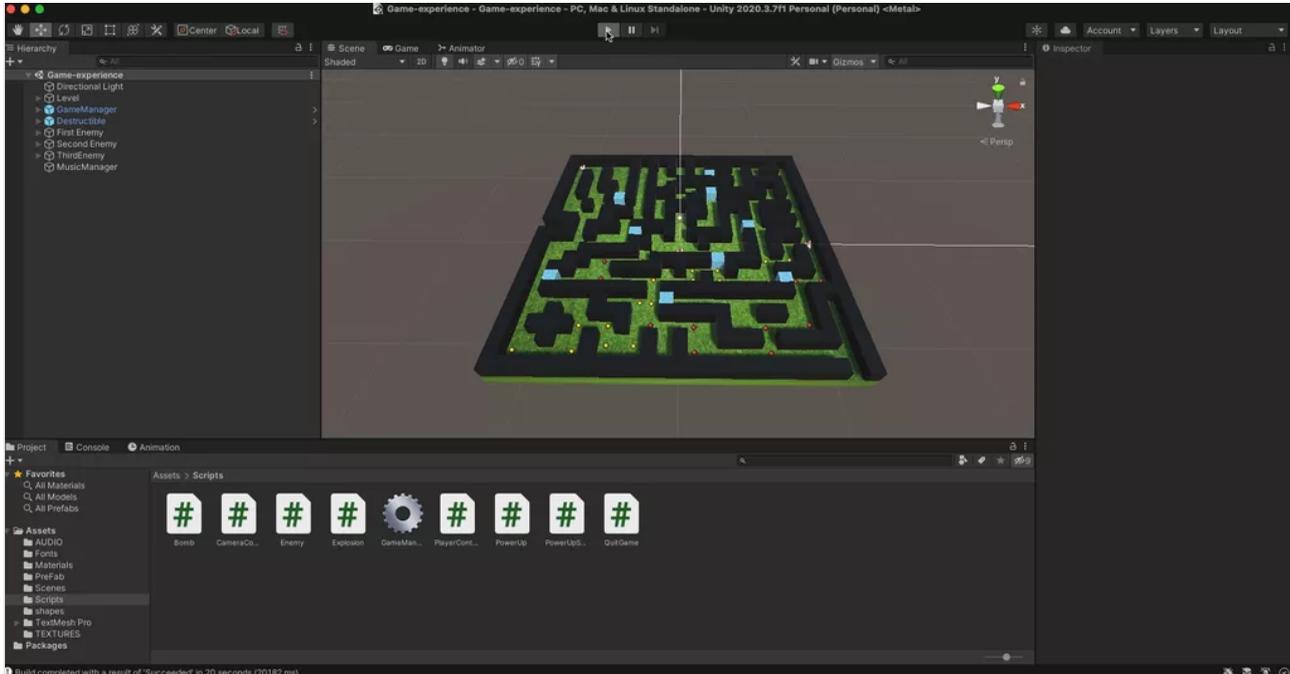
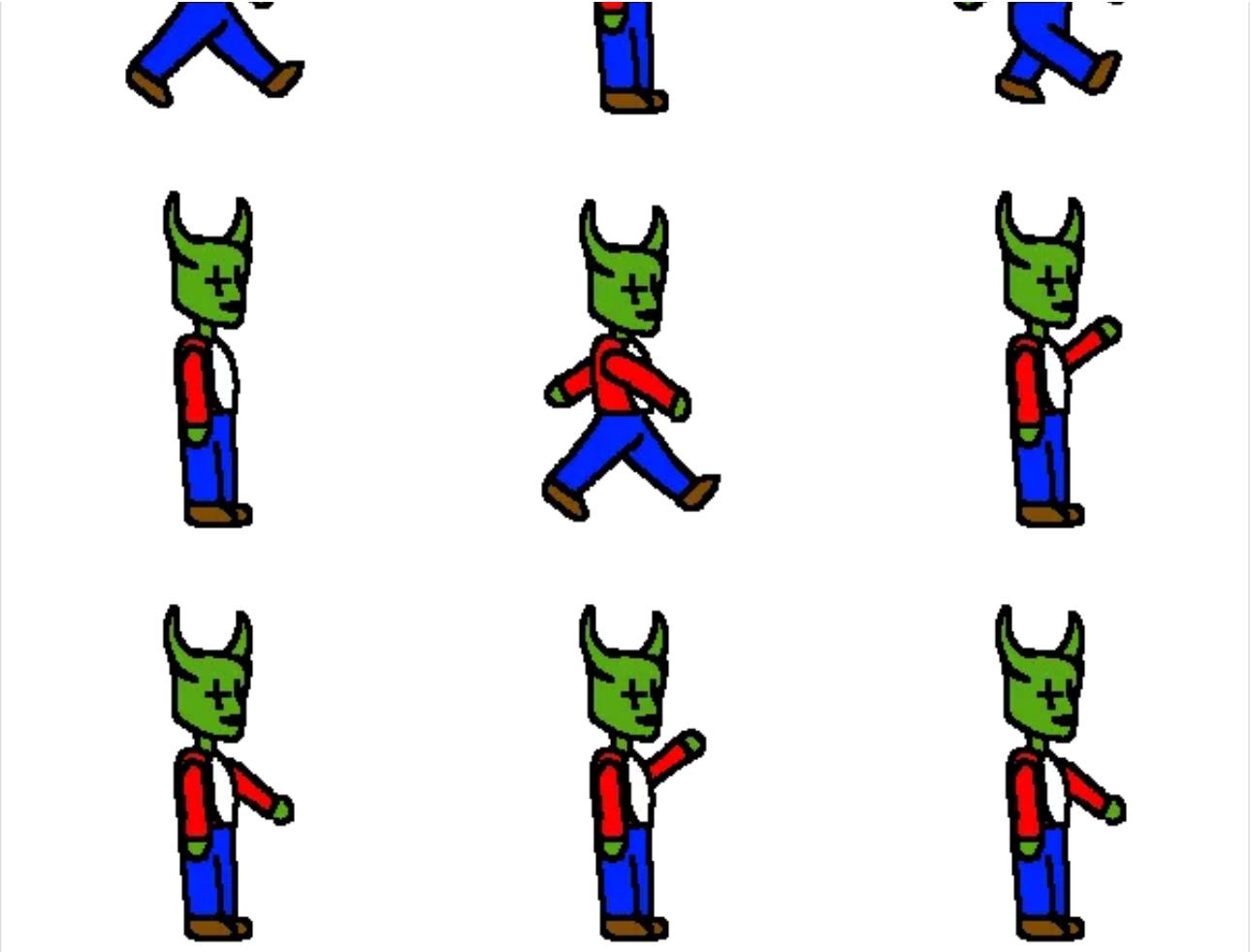
## TERRAIN-RODRIGO CARNERO

i got this finished terrain where the character can walk around and the build of the project is on DreamHost in the field with my name. And the name of the archive is the \_great\_peaks i also have a screen recording of how it looks in DreamHost as well. I also uploaded the package of the project in the file with my name in dreamhost. The archive name is TERRAIN\_RODRIGO



## MARTIN SPRITE-RODRIGO CARNERO





Screen Recording 2022-03-20 at 10.47.00 PM  
 0:51 video  
 PADLET DRIVE

**the submission is on the folder with my name and the file is called Martin\_The\_Martian\_Bomber - RODRIGO CARNERO**

**GABY BOMBERMAN PROGRESS (1)**

Hey! so I started the bomb refine portion of Bomberman and added the debug log for the bomb and the explosion and stuff! I was gonna worry about the debug logs for the lives before I started the bomb refine, but I recall you saying to not worry about it as it wouldn't interfere with my progress, so I am gonna mark forward with this assignment

**Here I post the package of the game - Rodrigo Carnero**

Thank You Professor!!!

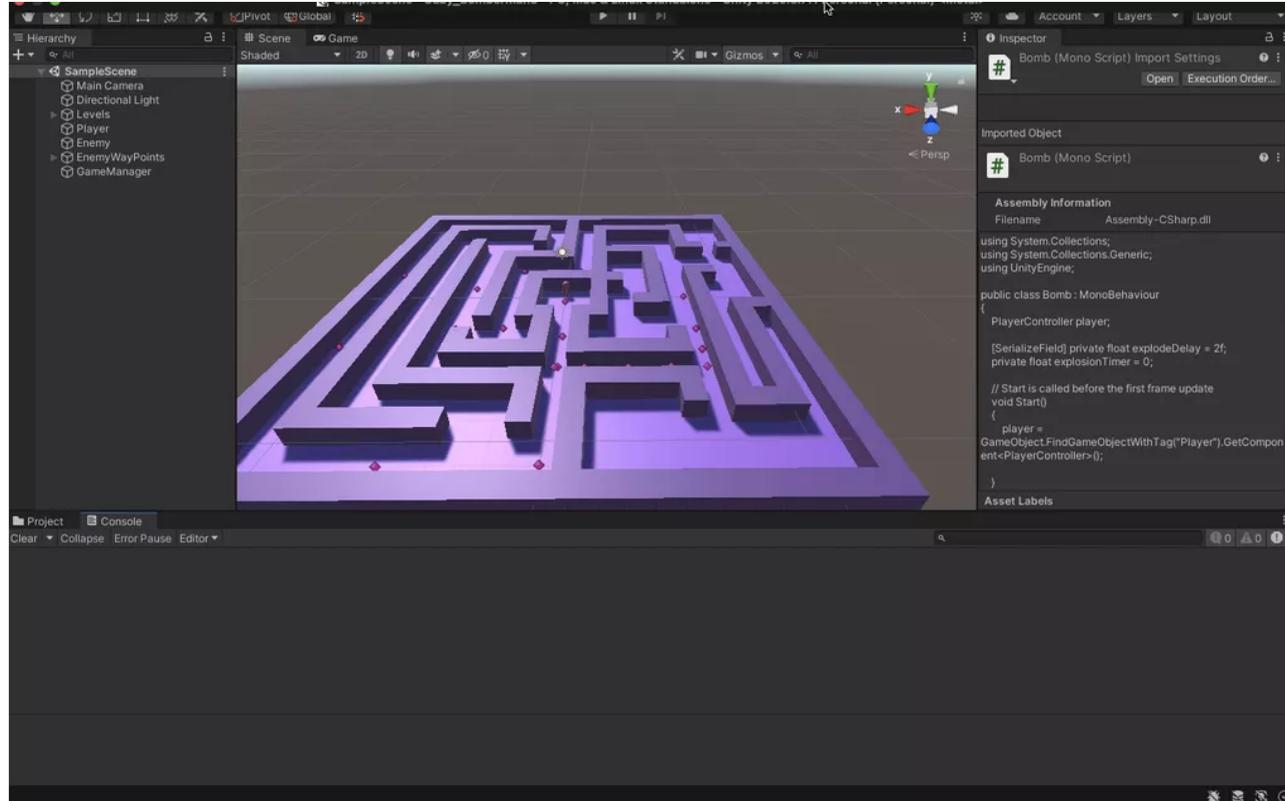
**martinXbomberman**  
 10.2 MB unitypackage file  
 PADLET DRIVE

**Rodrigo Bomberman Clone (Web Build)**

**Unity WebGL Player | GPIII Project Two**  
 PROFESSORKLEIN

**Game Finished!!! The video has no audio but I submitted it at the dreamhost - RODRIGO CARNERO**

The game is finished but there is only one issue when it restarts all the game gets like darker... I wanted to know if there is any solution for this issue...



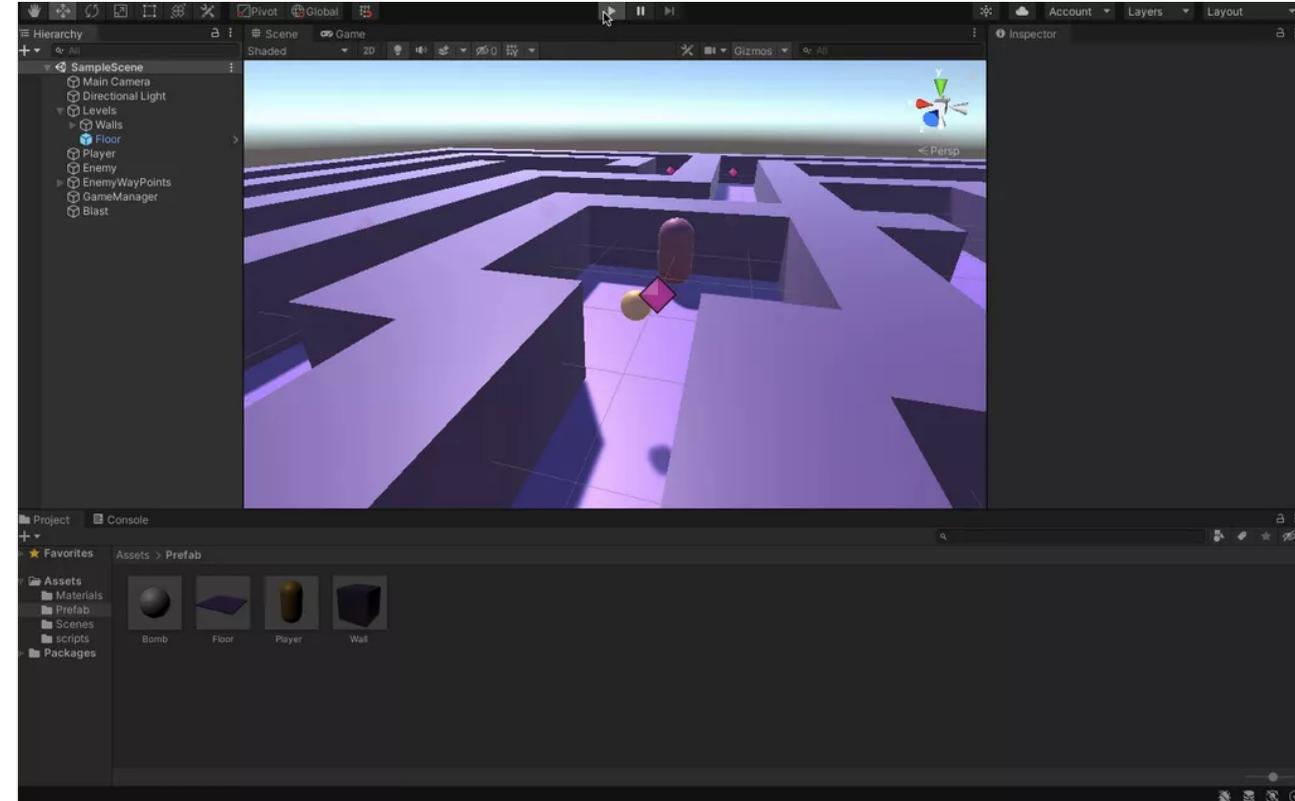
Screen Recording 2022-03-13 at 8.05.25 PM

0:47 video

PADLET DRIVE

## GABY BOMBERMAN PROGRESS (2)

I did the code for the explosion! (As seen in the video)



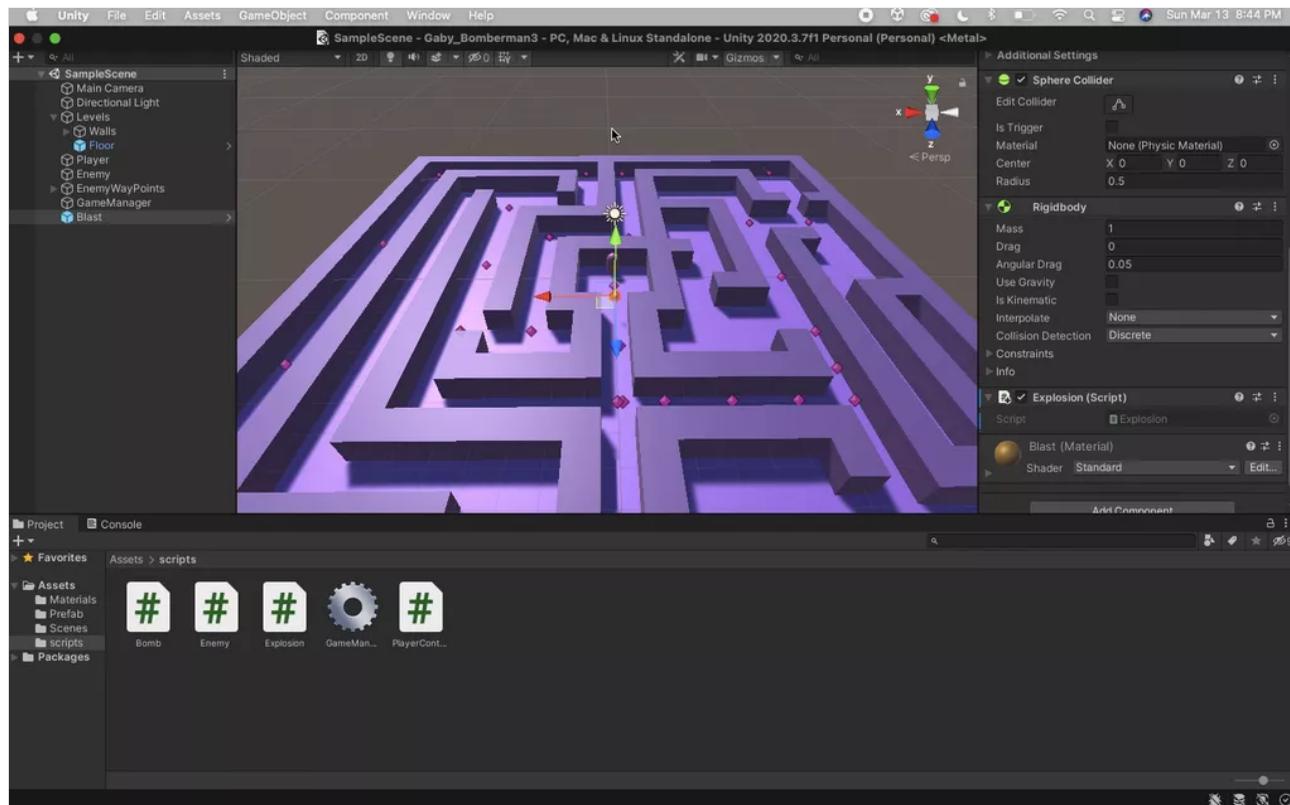
Screen Recording 2022-03-13 at 8.37.18 PM

0:14 video

PADLET DRIVE

## GABY BOMBERMAN ERROR!!

Hey professor! So I don't know if this is another error but, in the video, the bomb now goes, but then stops when it didn't do that last time, I'll send a package so you can check it out, I won't touch it any further until I address it in class. I think it's best to do that just in case it becomes a bigger issue later on, so I'll leave it be for tonight and talk about it in class. I am really sorry ;-; In the meantime, I will start on the terrain project and get that in so I get started with that. Also, I will be out for half of the class because I need to pick up my sibling, but I shall come in once I settle down at home and attend class as per usual :)



Screen Recording 2022-03-13 at 8.44.44 PM

0:17 video

PADLET DRIVE

## BLAST PACKAGE

Gaby\_BlastBomberMan

111 KB unitypackage file

PADLET DRIVE



## bowl of fruit file

froot

347 KB mb file

PADLET DRIVE



## classroom file

mayaclassroom

384 KB mb file

PADLET DRIVE

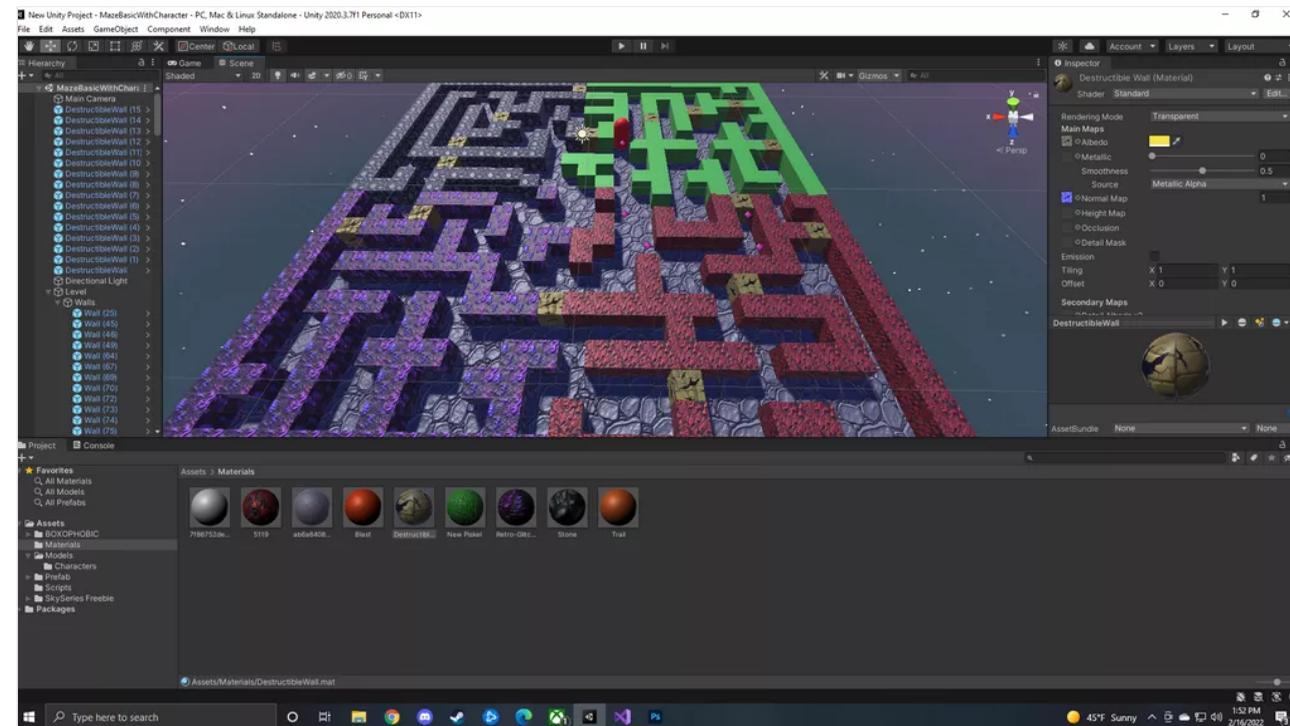






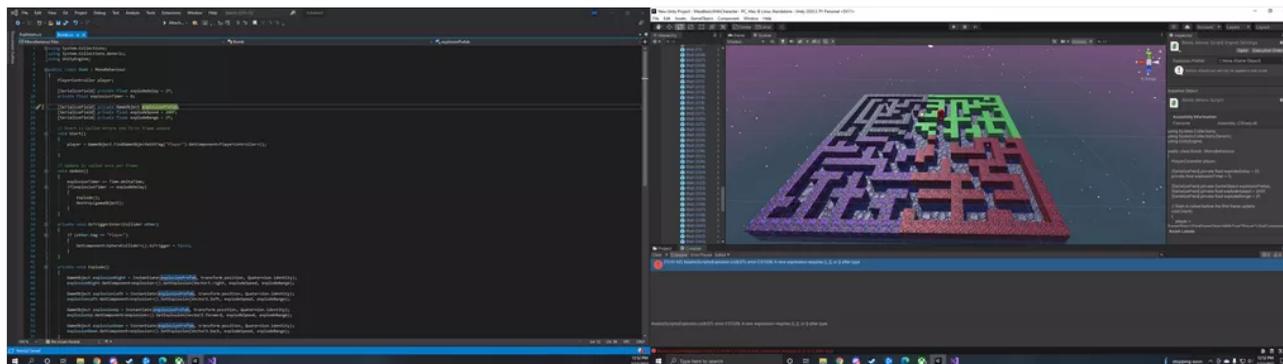
### Update : Added Destructible walls

Edited a texture in photoshop and added cracks to it as well.



### Error CS1526: A new expression requires (), [], or {} after type

Another slight problem, at first I was getting a different error which seemed to have to do with referencing 'explosion', I thought maybe it was because I named the prefab 'blast' at first so I changed it to explosionPrefab but it doesn't seem to be working either way. I may just be missing a mistake in the code somewhere.

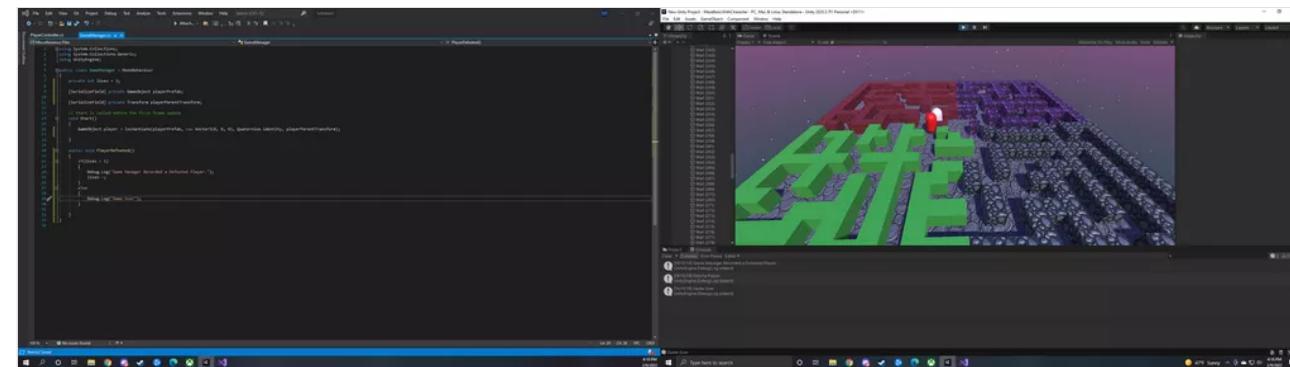


I tried to add () around explosionPrefab as well to see if that would fix the error but another pops up it says : CS1001: Identifier expected - ANONYMOUS

- Sam - ANONYMOUS

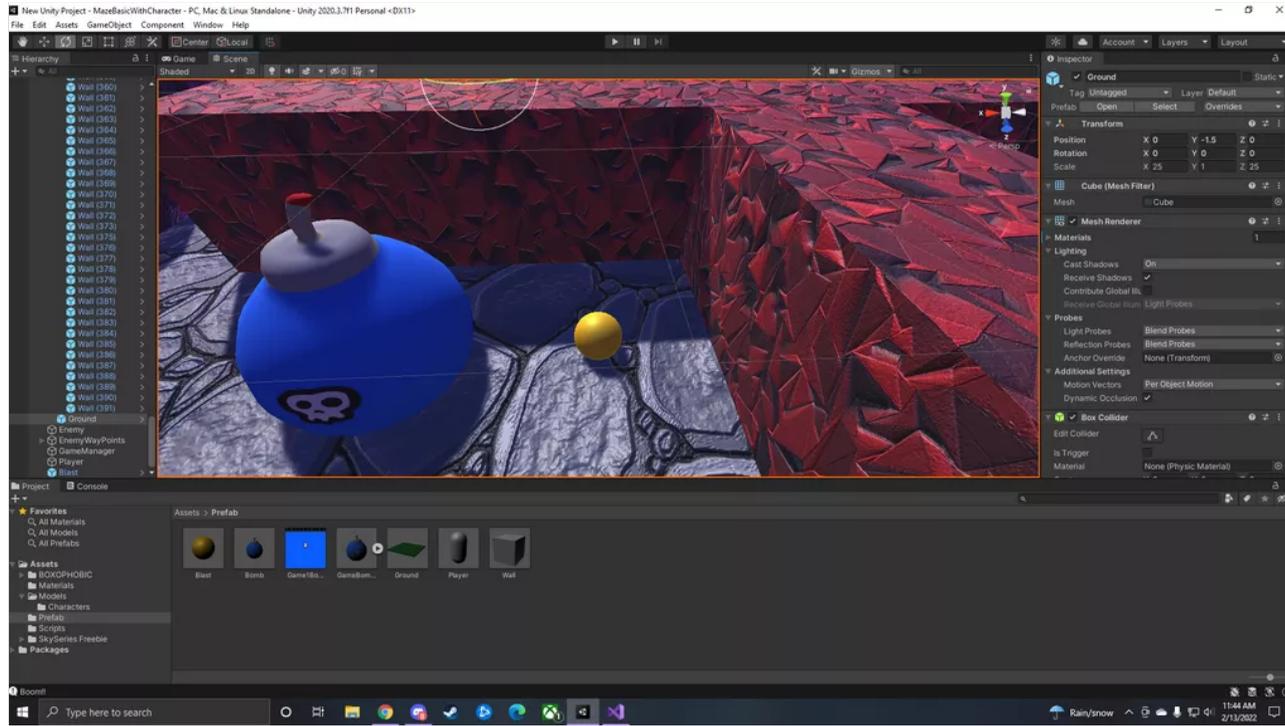
### Game Over

Enemy patrols waypoints and have lives set up for player. Game over works as well no issues!



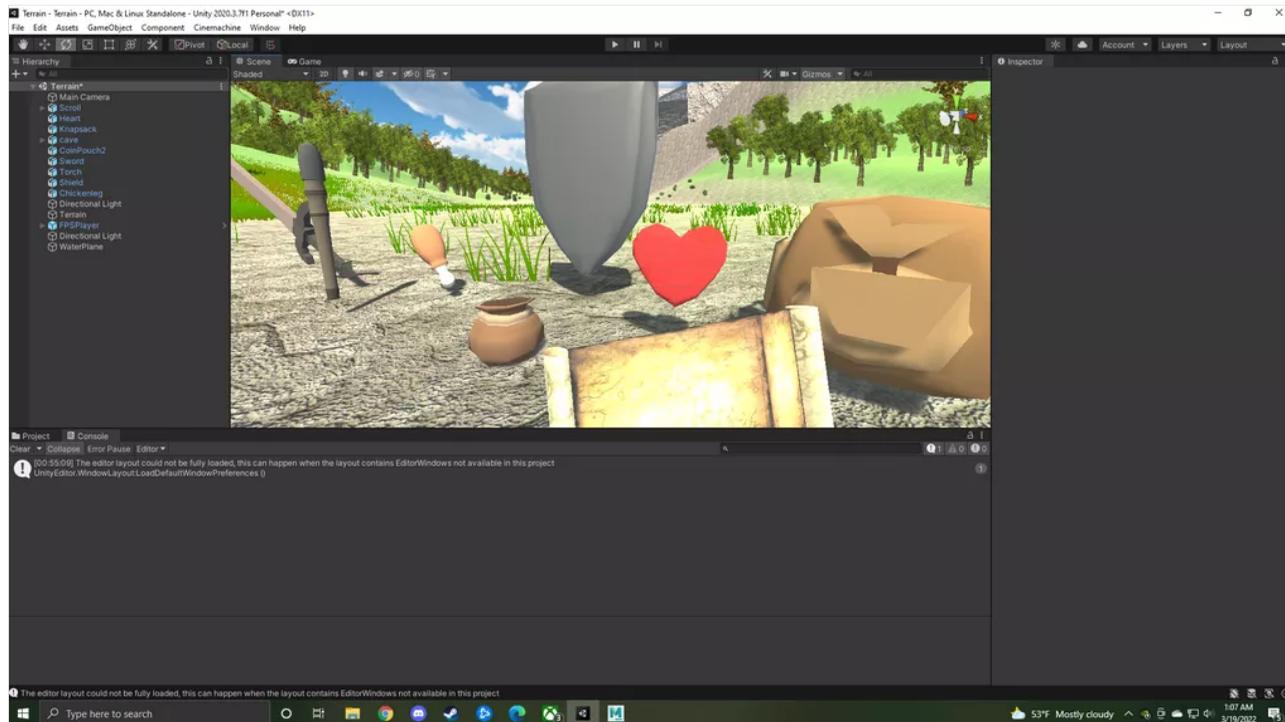
### Transparent Material

Hi Professor! Ran into this slight issue when creating the blast object under C/09. I didn't have a material assigned to the bomb because I used a uv texture so that could be why it isn't working the same way. I made a new material to assign to the blast but for some reason it isn't showing transparent. Not sure if this will matter.



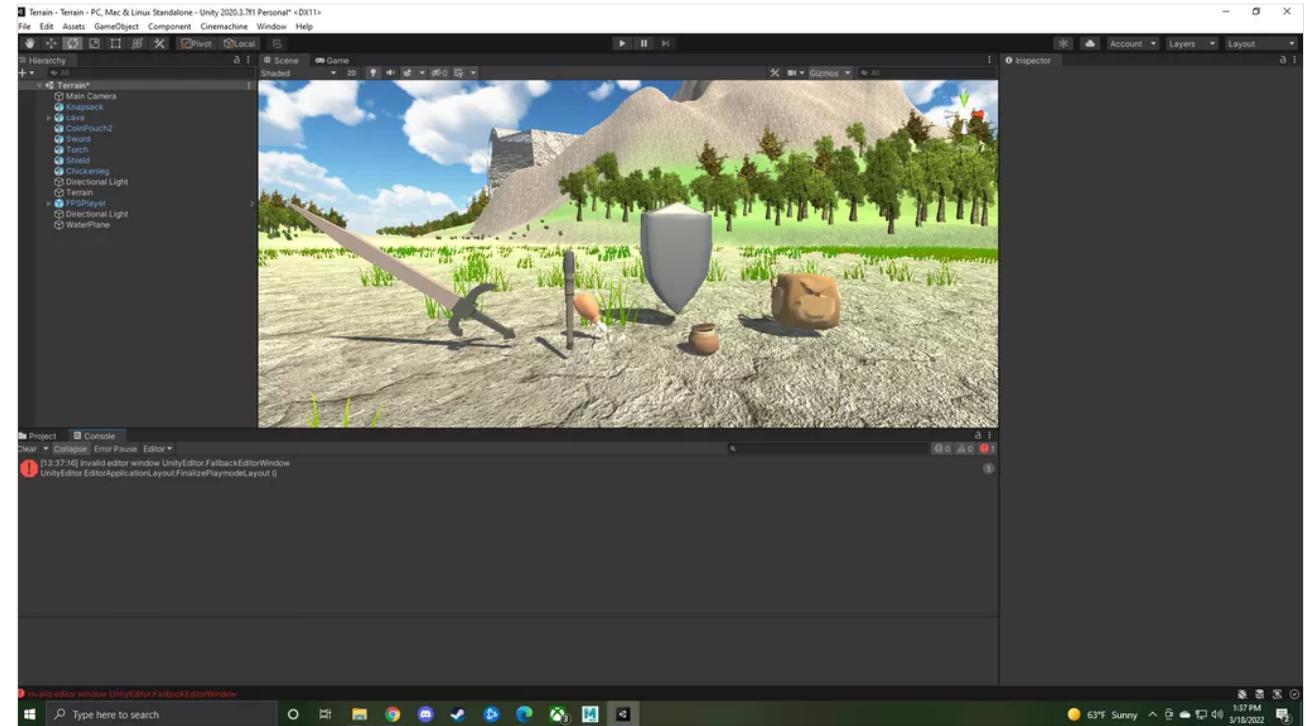
## Two more items to go!

Also here is the first error I mentioned just to have for reference.

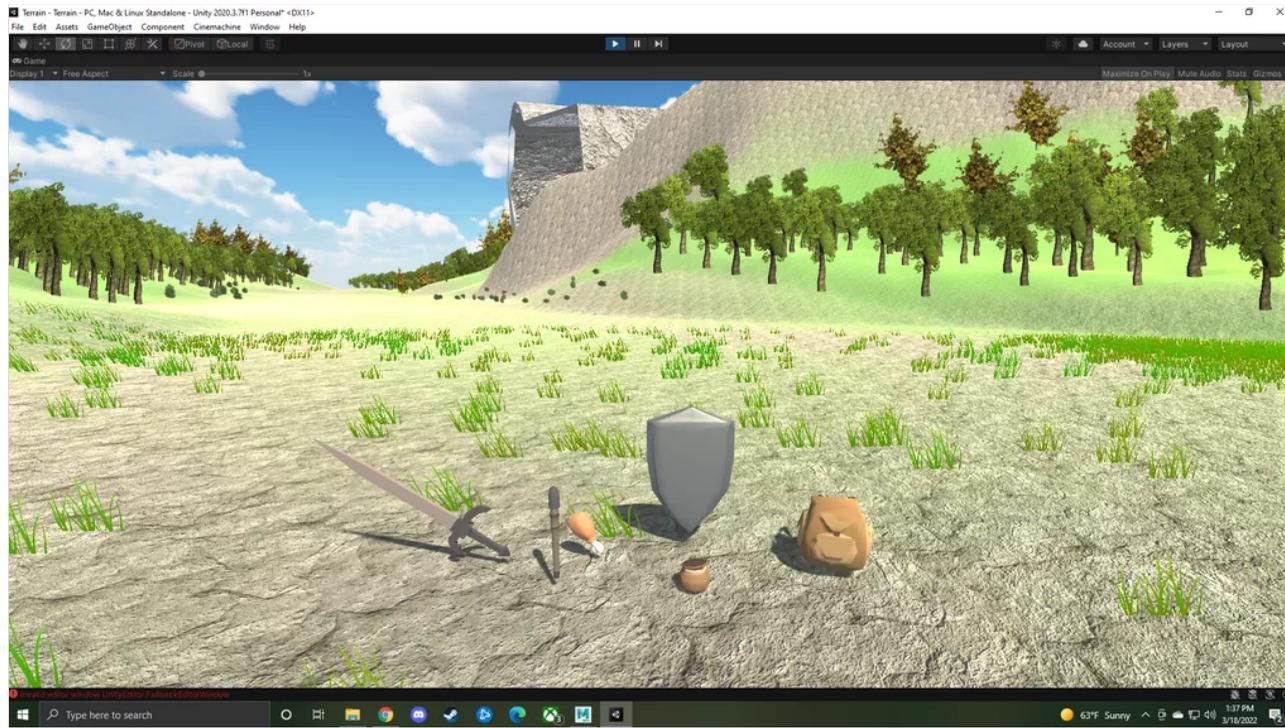


## Error that popped up - Sam

Everything is working fine. Just thought I would throw this in just in case.



## Some of the items to find! Cave in the background as well - Sam



### Terrain Cutscene - Sam

Hi professor! for some reason i'm having some trouble getting the cutscene and the regular scene both into the build. For some reason only one or the other goes into it. I uploaded the package onto DreamHost

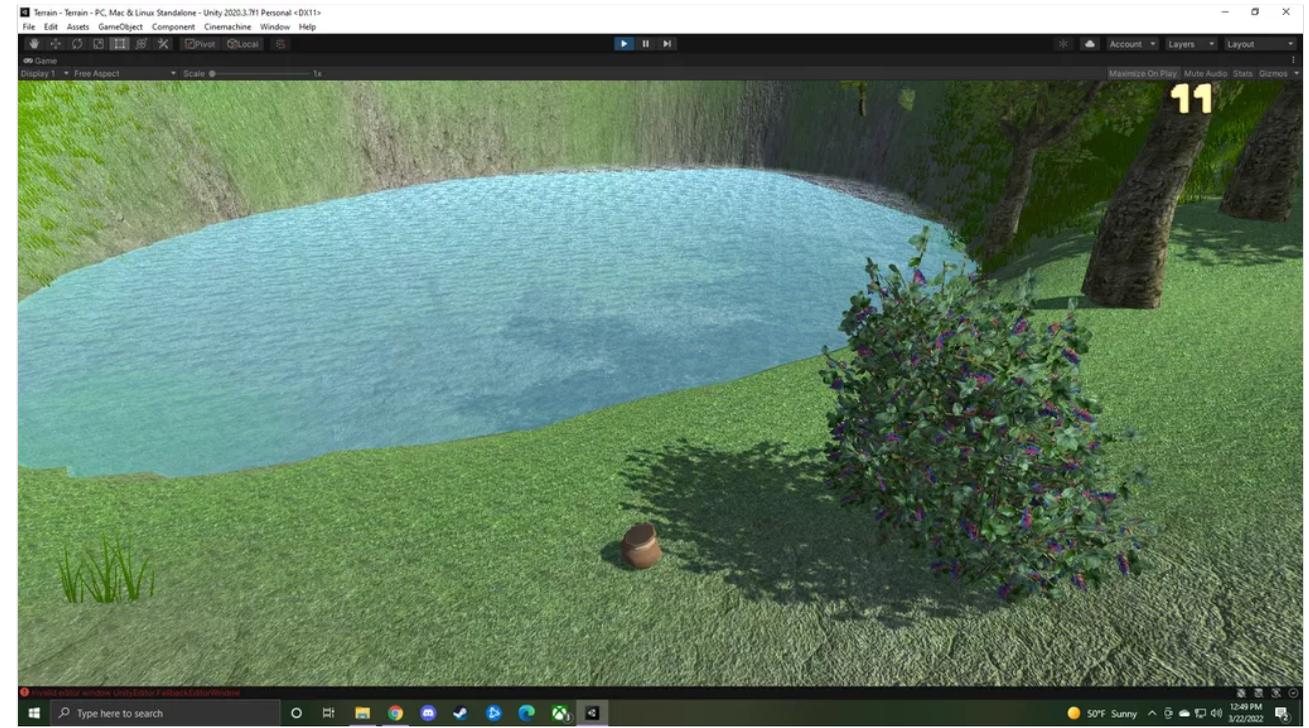
### Sam

Also noticed when loading into the next scene the skybox is gone and seems a little darker does it just need time to load in?

### Question about item counter - Sam

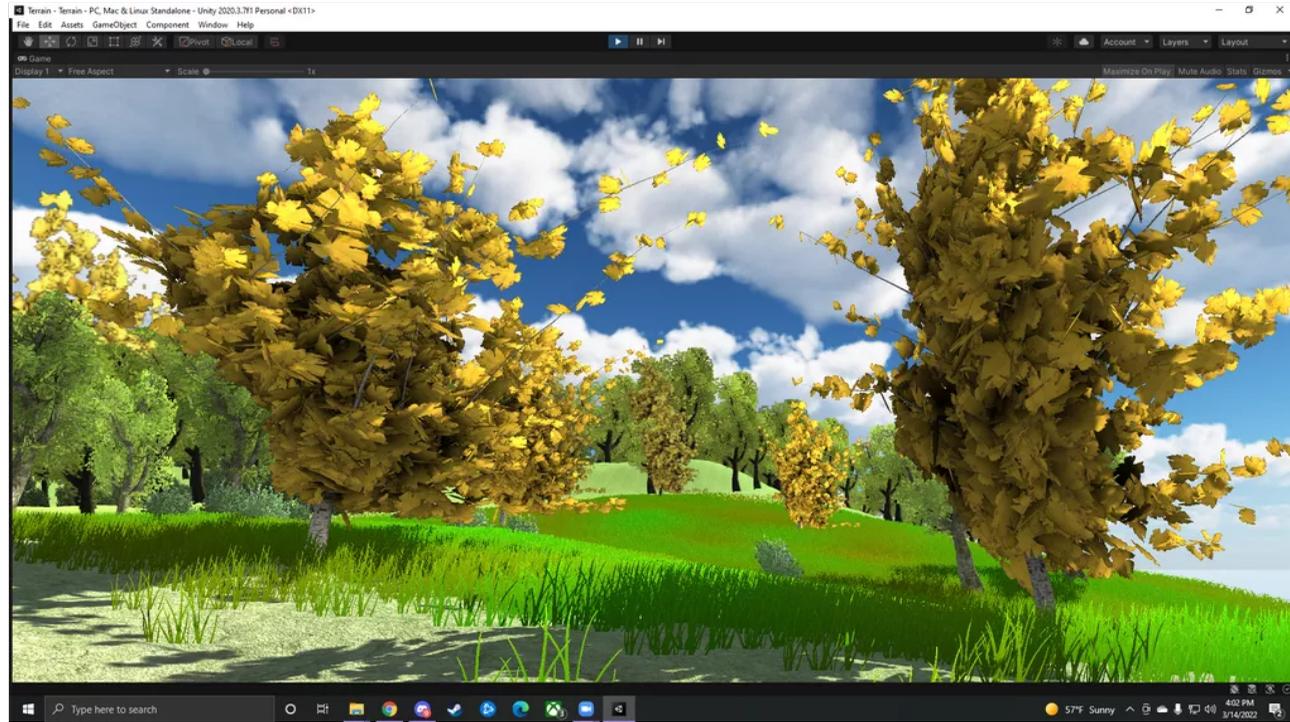
Hey Professor! I think I'm just about done with the terrain. I even have my cutscene in, only thing is it moves kind of fast and I was having a hard time getting it to move at the speed I want.

I had a question though about the counter for the items it's supposed to go up by one correct? When I grabbed my first item it starts at 11



### Custom Trees!

Found the texture for the bark in the unity store and the leaves I found on another site.



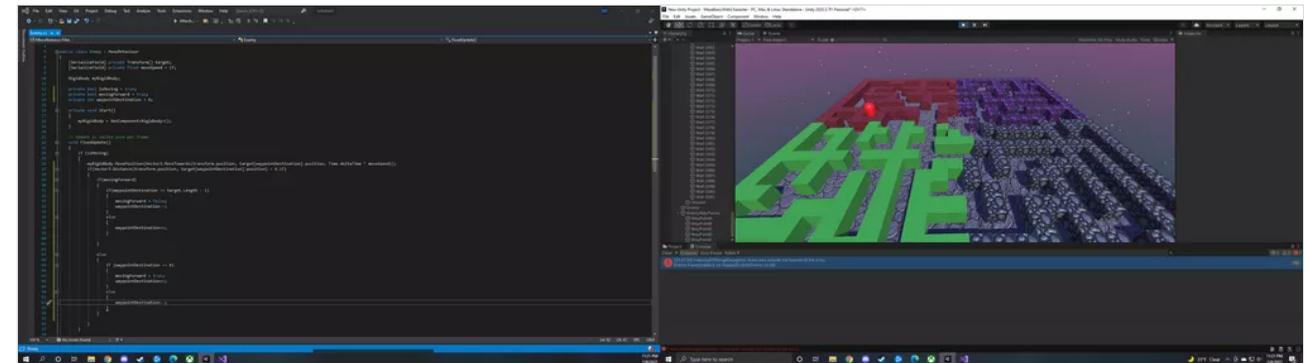
## Started Terrain! - Sam

This is so much fun! I didn't want to stop working on it lol! So I had the idea to add a cave and put one of the items inside there, but I'm not sure if there's a way to close it off more so that there's just a hole for the entrance instead of it being open on top like it is now. I also made my own tree but added in the ones you gave us for now!



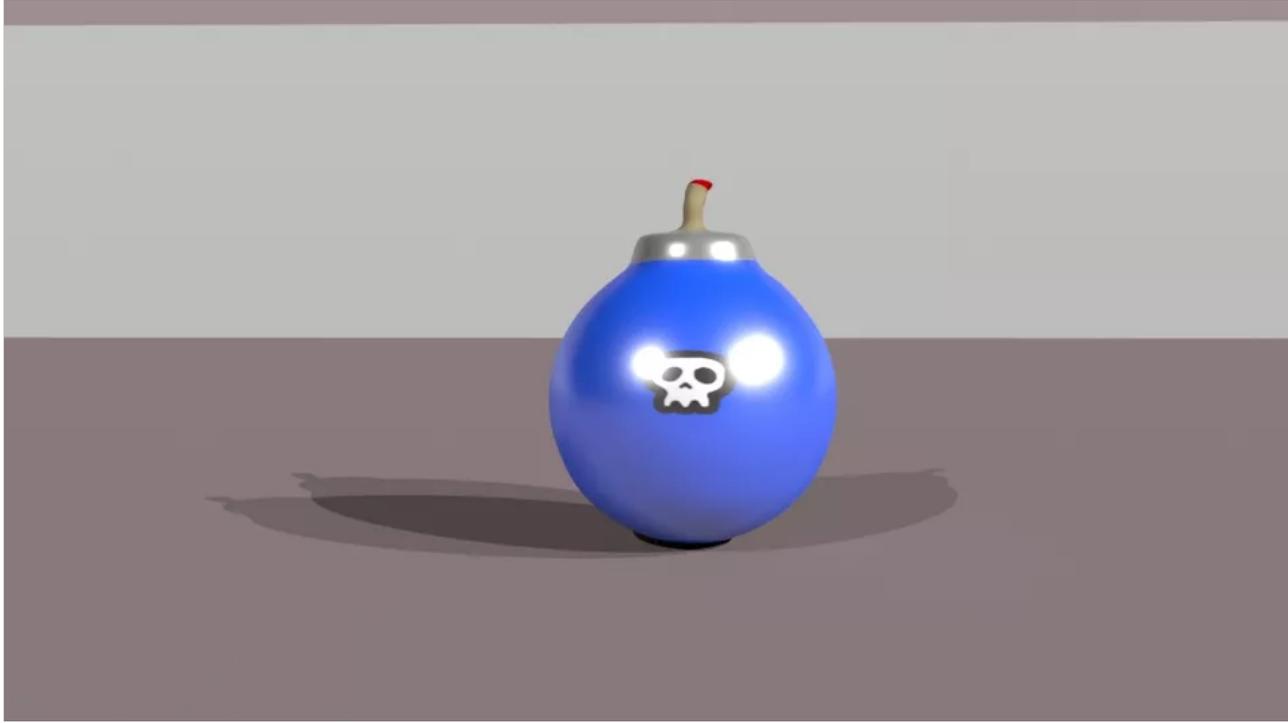
## Enemy waypoints

Hi professor! Ran into this error while working on B-08 or B-09 Array, I thought maybe the error meant it couldn't reach the first waypoint so I kept going forward with the code to set it so it turns back and goes back the way it came but that didn't seem to fix the error.



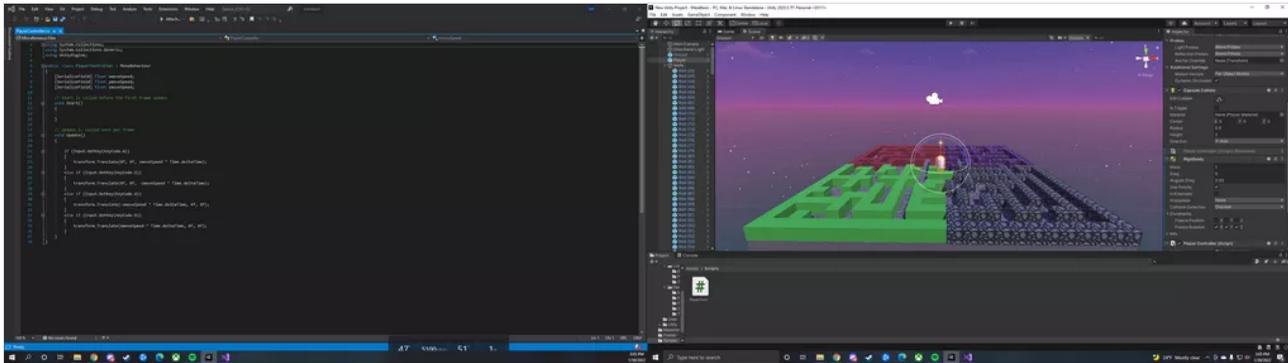
Looks like I got it working! I deleted the old component script and put it again and it seemed to work fine -Sam — ANONYMOUS

## Bomb model render for Bomberman



### Maze layout - Sam D.

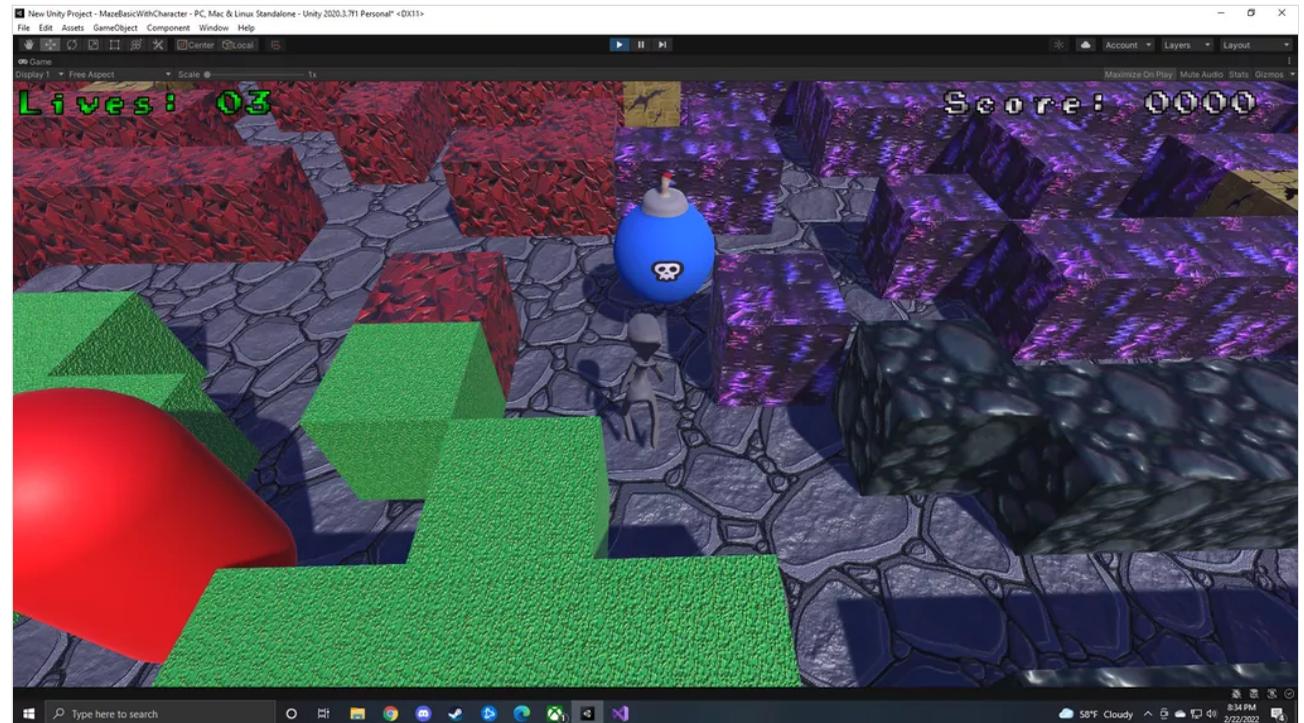
Finished the layout! The character is able to walk around as well.



### Created Power Up model as well!

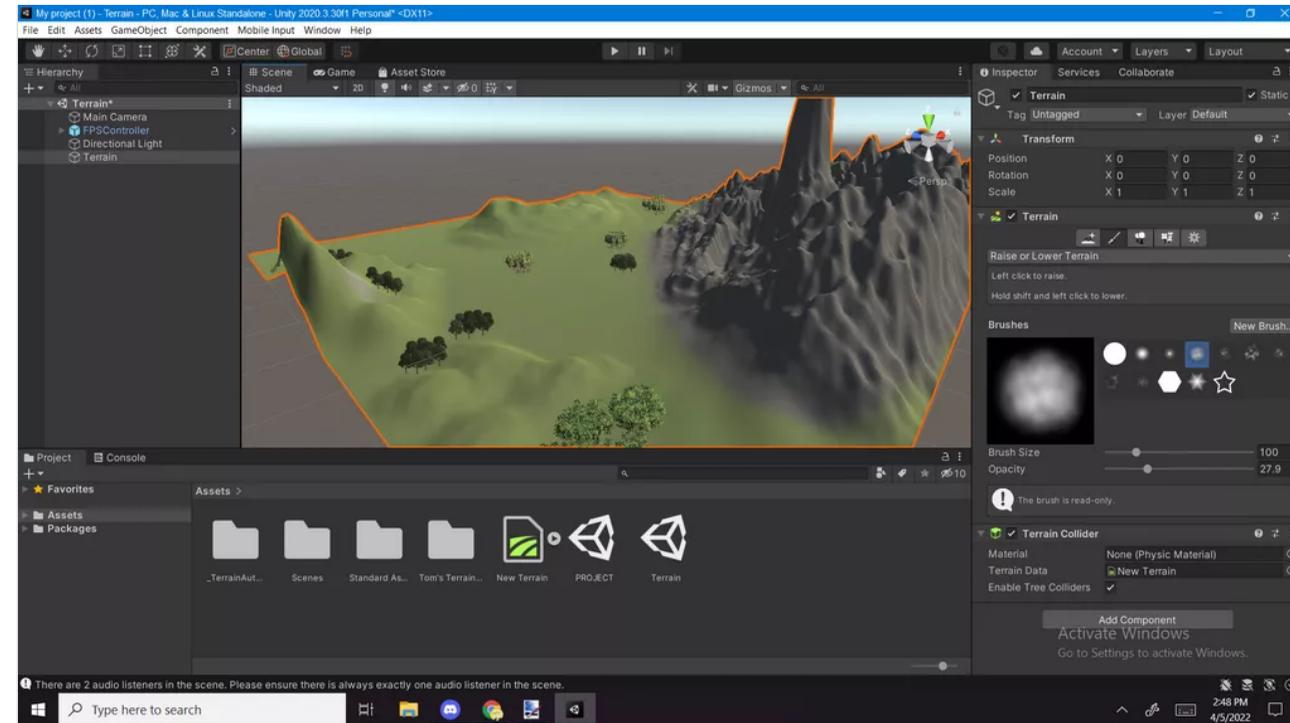
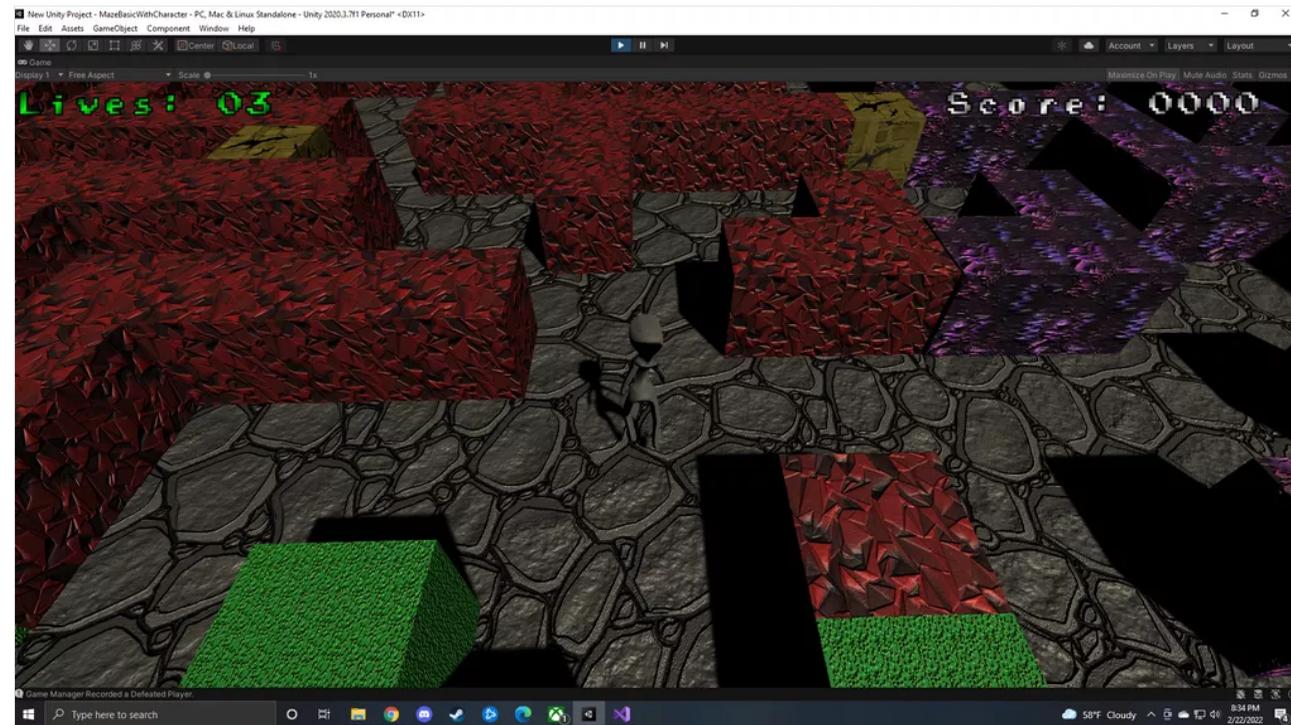
Wasn't sure what I wanted to make the power up so I went with a slice of pizza!

### Also noticed bomb is floating



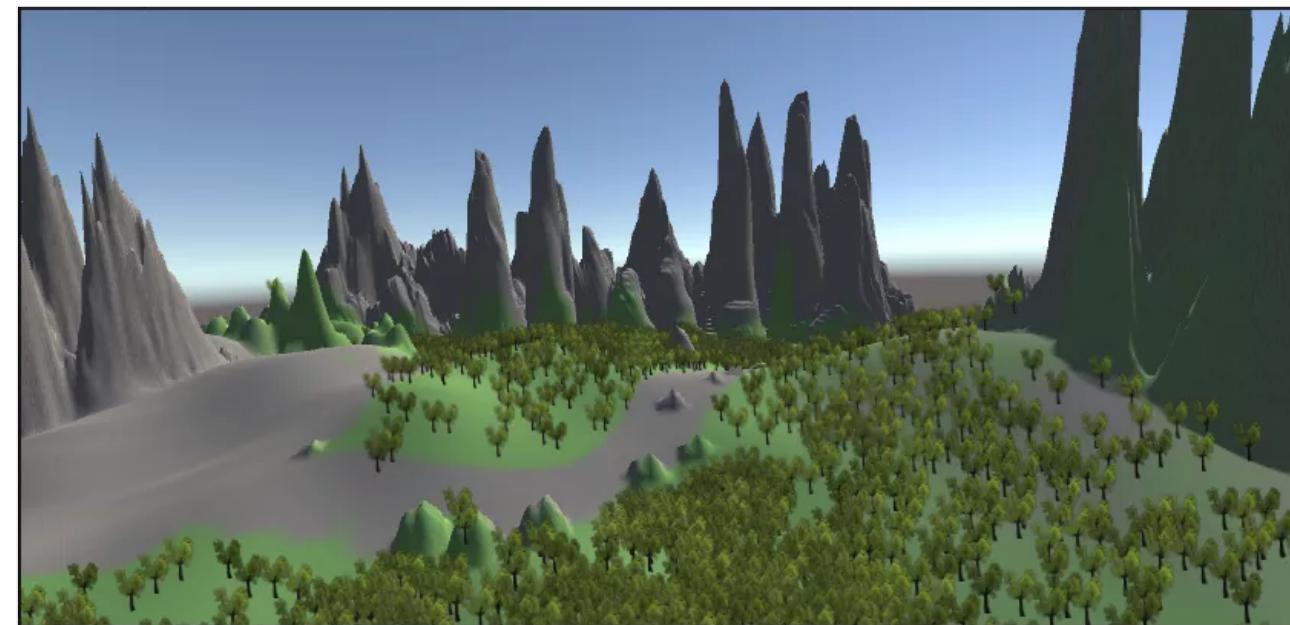
## Added Lives, Score and Win/Lose screen!

Everything is working great only thing I noticed is after getting game over, the screen darkens upon respawning. Not sure if that's intended or gets fixed later on.

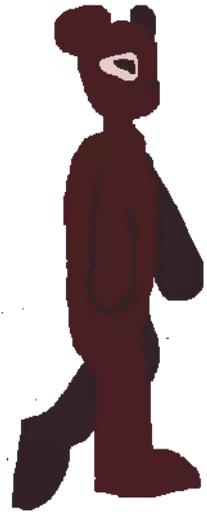
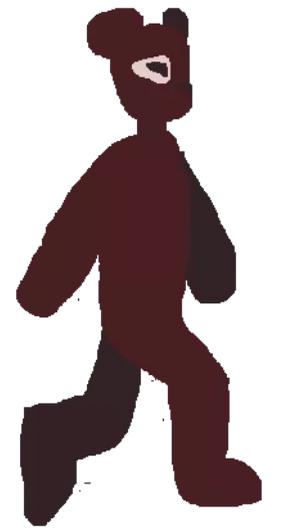


## Hernando Martinez - Terrain in Progress

## Rodrigo Carnero - Terrain Progress



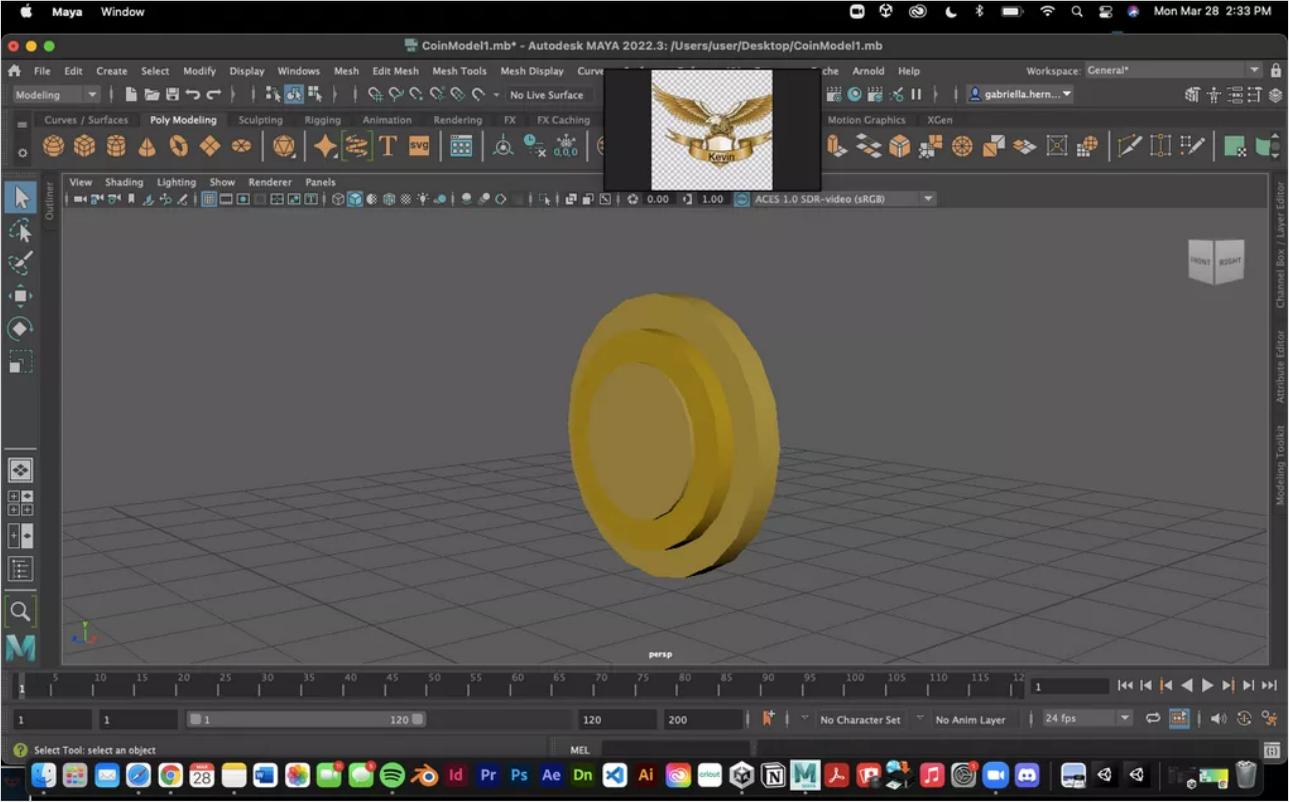
## Gaby- sprite fix





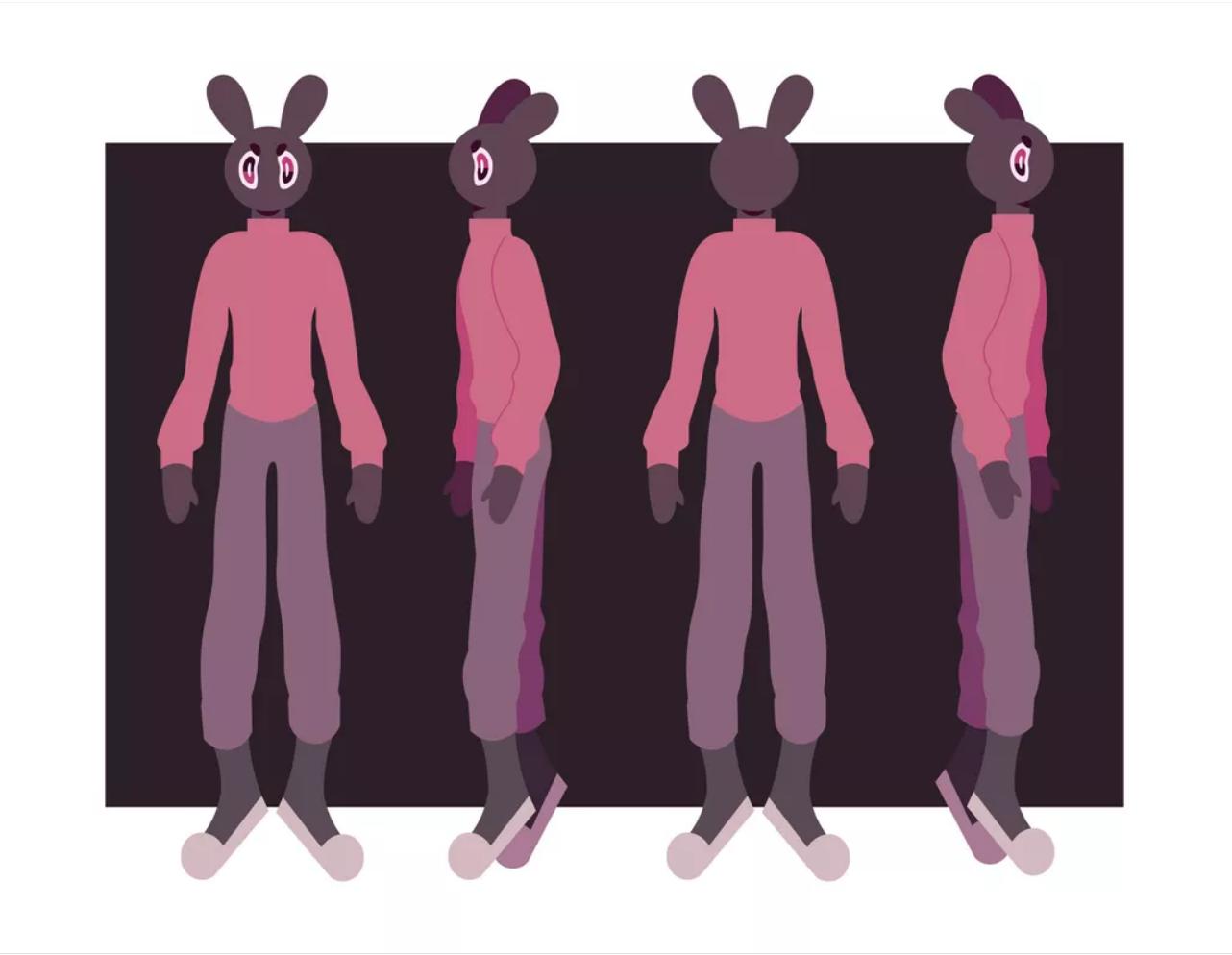
**Gaby-TerrainWIP**

I had made the coin model!

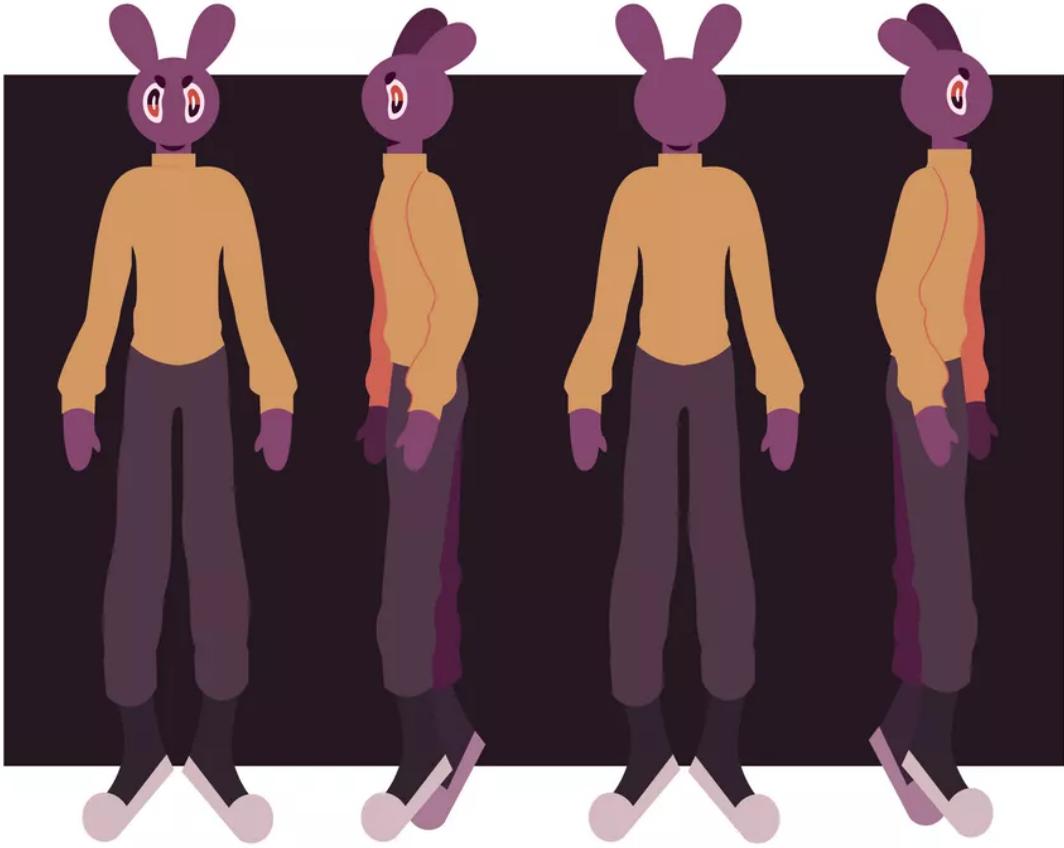


**GABY- Character Ref 1**

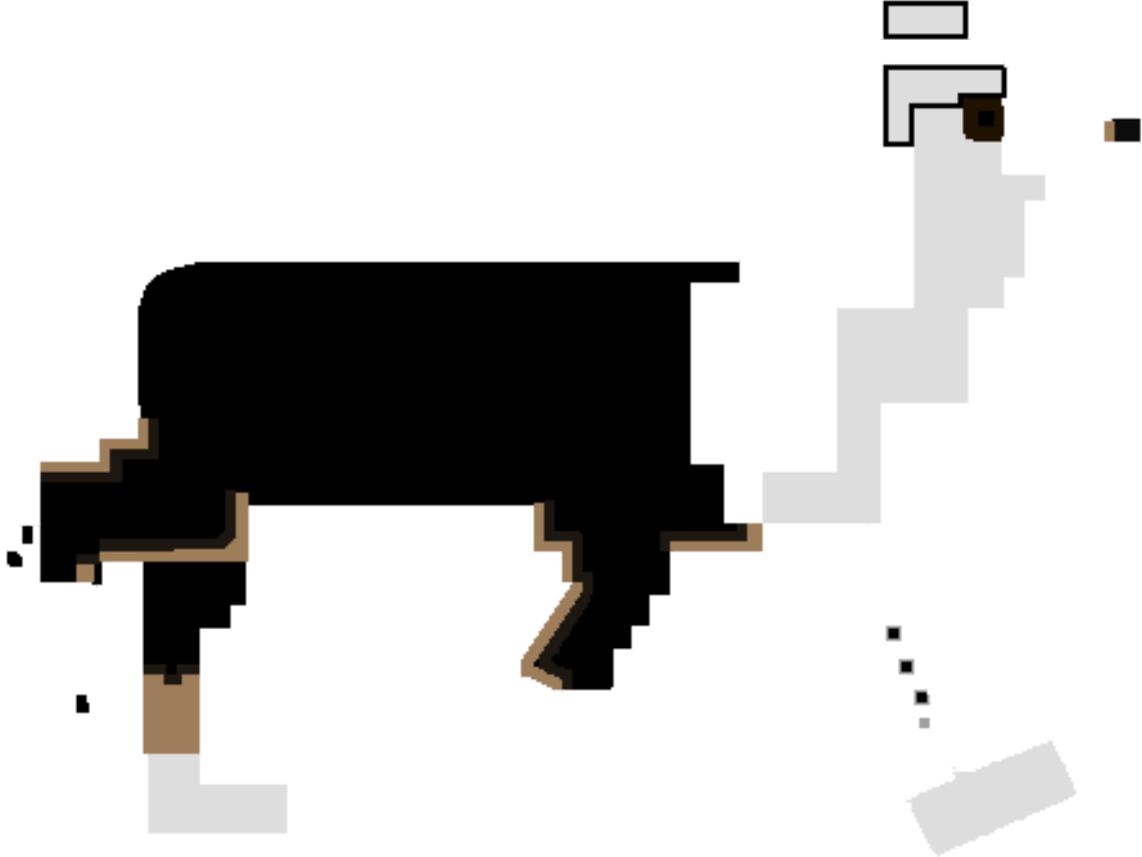
I decided to revamp my character sheets and actually made a different color of this lil guy as the enemy



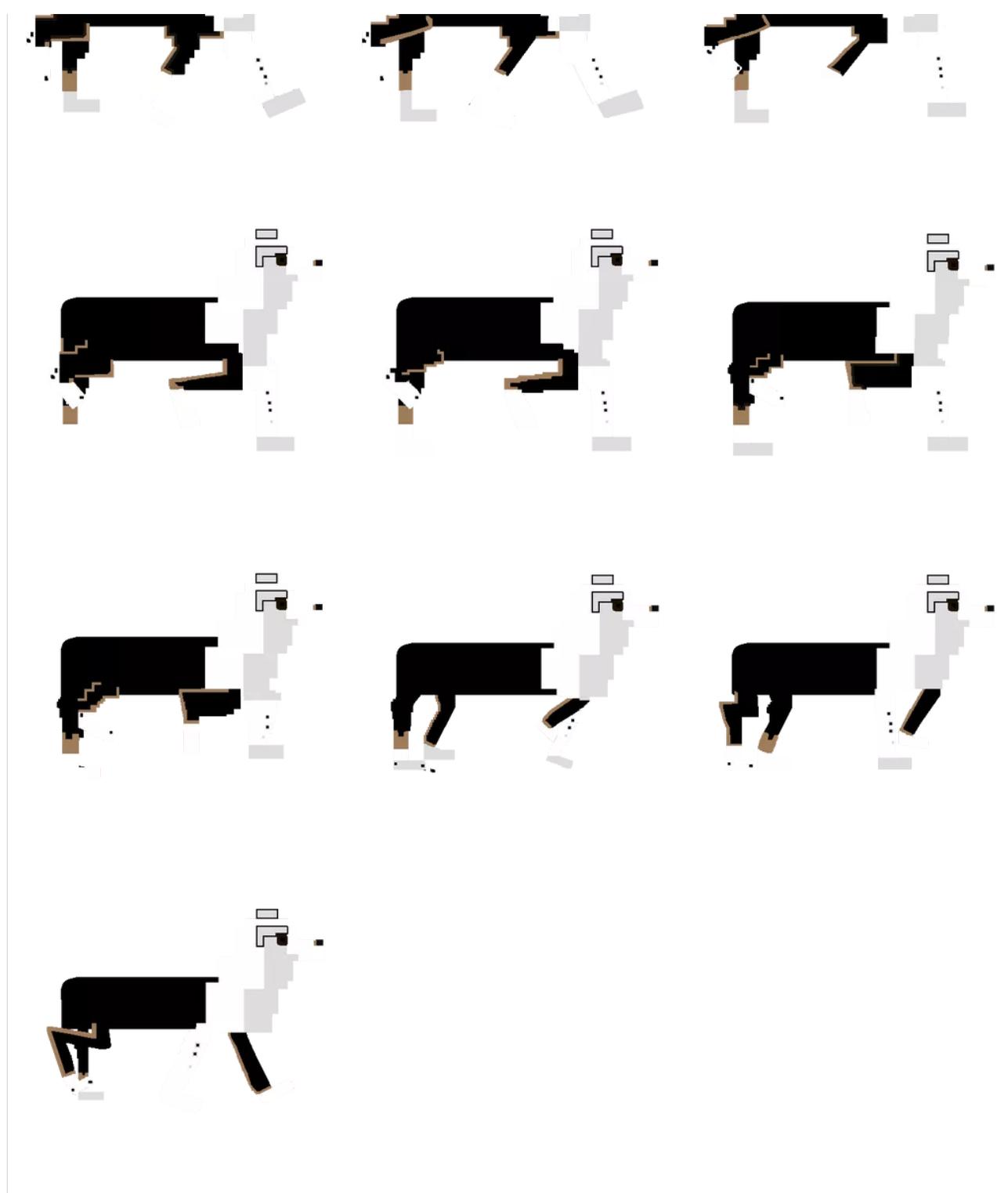
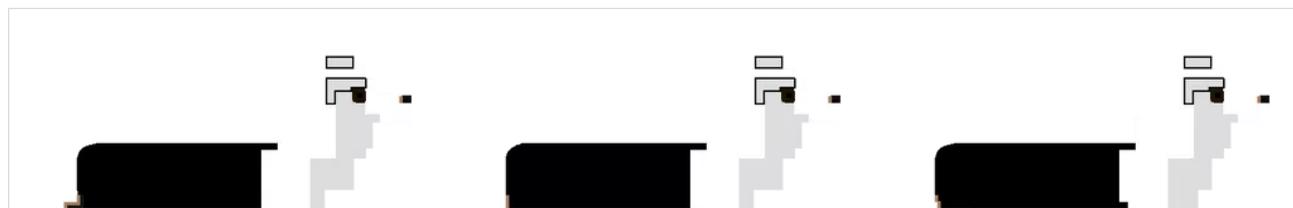
**GABY- Character Ref 2**



Luna ! -Sam

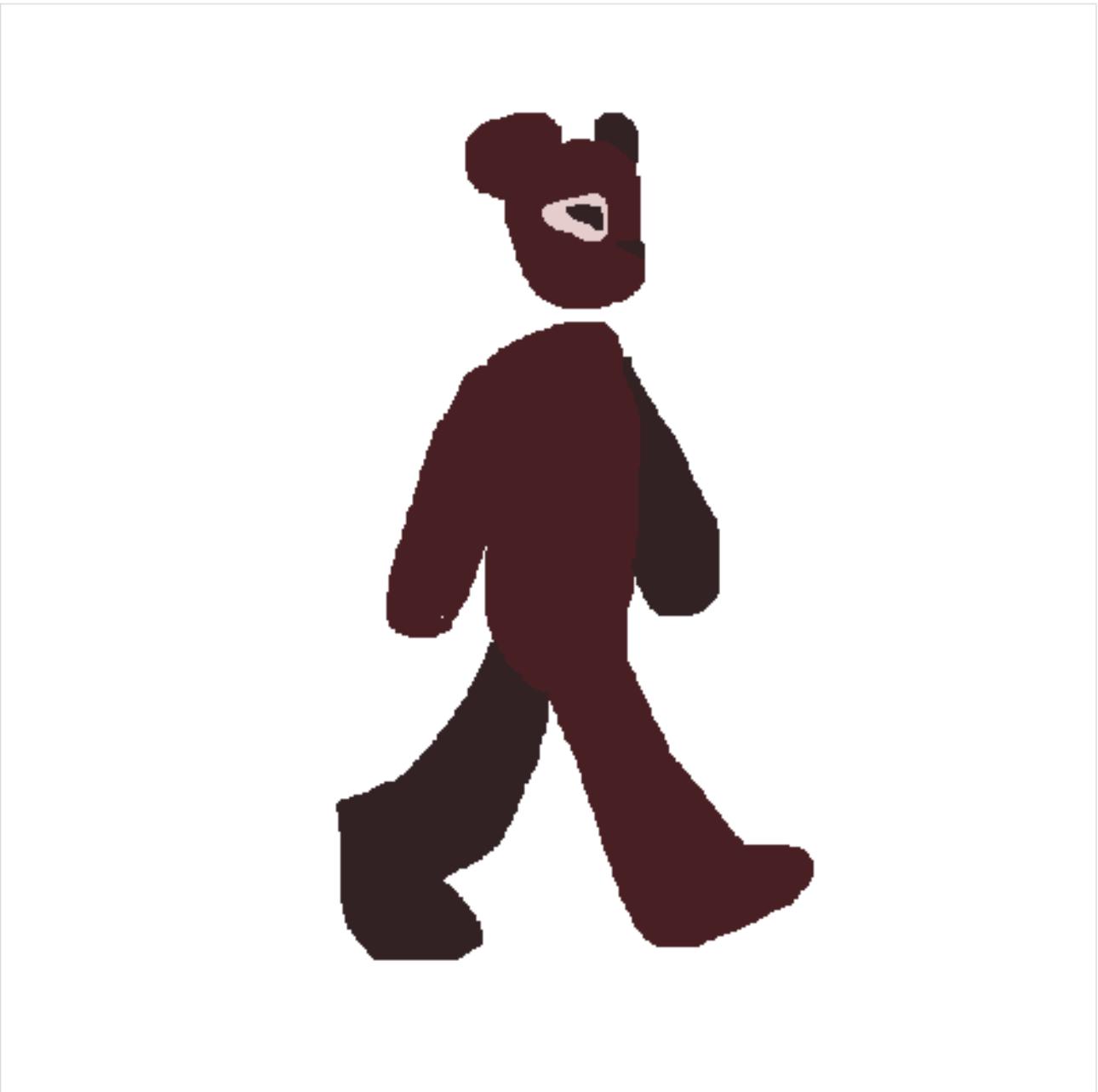


Luna - Sam D.

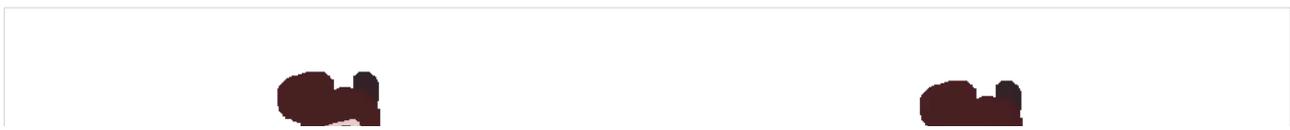


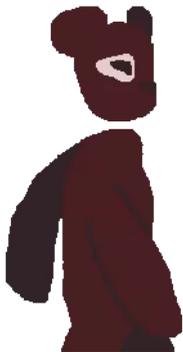
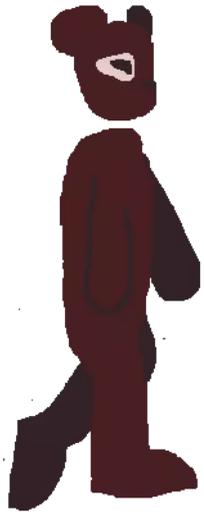
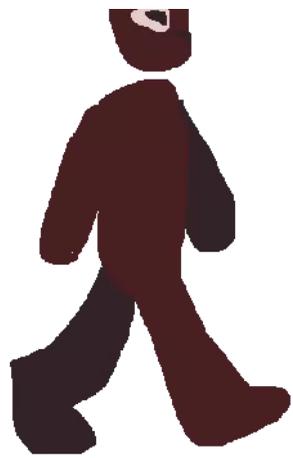
**Gaby- Sprite**

Meet Codi lol



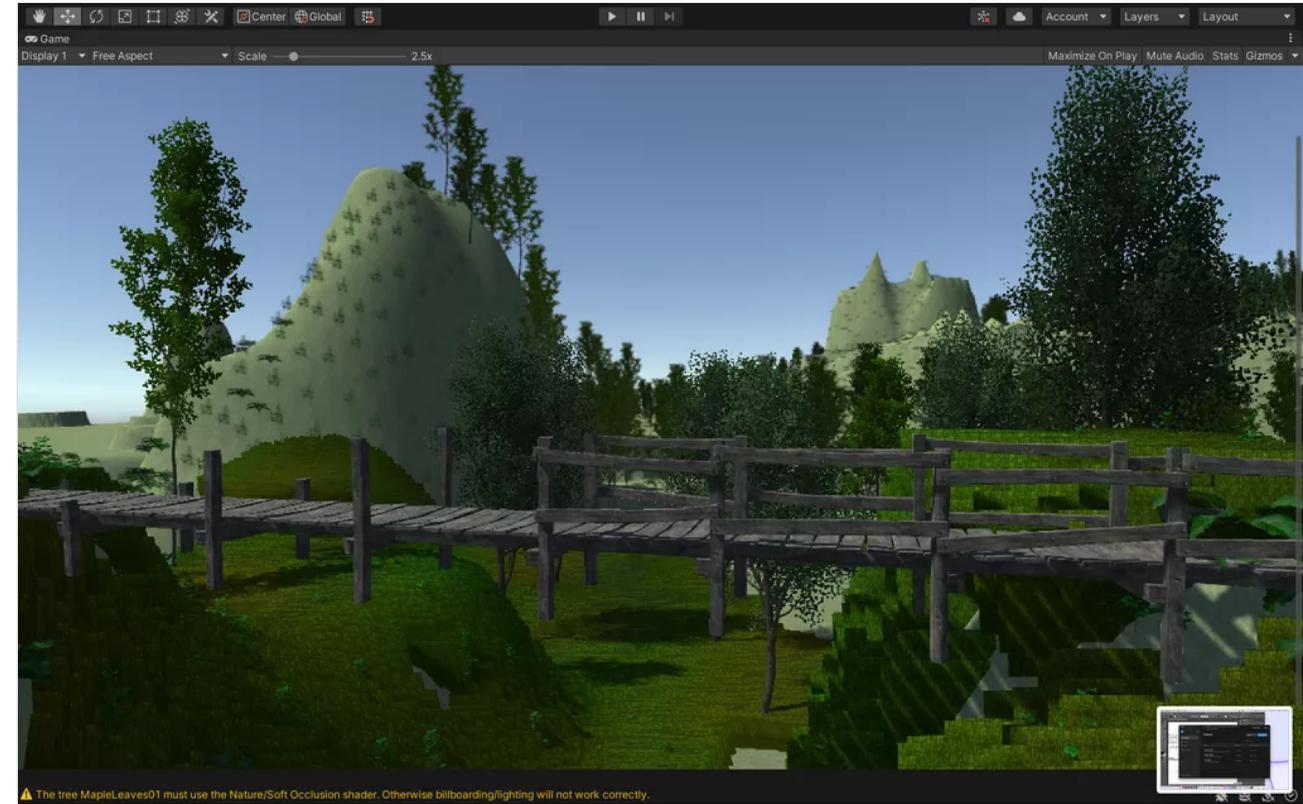
**Gaby-Sprite Sheet**





### Ariel Jaime Prnt Scrn

Here is the terrain so far



### Pick up

isa

obj  
241 Bytes mtl file  
PADLET DRIVE

### Bomb

Isabela

**obj**  
456 Bytes mtl file  
PADLET DRIVE

## Charater

**tinker**  
502 KB obj file  
PADLET DRIVE

## character walking

Isabela

**Walking**  
556 KB fbx file  
PADLET DRIVE

## NEW MAZE PACKAGE FILES

Good afternoon. This is Kevin Belington. 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 appintment with you on Wednesday, February 28<sup>th</sup> at 12pm or whatever time is convenient for you. Please send me the Zoom link to confirm. Thank you.

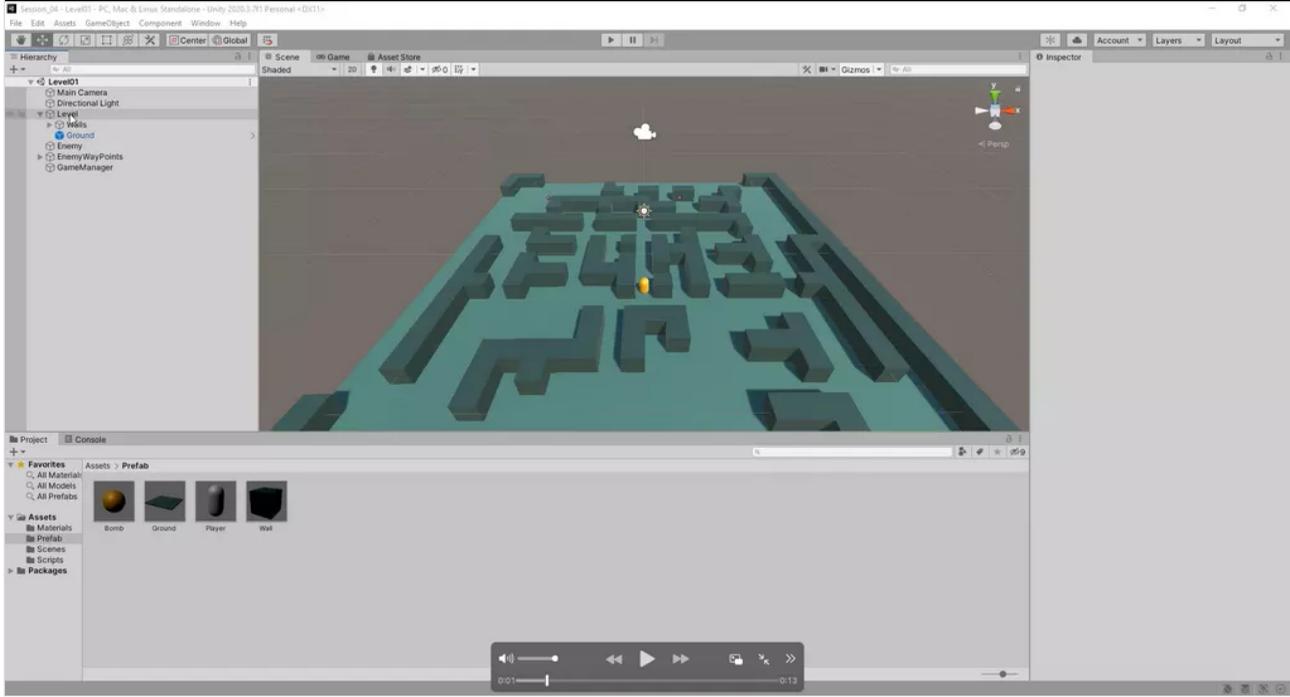
Sincerely,

Kevin Belington

**NEW\_MAZE\_PACKAGE\_FILES**  
500 KB unitypackage file  
PADLET DRIVE

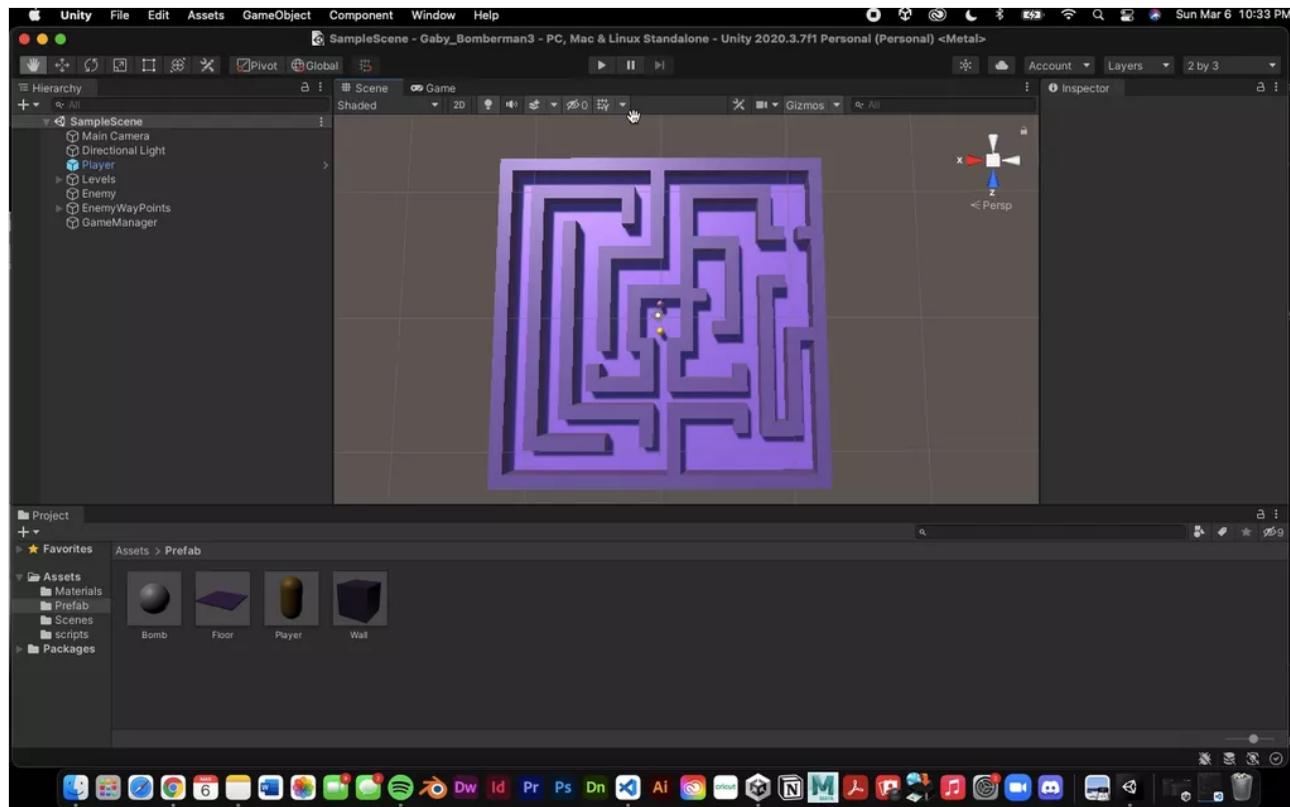
## Where I Left Off via Tutorial

By Kevin Belington



## Gaby-WIP (1)

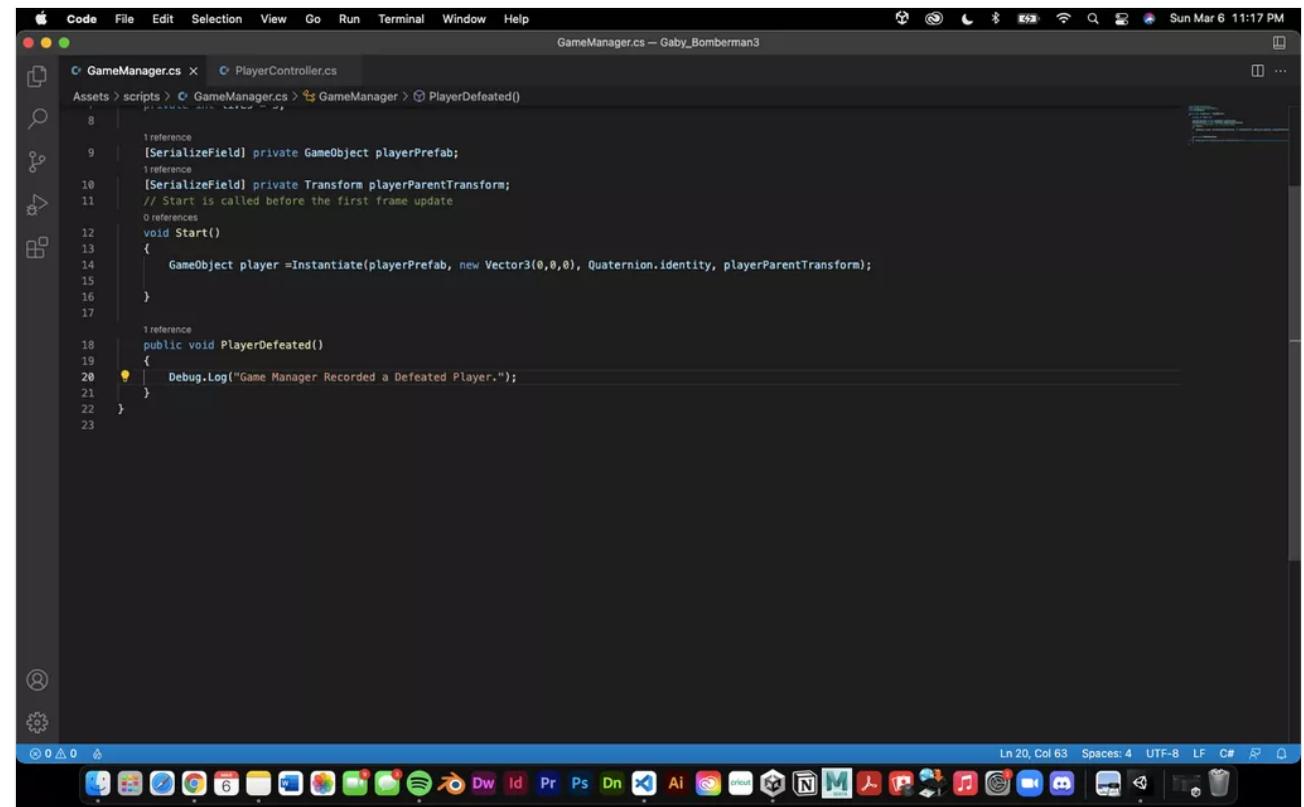
Hey professor! So I had finished the array portion and actually fixed that error that I addressed last week, however... when I finished the array, this happened to me that my enemy just kind of stops. I am not sure if it is supposed to do that, (I am pretty sure it is because I think it did it to you 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  
PADLET DRIVE

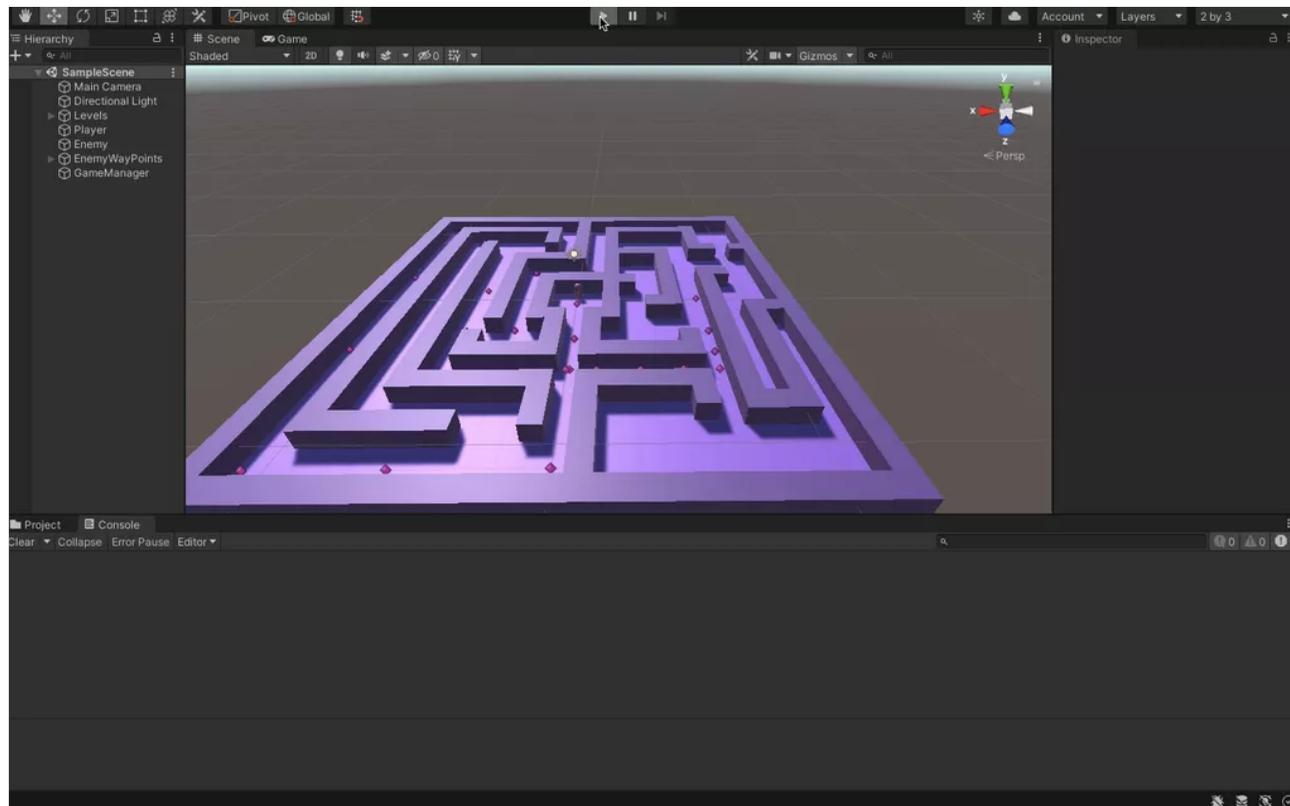
## Gaby-WIP (2)

(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. HELPPPP! 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

PADLET DRIVE

## Gaby Package!

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

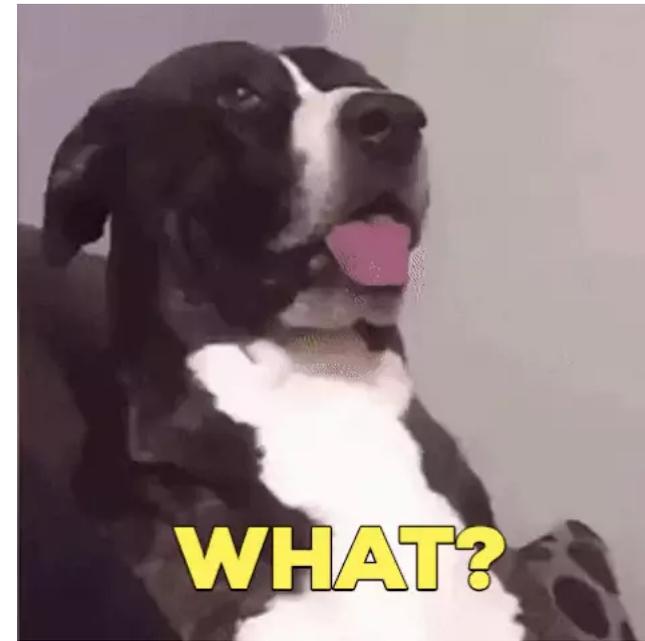
Gaby\_GameManagerStart(20Percent)

92 KB unitypackage file

PADLET DRIVE

## 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!

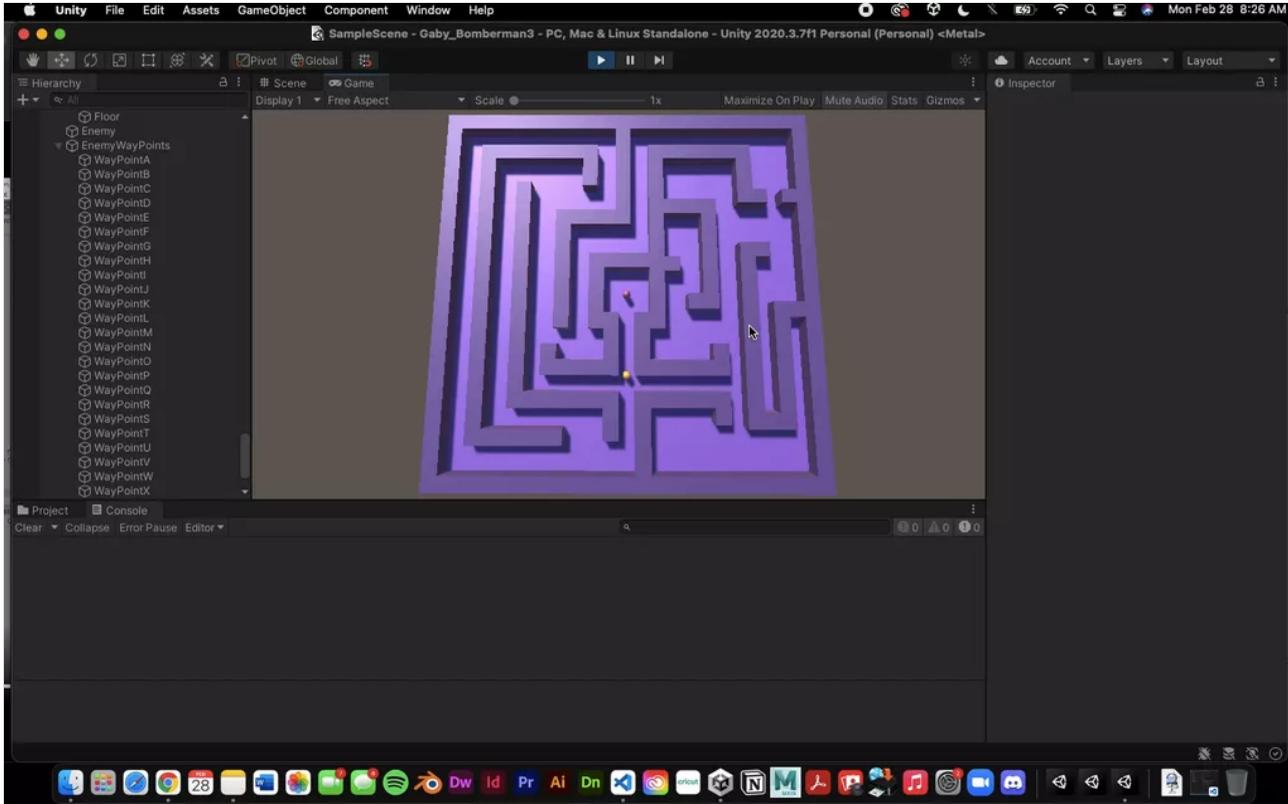
but yes! in the video, the enemy is functioning and moving, however I was currently adding the minus integer to my code, which was probably done in video **eight (08) in array**. After I did that, it was working fine still, however, near the end where the actions of the enemy are looped it seems, the 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



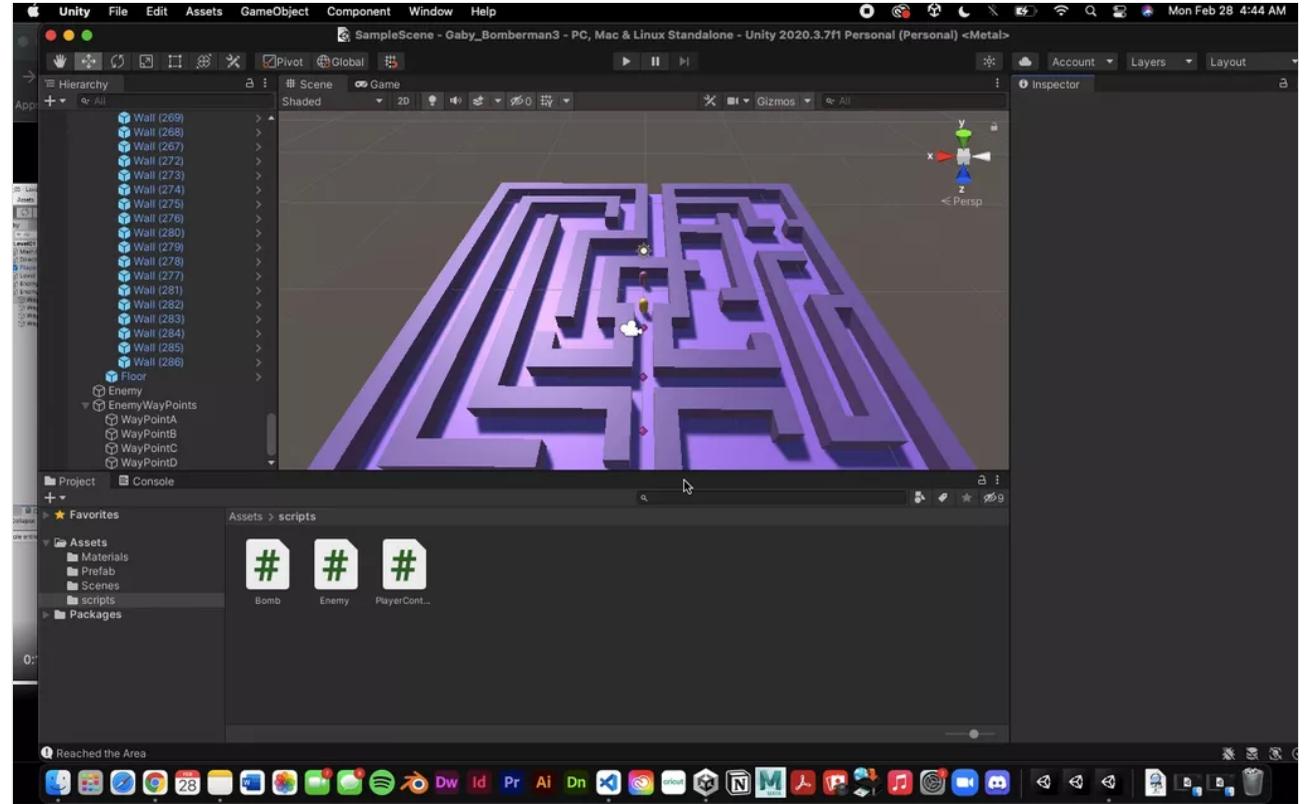
Untitled

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

PADLET DRIVE

## Gaby-BackupPackage

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

### Gaby\_BombermanEnemyStart

87.2 KB unitypackage file

PADLET DRIVE

## 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

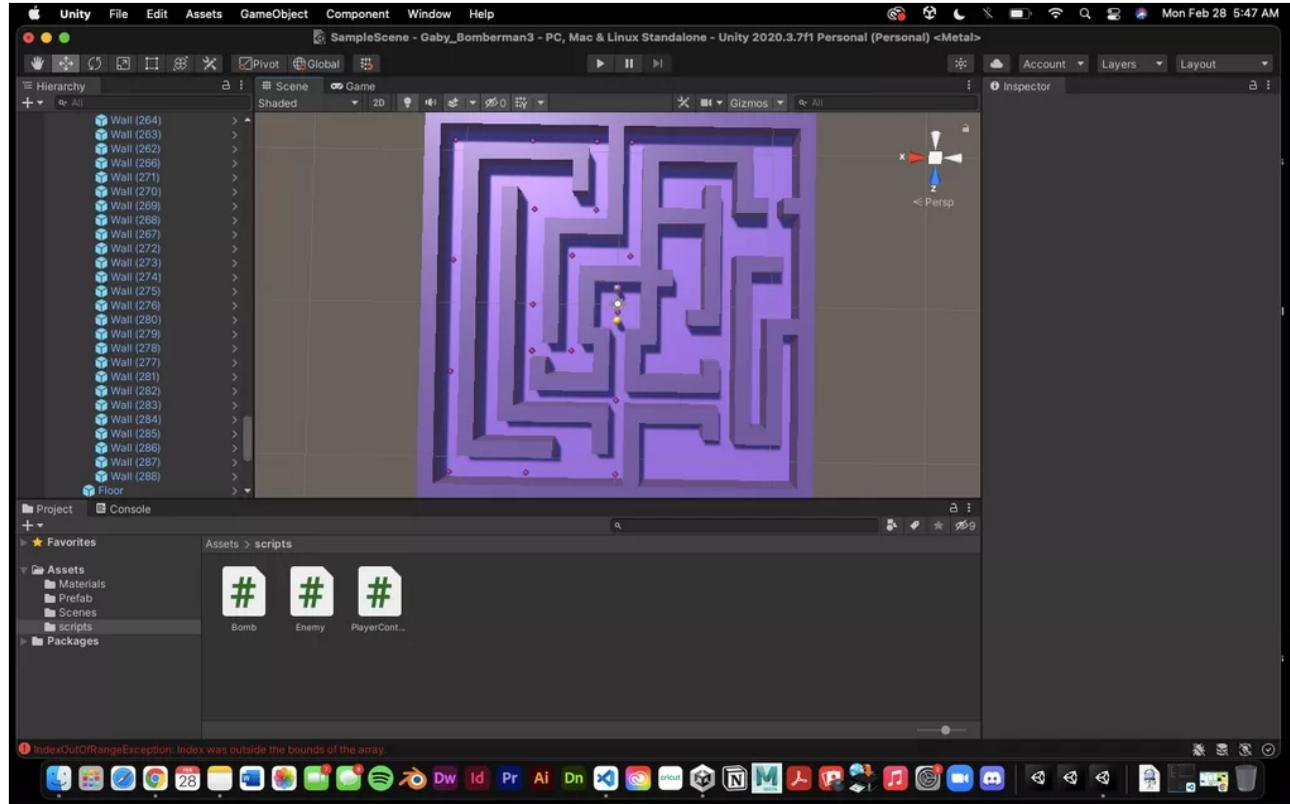
### Gaby\_BomberMan50Percent

91.2 KB unitypackage file

PADLET DRIVE

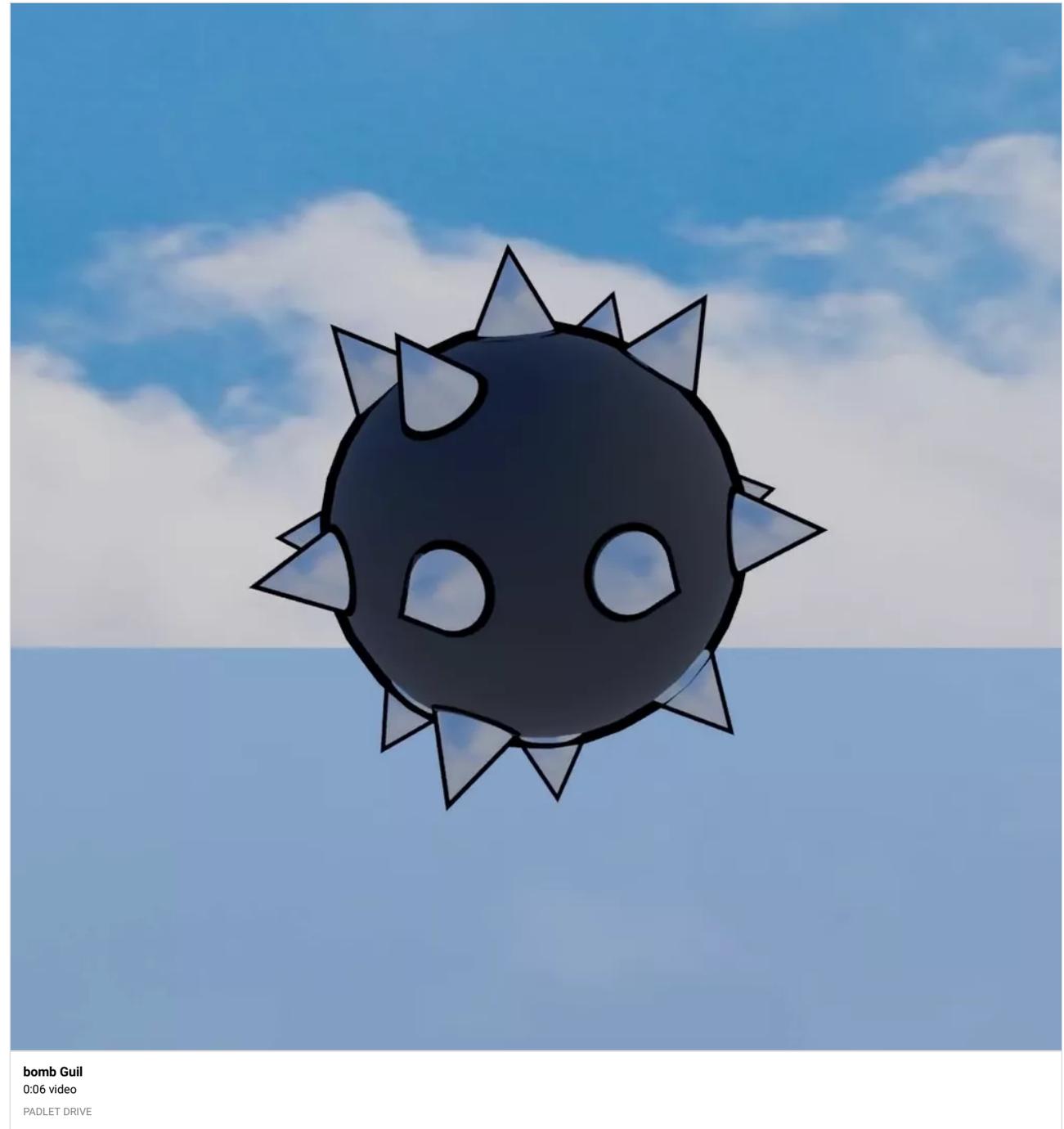
## Gaby-MadeUpProgress5

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 ;-;



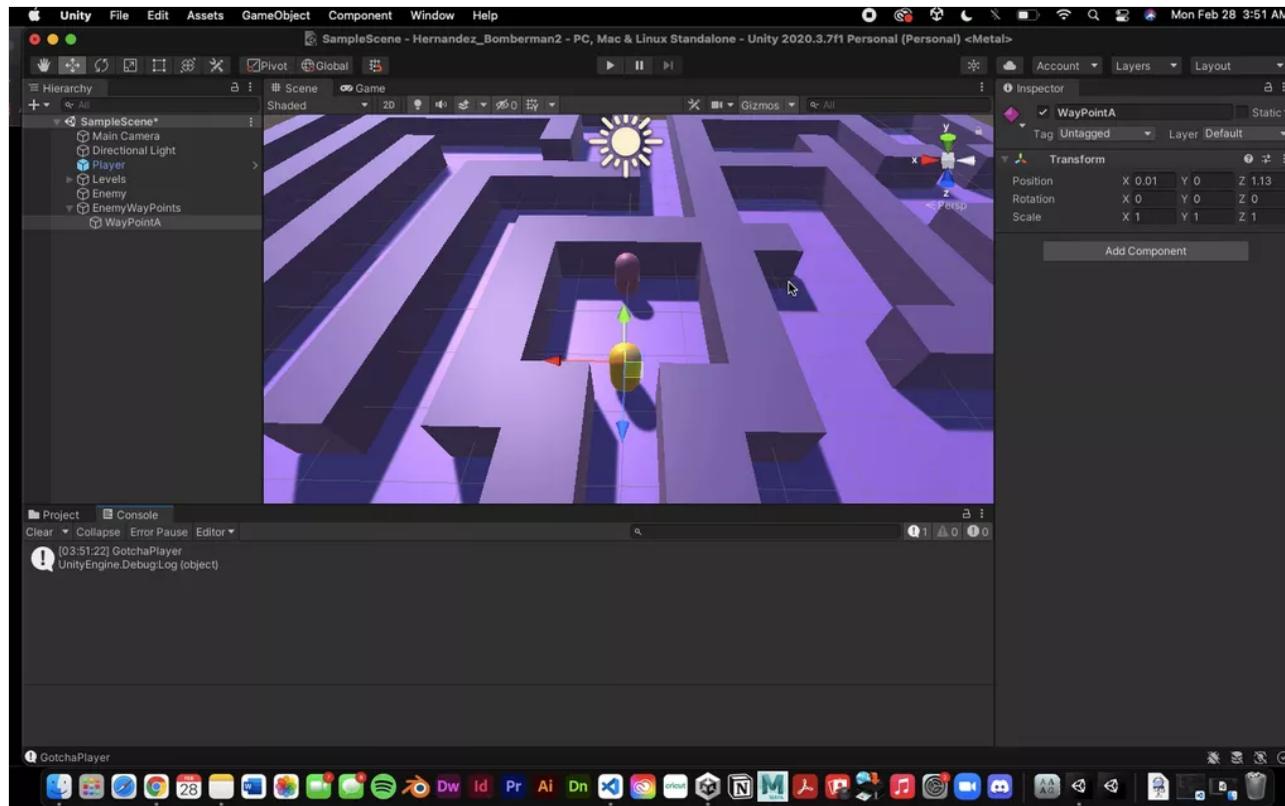
## Guil Bomb

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



## 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!



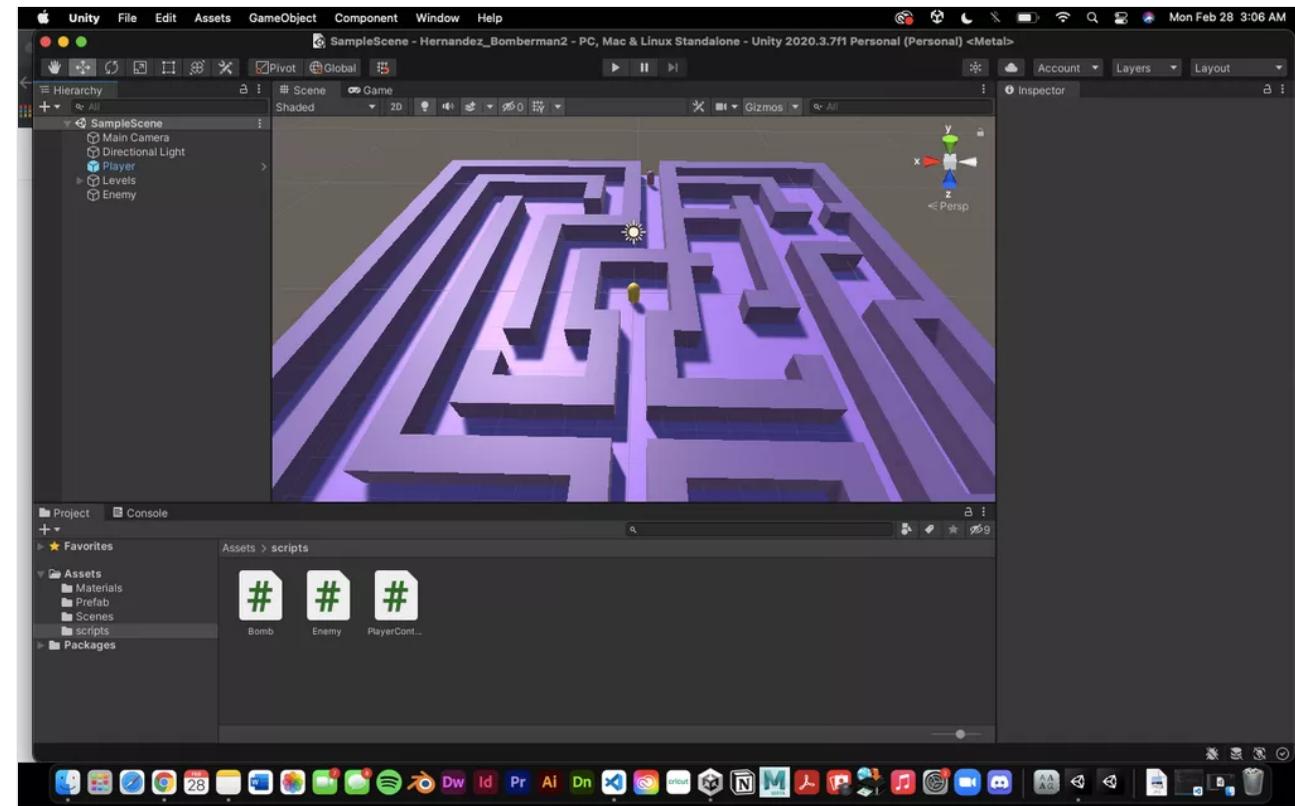
Screen Recording 2022-02-28 at 3.51.40 AM

0:45 video

PADLET DRIVE

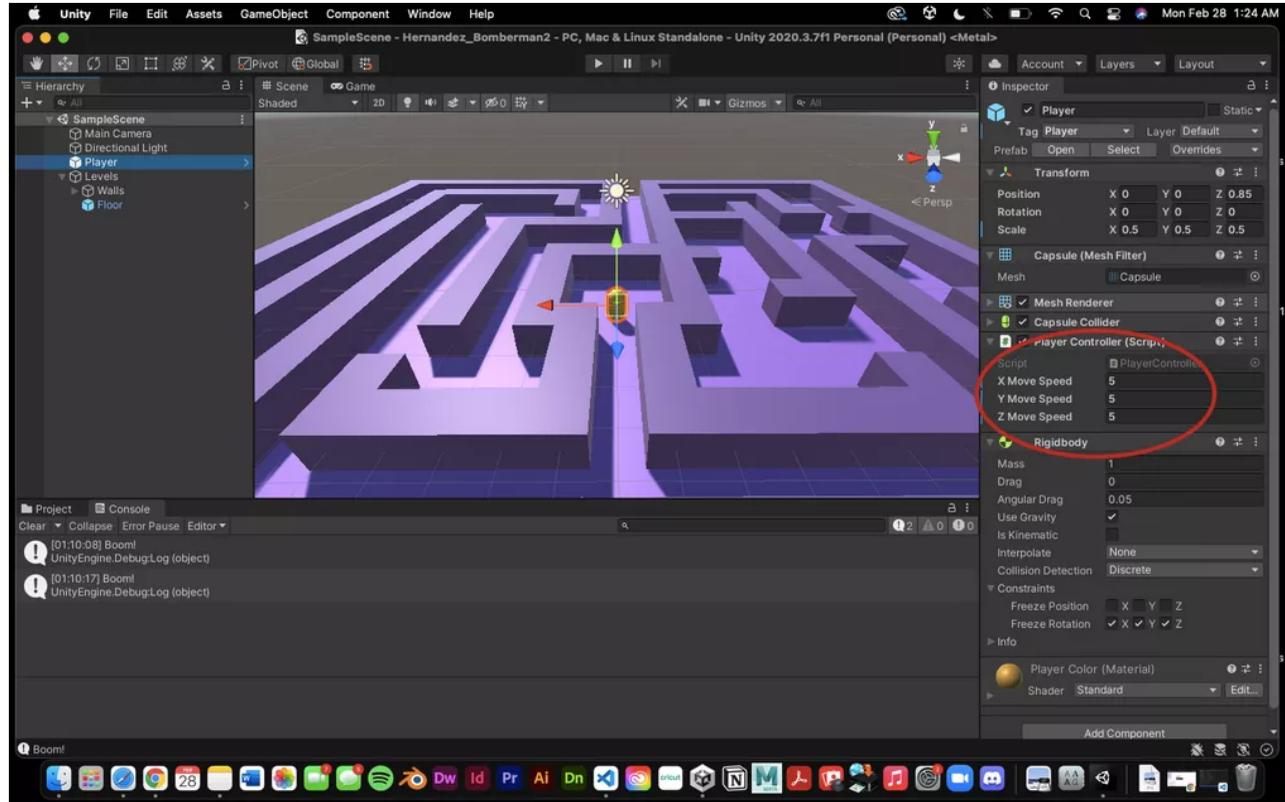
## Gaby-MadeUpProgress 2

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!



## 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



### 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

PADLET DRIVE

### 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.

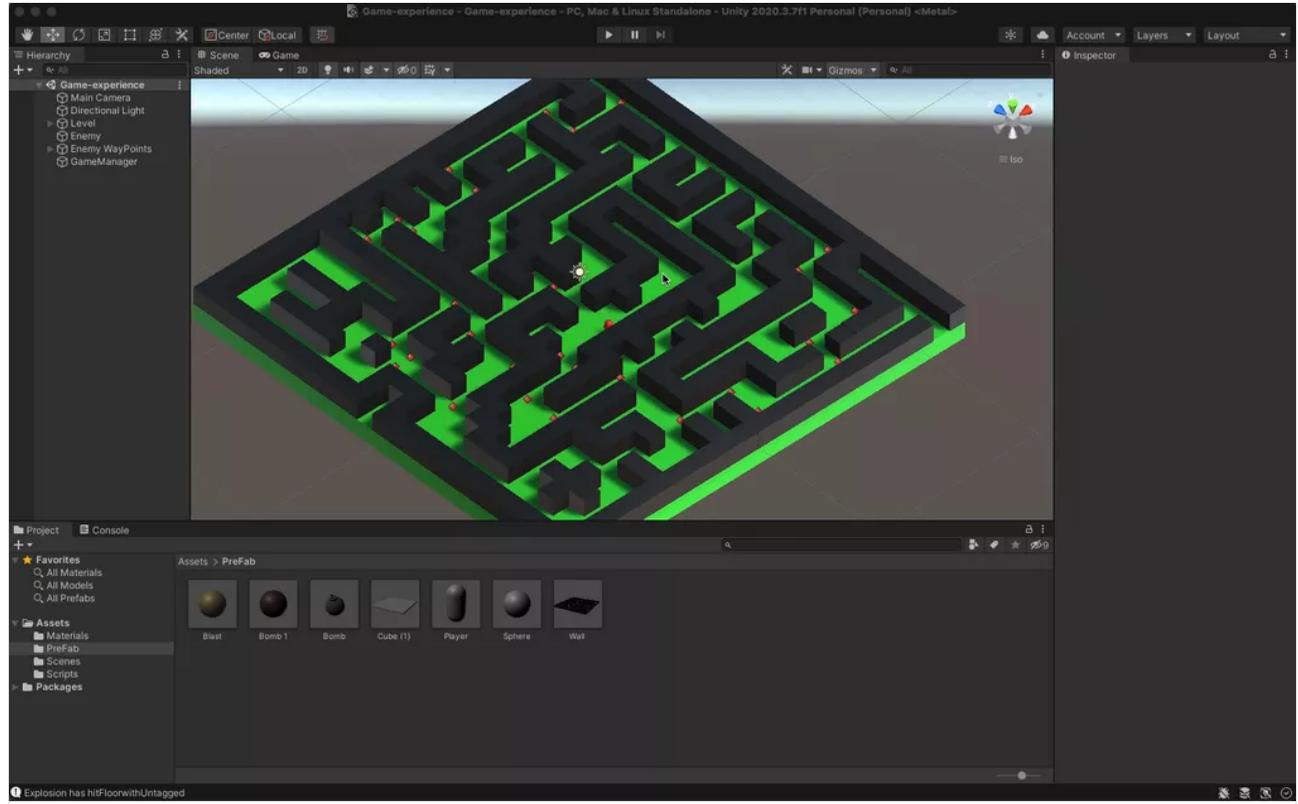
**maze\_project\_rodrigo**

164 KB unitypackage file

PADLET DRIVE

### ISSUE WITH THE BOMB - RODRIGO CARNERO

Hi professor... here in my project I'm having an 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!!!



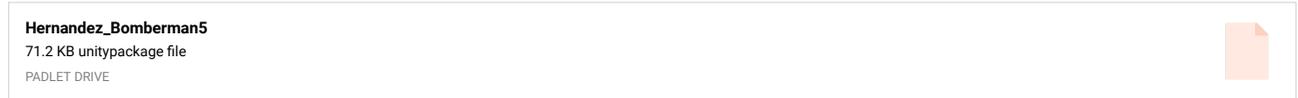
**Screen Recording 2022-03-05 at 10.45.24 PM**  
 0:18 video  
 PADLET DRIVE

**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



**Gaby-Help pt2**

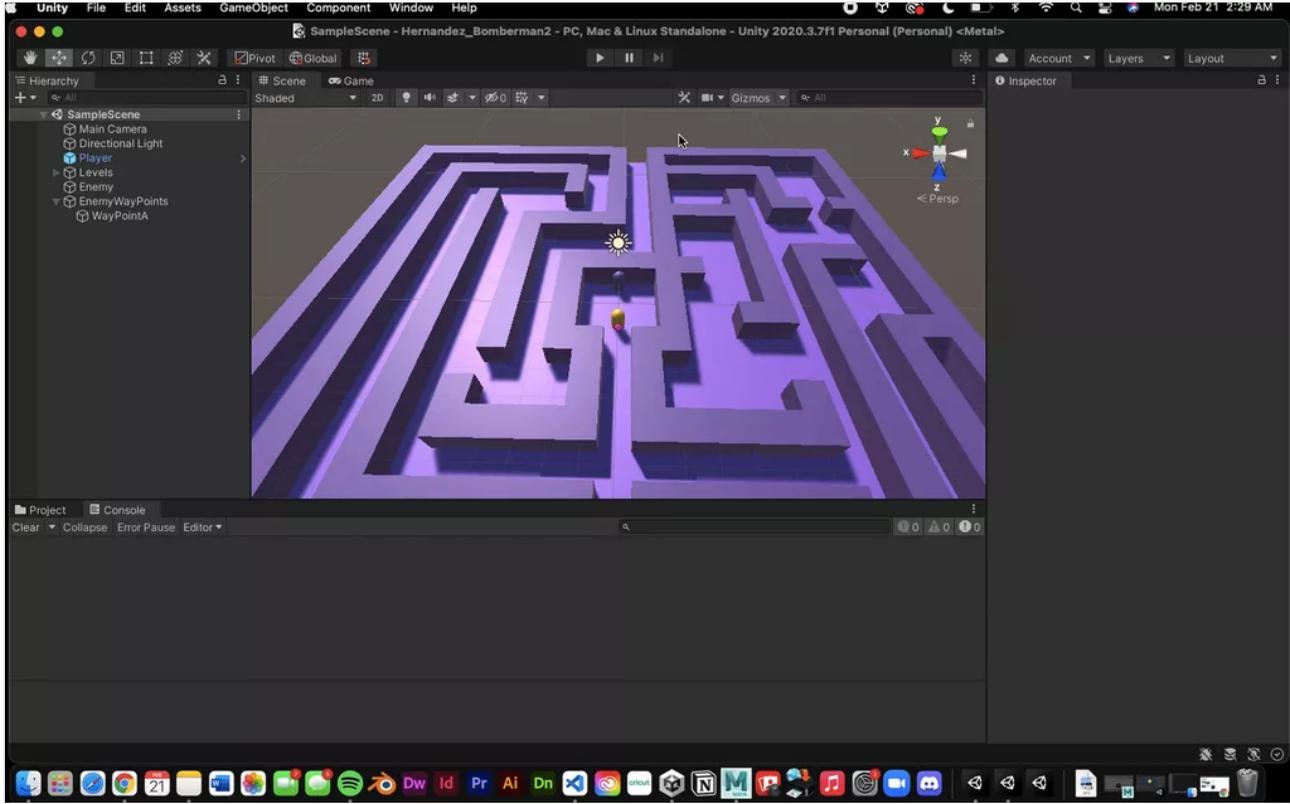
I may actually have to start a little from square one because now I messed everything up, and I also have to redo my enemy and waypoints because I had deleted those in a frenzy while trying to fix everything, it's literally a mess UGH! I'll keep you posted throughout the week because I have to restart 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**

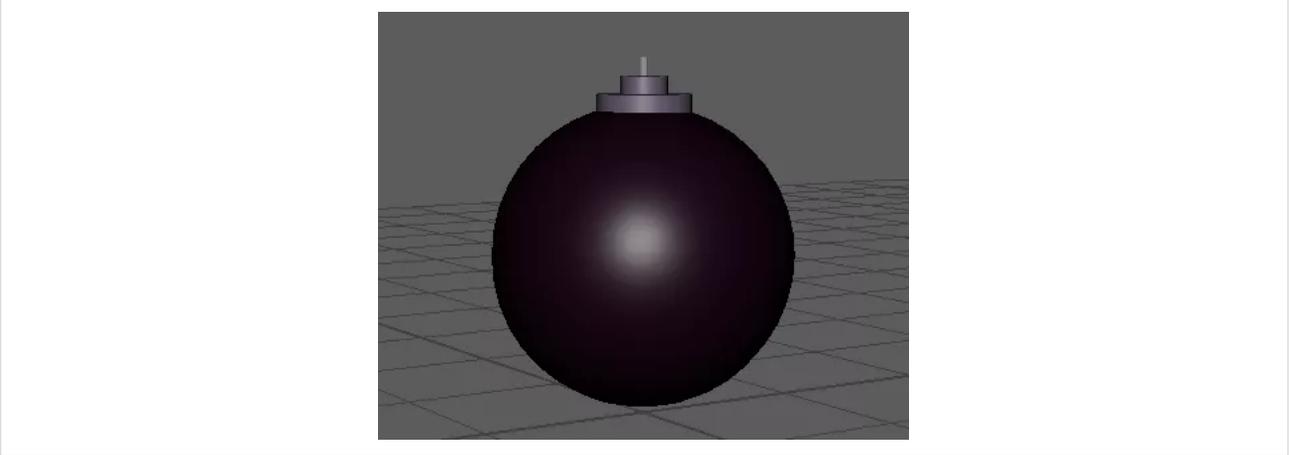
So, after watching the last zoom session to see what you did to fix the Rigidbody problem, I applied it my own project file and from there, referred back to the other zoom session I was using to build and make progress with my game. So now, I am catching up with the little things I missed due to the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



**Hernandez\_BombermanProgress**  
 0:47 video  
 PADLET DRIVE

**Gaby- Bomb Model Progress**

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



### Shara Mae - Faulty Package

Hmmm, 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)



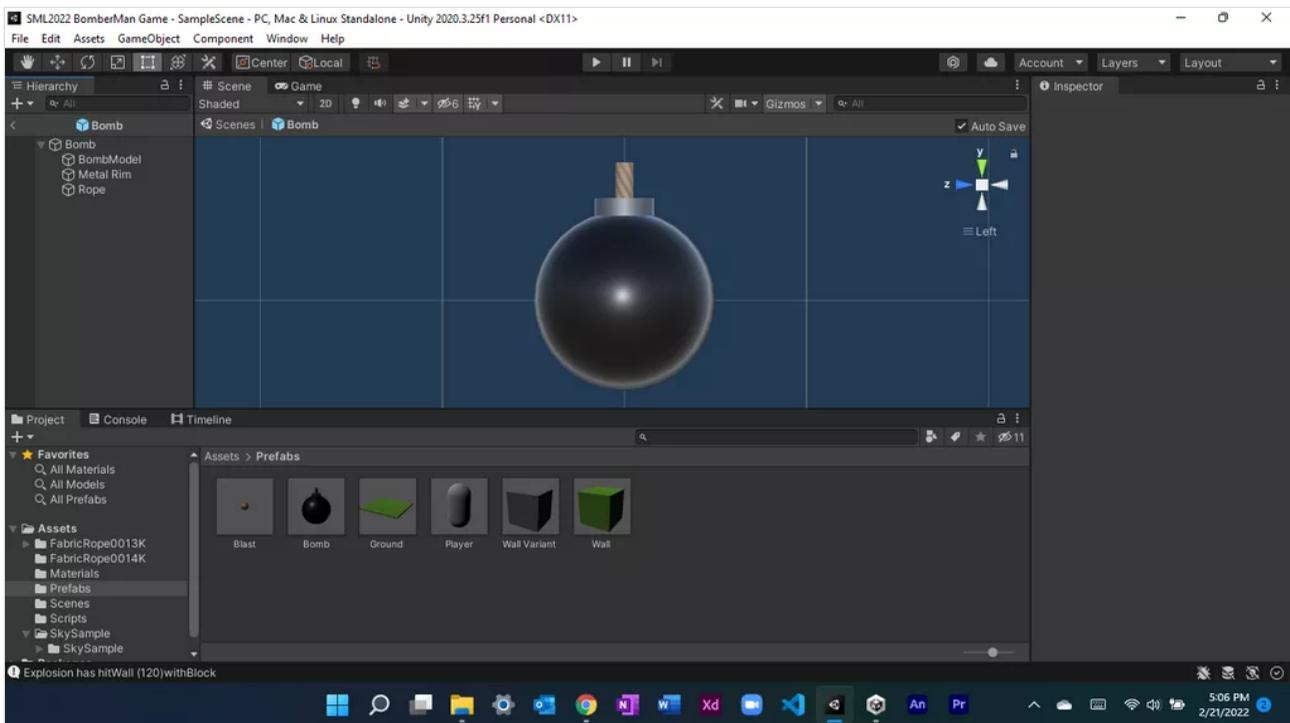
### Shara Mae - Having Trouble

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!

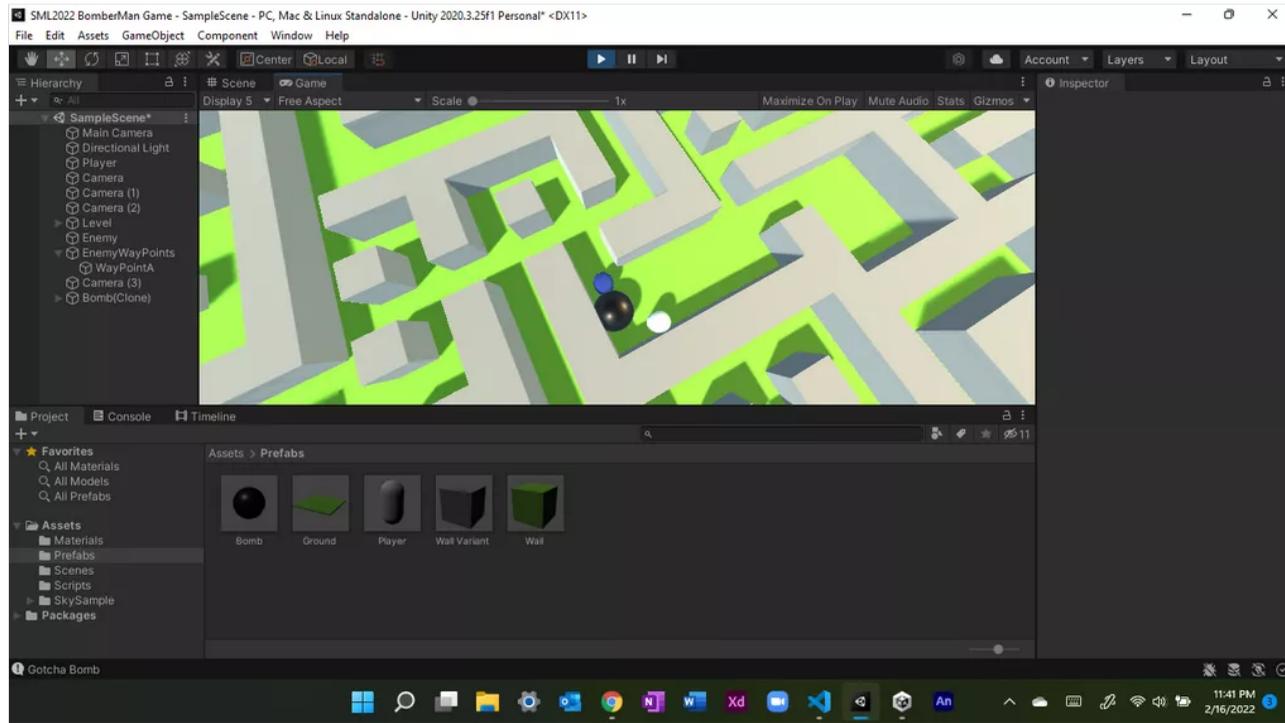


SML2022 BomberMan Game - 02212022 Enemy Cannot Be Defeated By Bomb 3  
0:28 video  
PADLET DRIVE

### Shara Mae - Bomb Model!!!

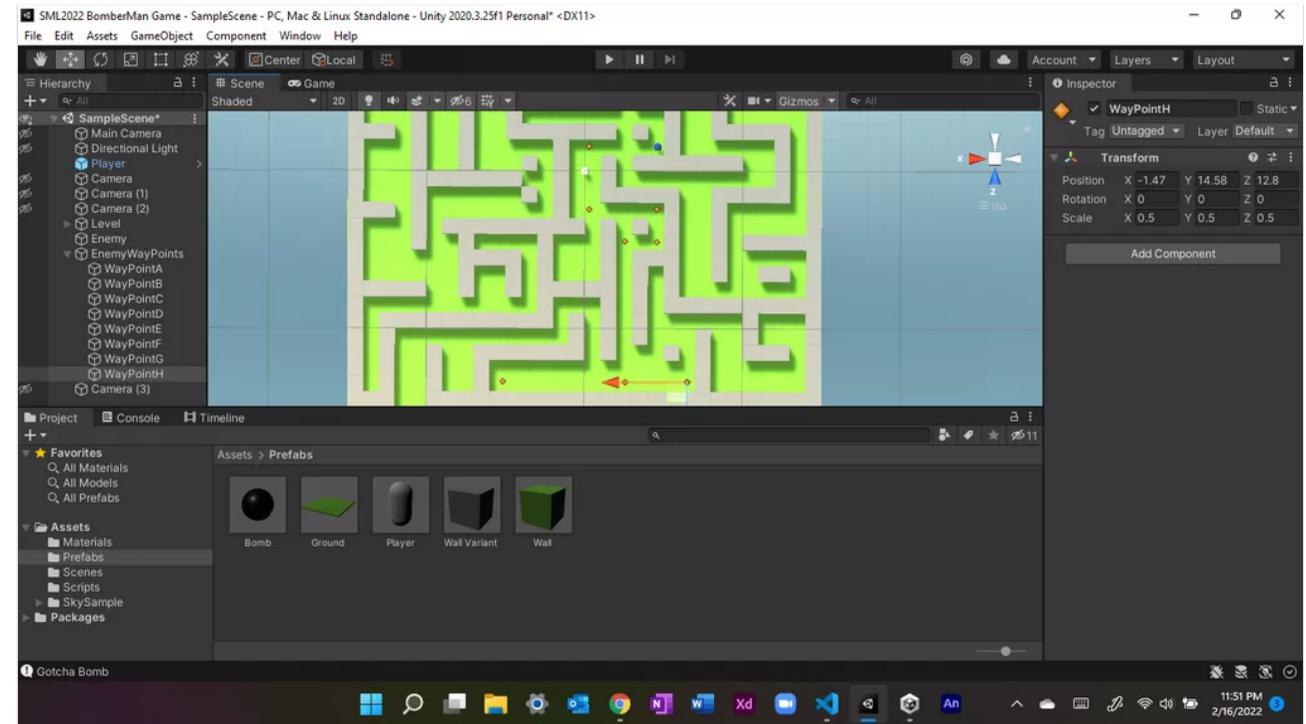


## Shara Mae - Debug Messages Work!



## Shara Mae - Waypoint Progress!

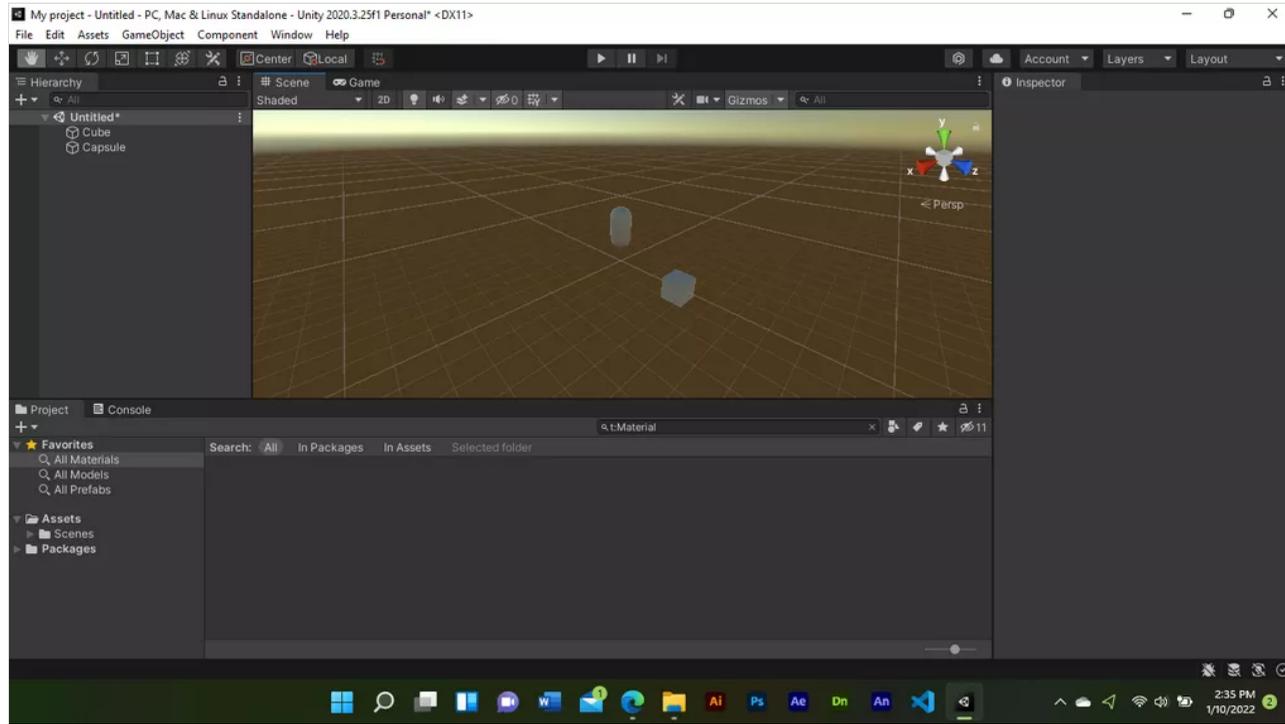
I'm finishing up Part B of H and I'm having too much fun putting in the waypoints XD It is really cool to see how the enemy is controlled to follow the points set by us!!!



## 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)

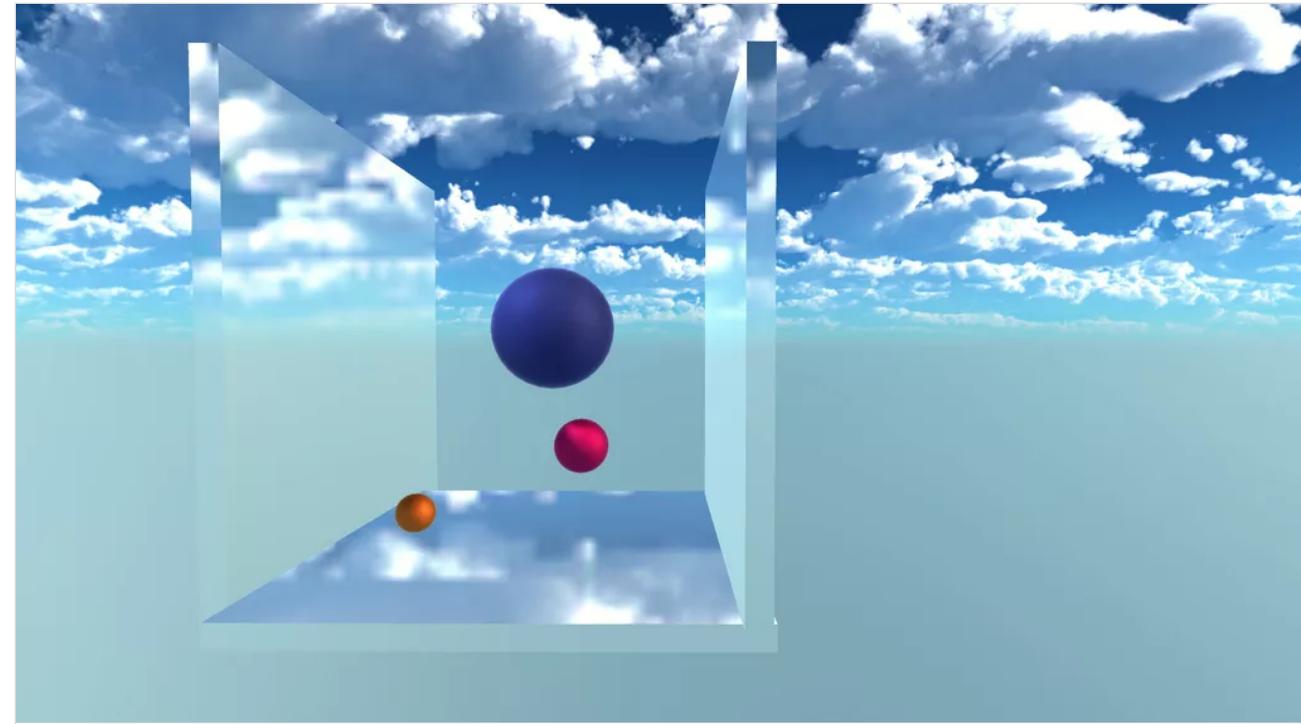
**Maze-20220120-151943**  
12.9 KB piskel file

PADLET DRIVE



## 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

PADLET DRIVE

## UPLOADED- GABY

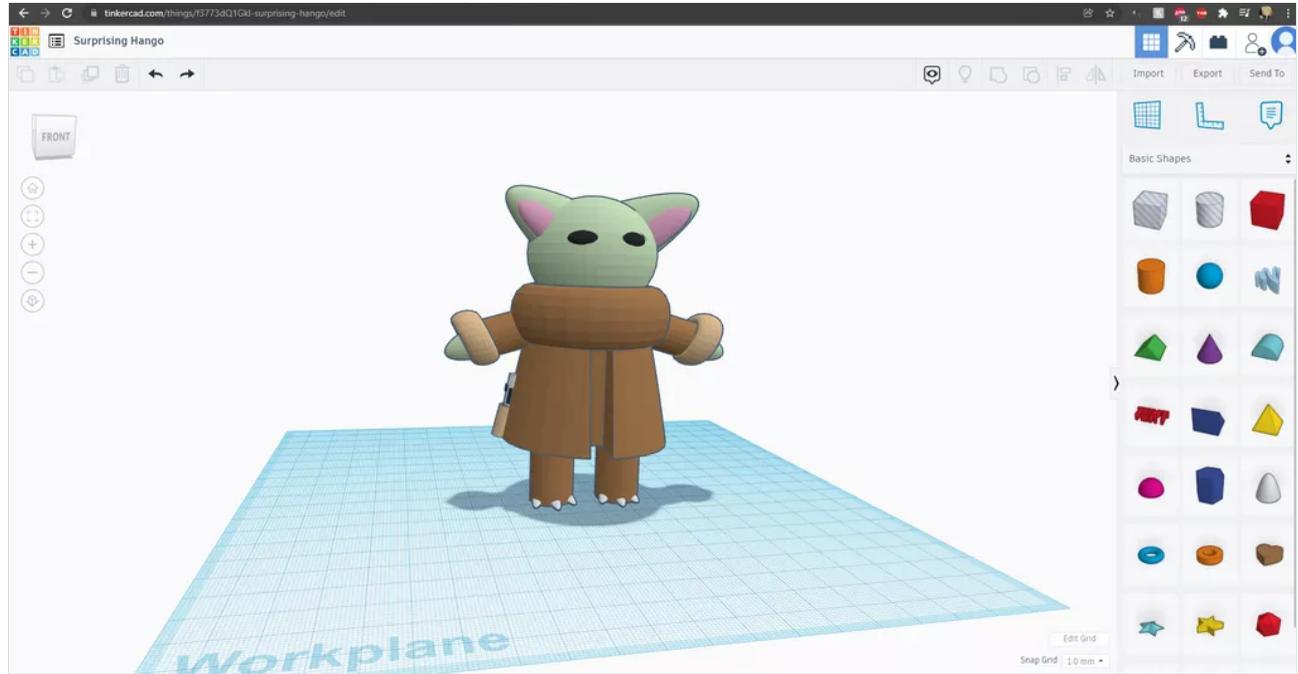
Ok ok! so I uploaded the package prof! <3

## Hey Professor!

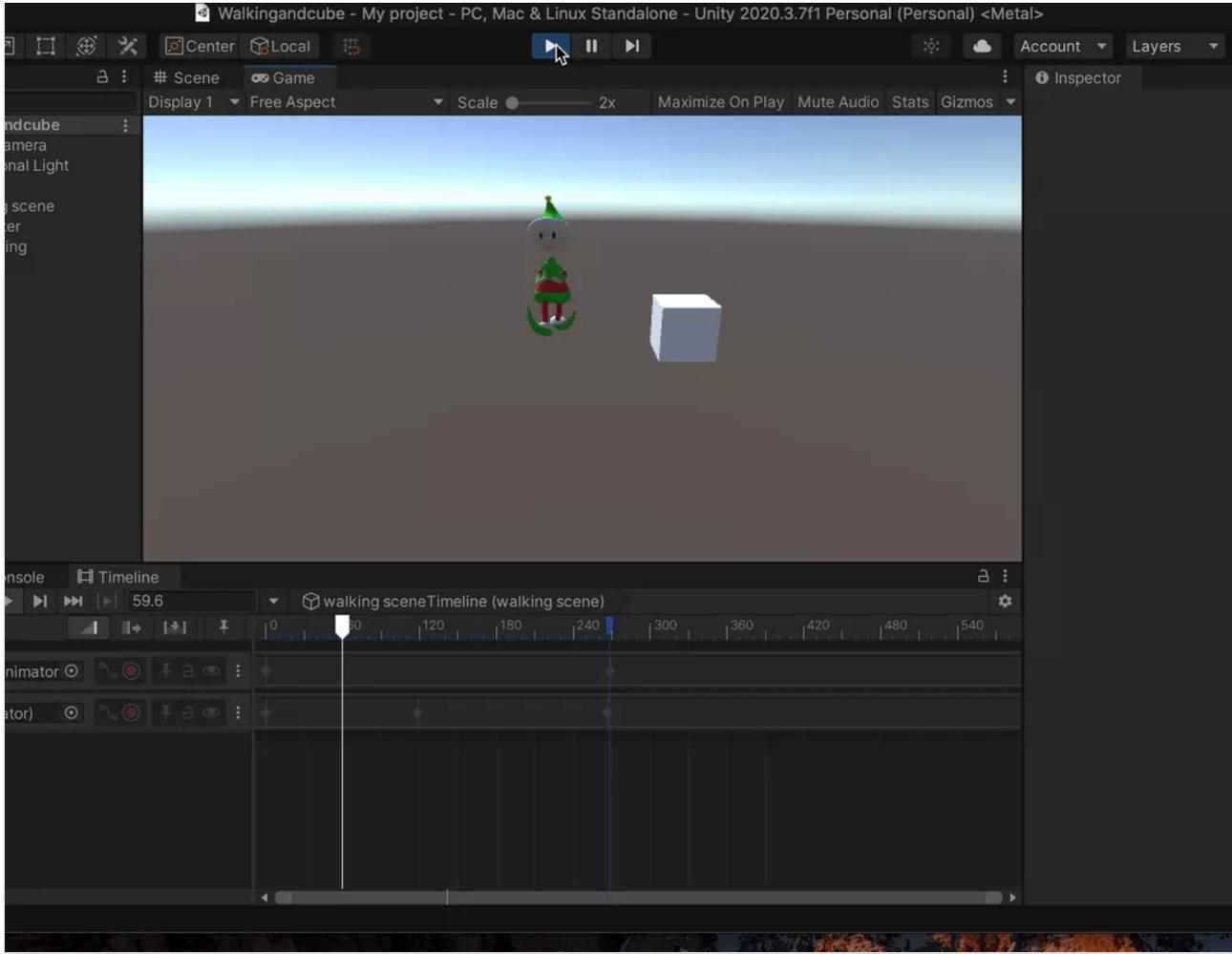
I submitted the bouncing ball warmup! I shall now work towards submitting my unity bounding ball screenshots and possible mp4's! Hope you enjoy my warmup though!

## Alen's Baby Yoda Model

Using Tinkercad to make the model to use for projects going forward

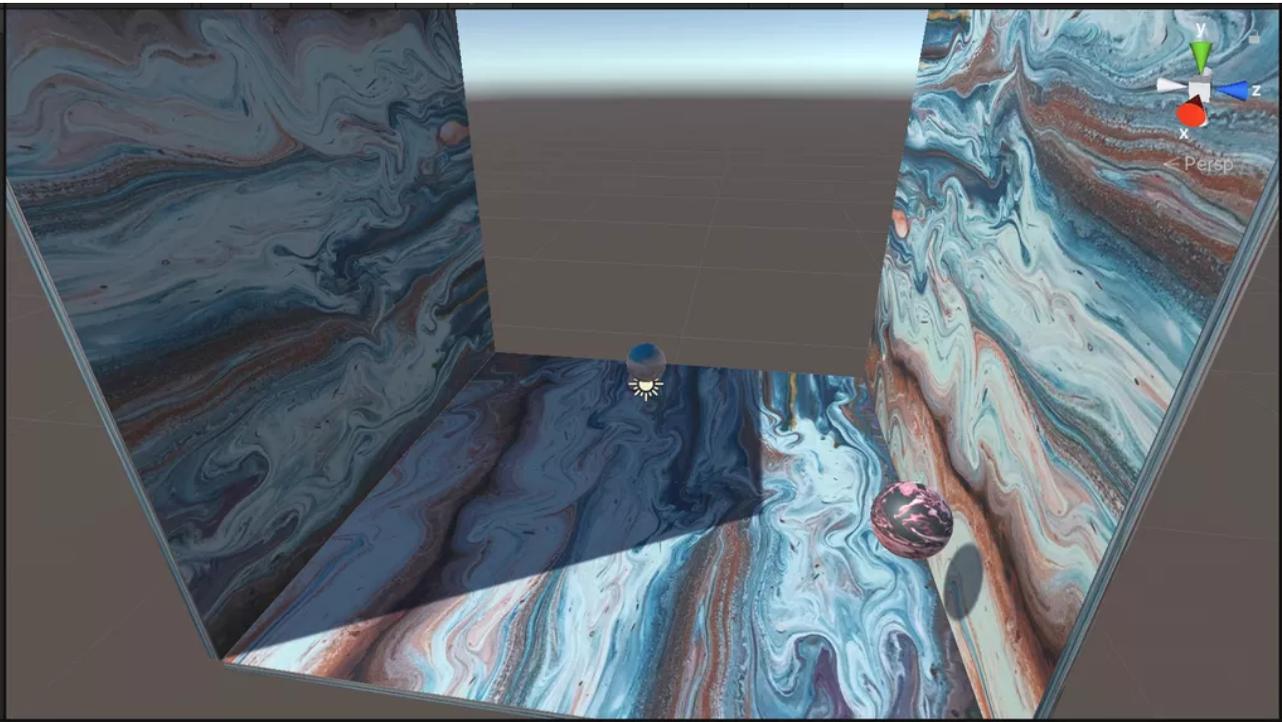


Elf walking and object floating with Timeline



Untitled  
0:04 video  
PADLET DRIVE

Joan - Character Almost finished



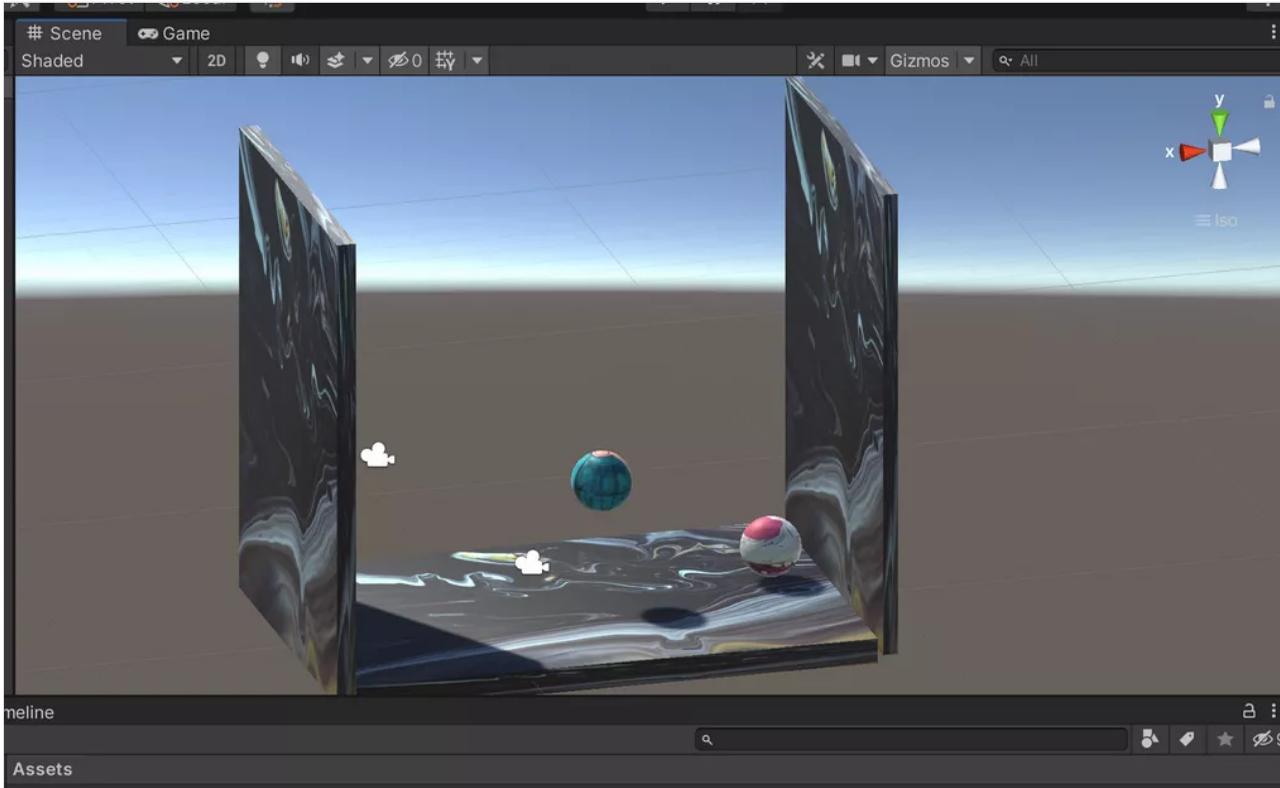
Screen Recording 2022-02-07 at 1.04.13 AM

0:12 video

PADLET DRIVE

### Joan - Gravity/Bouncing Ball Classwork

### Joan N - Gravity/Bouncing ball



### Gaby-MazeProject Package

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

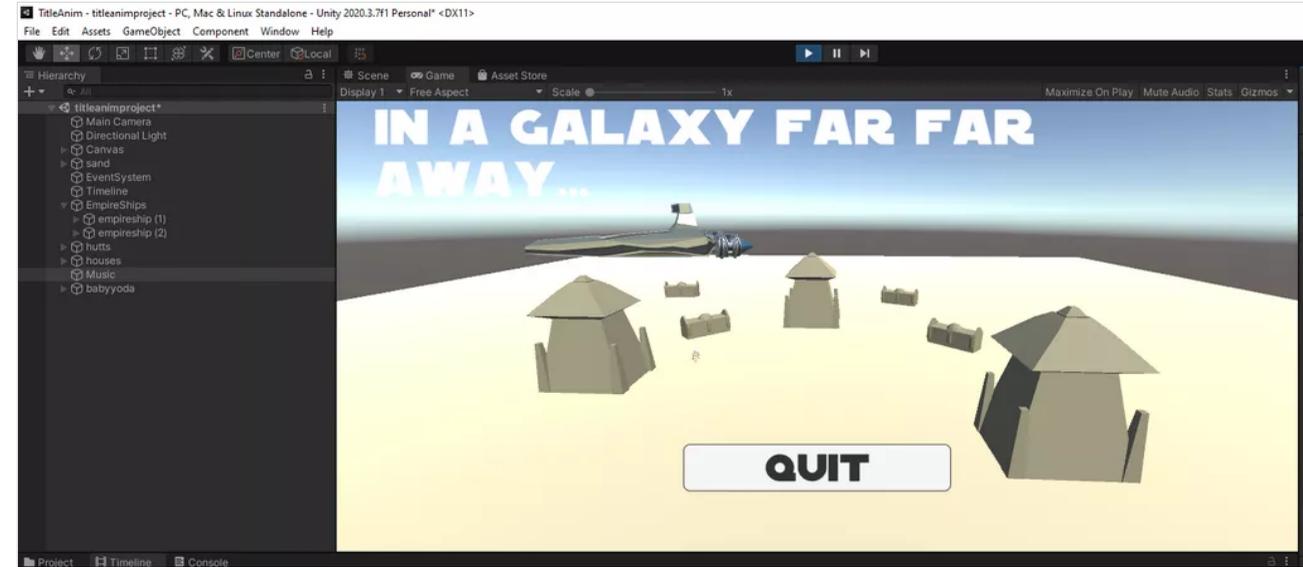
<p><b>Gaby_MazeProject</b> 51.8 KB unitypackage file PADLET DRIVE</p>	
---	--

### 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!

<p><b>Shara Mae Official Build</b> 12.6 MB zip file PADLET DRIVE</p>	
--	---

### Alen Cut Scene Progress



### Shara Mae - Mixamo Man Loosing

Mixamo Man Loosing  
0:11 video  
PADLET DRIVE

### Shara Mae - Mixamo Man Winning

Mixamo.com search results for "joyful jump". The interface shows a search bar with "joyful jump" and a "48 Per page" dropdown. A single result, "Joyful Jump", is displayed as a 3D model of a blue character in a jumping pose. The main preview area shows a grey character model in a similar jumping pose. The right sidebar contains controls for "Joyful Jump", including sliders for Direction (48), Style (50), Height (50), Overdrive (55), Character Arm-Space (50), and Trim (51 total frames). A "Mirror" checkbox is also present. The bottom of the page features a video player for "Mixamo Man Winning" (0:11 video) and the text "PADLET DRIVE".

Shara Mae - Mixamo Man Idle

Mixamo.com search results for "idle". The interface shows a search bar with "idle" and a "48 Per page" dropdown. A grid of six 3D model thumbnails is shown, including "Breathing Idle", "Idle", "Kneeling Idle", "Standing Idle", and two other "Idle" poses. The main preview area shows a grey character model in a standing idle pose. The right sidebar contains controls for "Breathing Idle", including sliders for Body Type (0), Sway (20), Breathing (35), Overdrive (19), Character Arm-Space (50), and Trim (286 total frames). A "Mirror" checkbox is also present. The bottom of the page features a video player for "Mixamo Man Idle" (0:11 video) and the text "PADLET DRIVE".

Shara Mae - Mixamo Man Running

Running

48 Per page

RUNNING ON SINCE MY CHARACTER AINT WORKING SO LETS DO THIS

DOWNLOAD

SEND TO AERO

UPLOAD CHARACTER

Running

Overdrive 45

Character Arm-Space 50

Trim 23 total frames

0 100

Mirror

In Place

4 / 22

**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!

walking

48 Per page

WALKING ON SINCE MY CHARACTER AINT WORKING SO LETS DO THIS

DOWNLOAD

SEND TO AERO

UPLOAD CHARACTER

Walking

Overdrive 50

Character Arm-Space 50

Trim 32 total frames

0 100

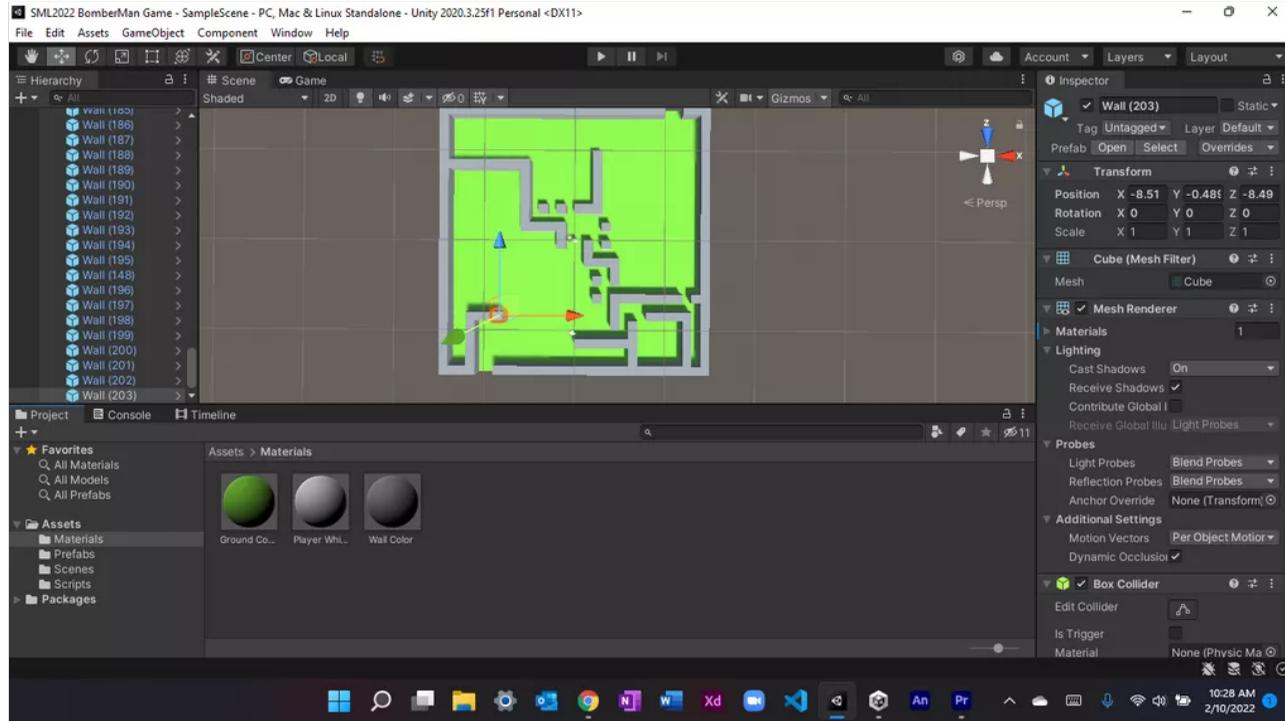
Mirror

In Place

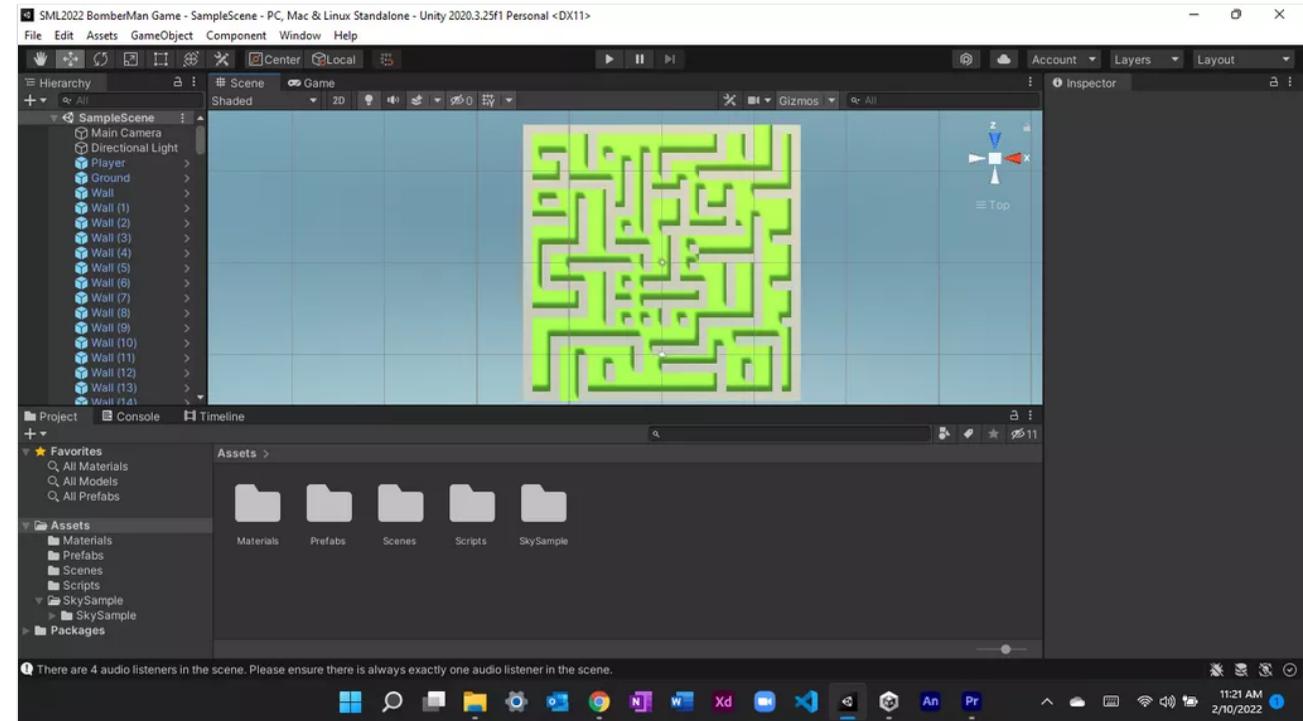
10 / 31

**Mixamo Man Walking**  
0:11 video  
PADLET DRIVE

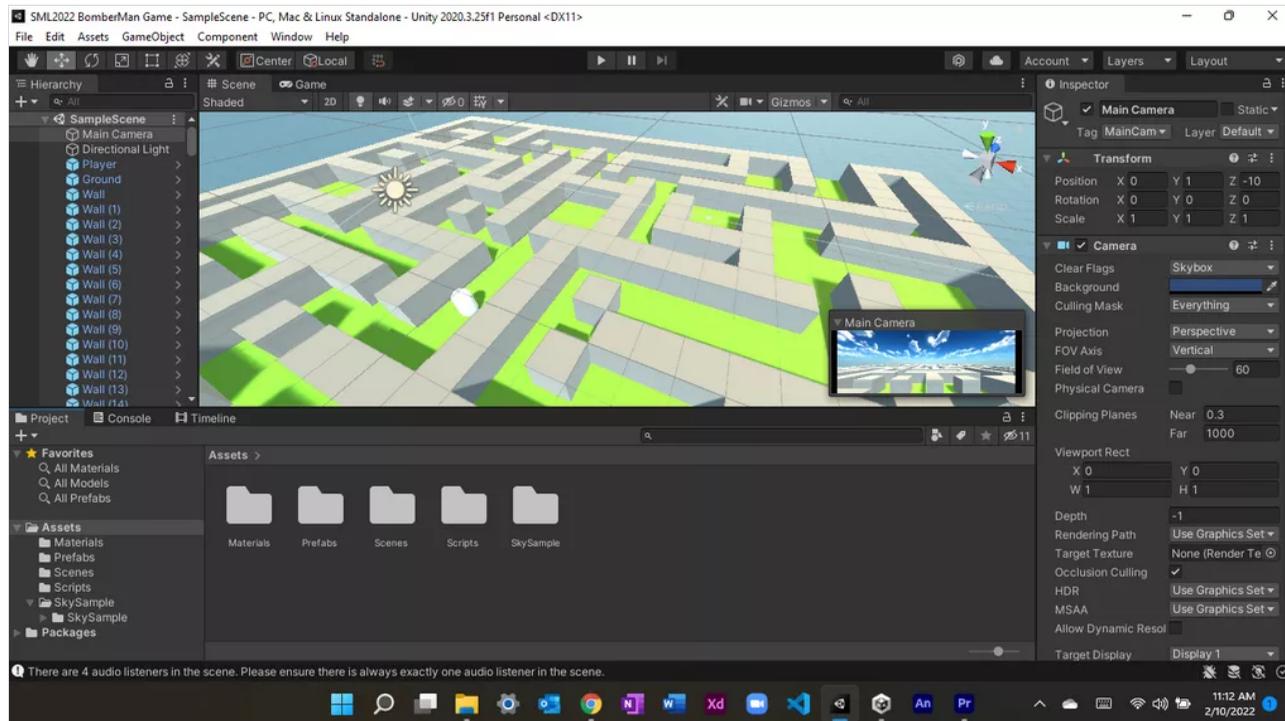
### Shara Mae - Bomberman Maze in Progress (excited to finish it!)



## Shara Mae - Bomberman Maze Overview



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



## Alen Cut Scene File

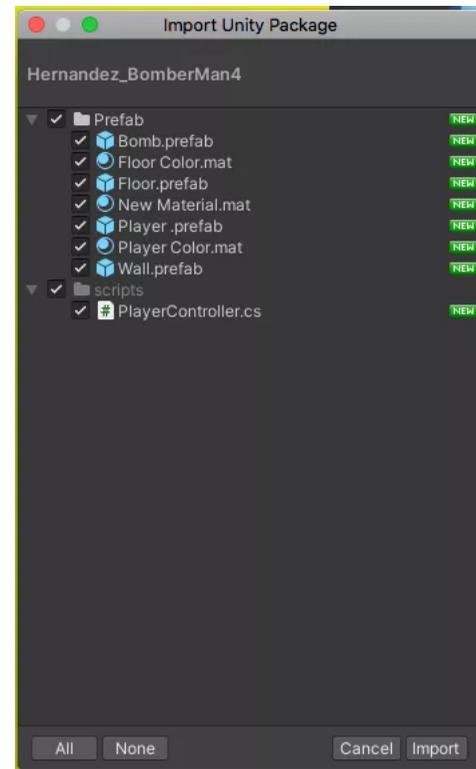
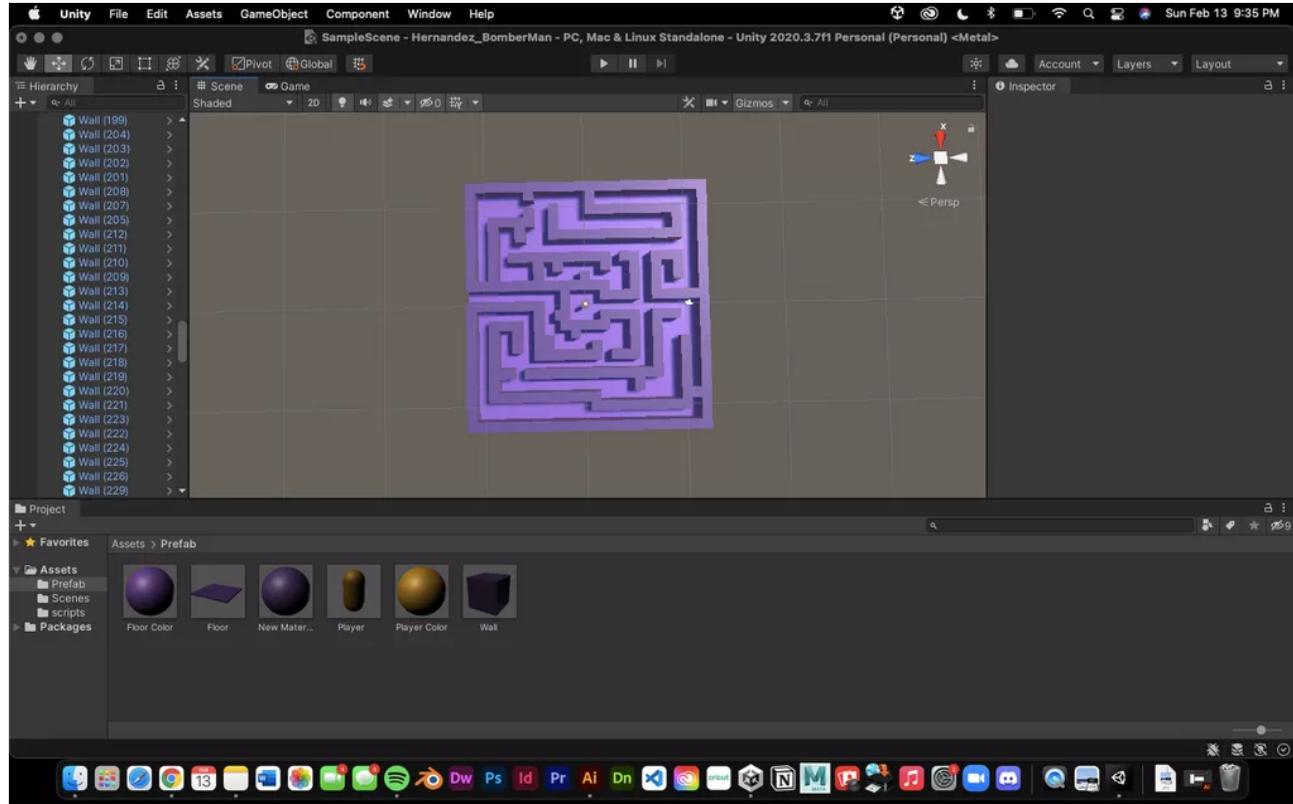
The Dunes of Tatoonie



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

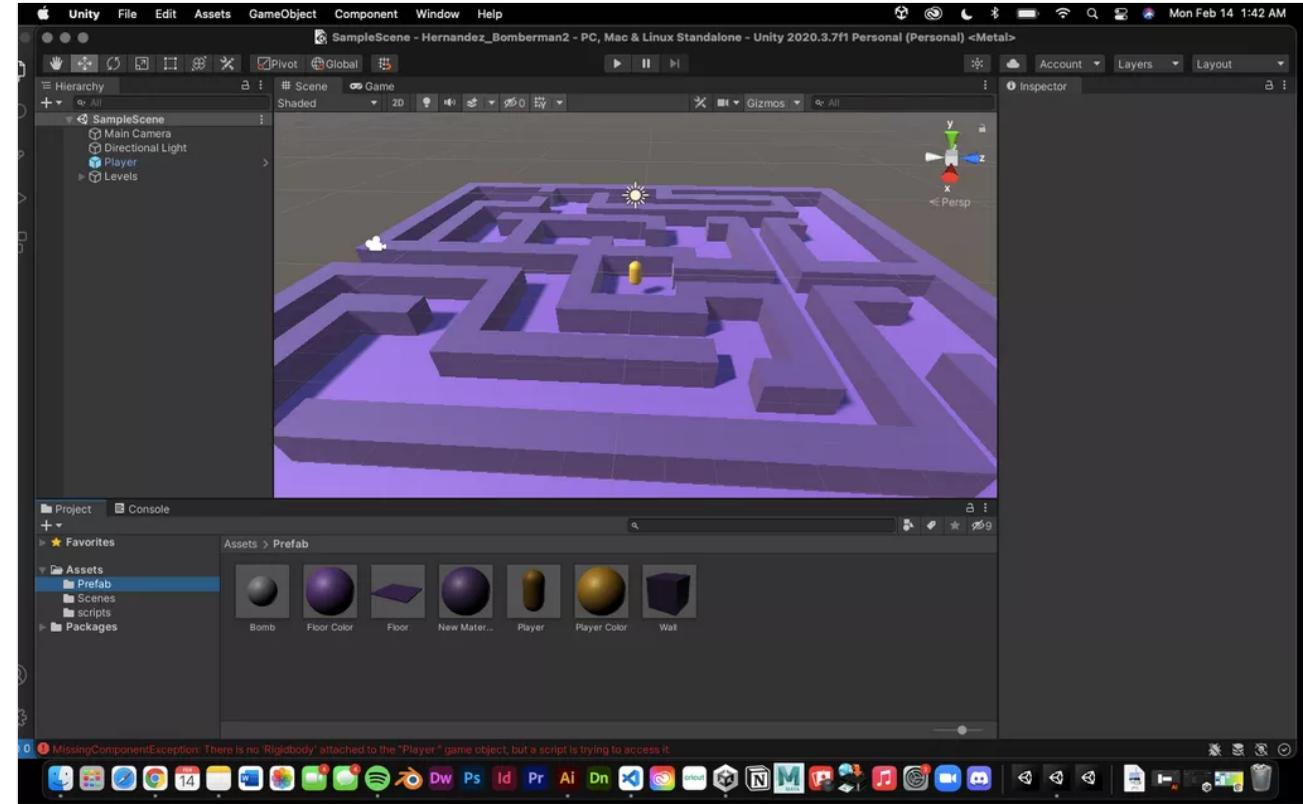
here I provided a Unity package with the current state my project is in



## 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!

```
PlayerController.cs — Hernandez_Bomberman2
Assets > scripts > PlayerController.cs > PlayerController > Movement()
7 1 reference
[SerializeField] float mMoveSpeed;
8 1 reference
[SerializeField] float mMoveSpeed;
9 1 reference
[SerializeField] float mMoveSpeed;
18
11 2 references
Rigidbody myRigidBody;
12
13 // Start is called before the first frame update
14 0 references
void Start()
15 {
16     myRigidBody = GetComponent<Rigidbody>();
17 }
18
19 // Update is called once per frame
20 0 references
void Update()
21 {
22     Movement();
23     PlaceBomb();
24 }
25
26 1 reference
void Movement()
27 {
28     Vector3 newVelocity = new Vector3();
29
30     if (Input.GetKey(KeyCode.W))
31     {
32         newVelocity = new Vector3(0f, 0f, mMoveSpeed);
33     }
34
35     else if (Input.GetKey(KeyCode.S))
36     {
37         newVelocity = new Vector3(0f, 0f, -mMoveSpeed);
38     }
39
40     else if (Input.GetKey(KeyCode.A))
41     {
42         newVelocity = new Vector3(-mMoveSpeed, 0f, 0f);
43     }
44
45     else if (Input.GetKey(KeyCode.D))
46     {
47         newVelocity = new Vector3(mMoveSpeed, 0f, 0f);
48     }
49
50     myRigidBody.velocity = newVelocity;
51 }
52
53 1 reference
private void PlaceBomb()
54 {
55     if (Input.GetKeyDown(KeyCode.Space))
56     {
57         Debug.Log("Boom!");
58     }
59 }
59
```



### WIP GABY-RIGIDBODY ERROR!

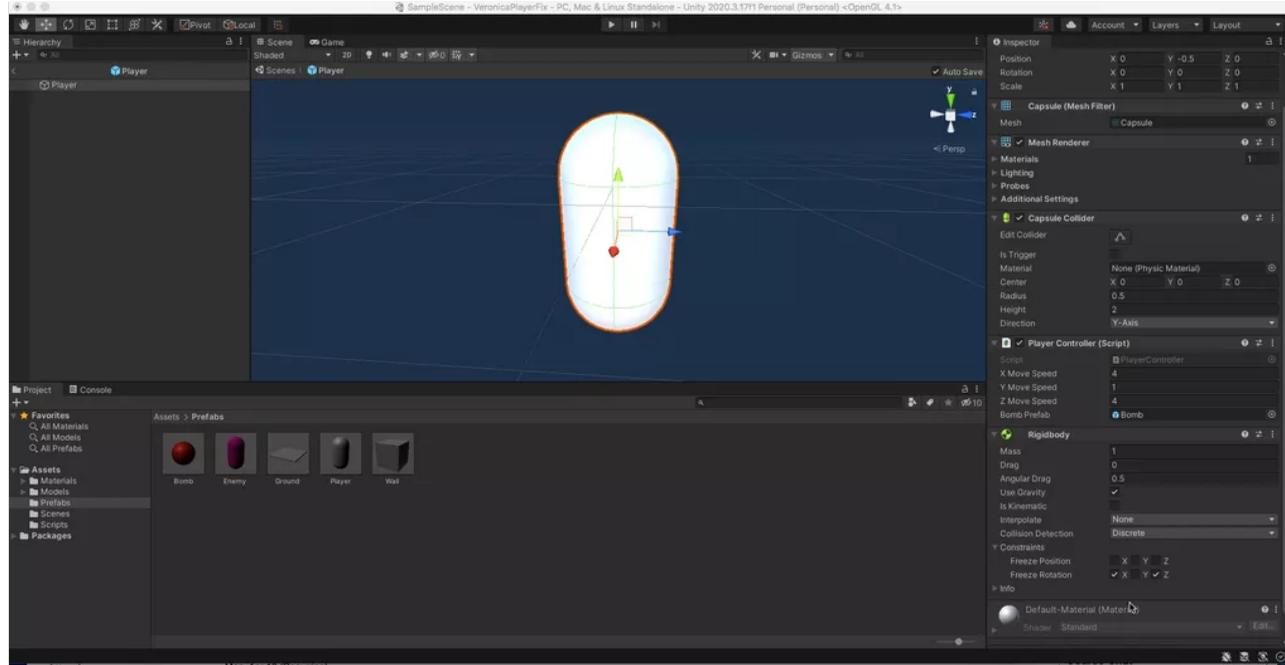
Hey again! So, once again, my efforts of fixing this rigid body error have failed :( . I tried copying and pasting the code from the other Padlet and made sure that I had everything correct in the code, yet Unity STILL does not register that there is or should be a rigid body attached to the player model. 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!

### Character Fix

[http://berkeleycollege.professorklein.com/Winter\\_2022/Veronica\\_W/VeronicaBM\\_03\\_07.unitypackage](http://berkeleycollege.professorklein.com/Winter_2022/Veronica_W/VeronicaBM_03_07.unitypackage)



### Collider on Ground Issue



### Veronica\_Ground\_Fix

0:48 video

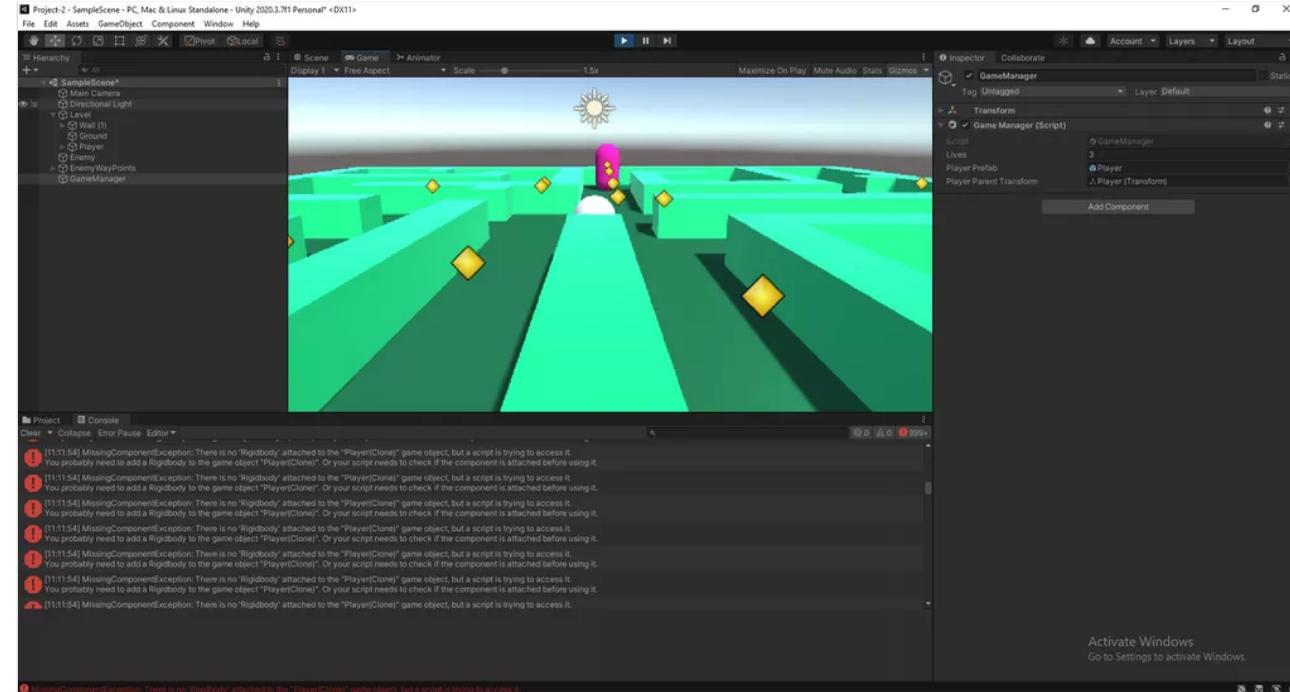
PADLET DRIVE

## 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.

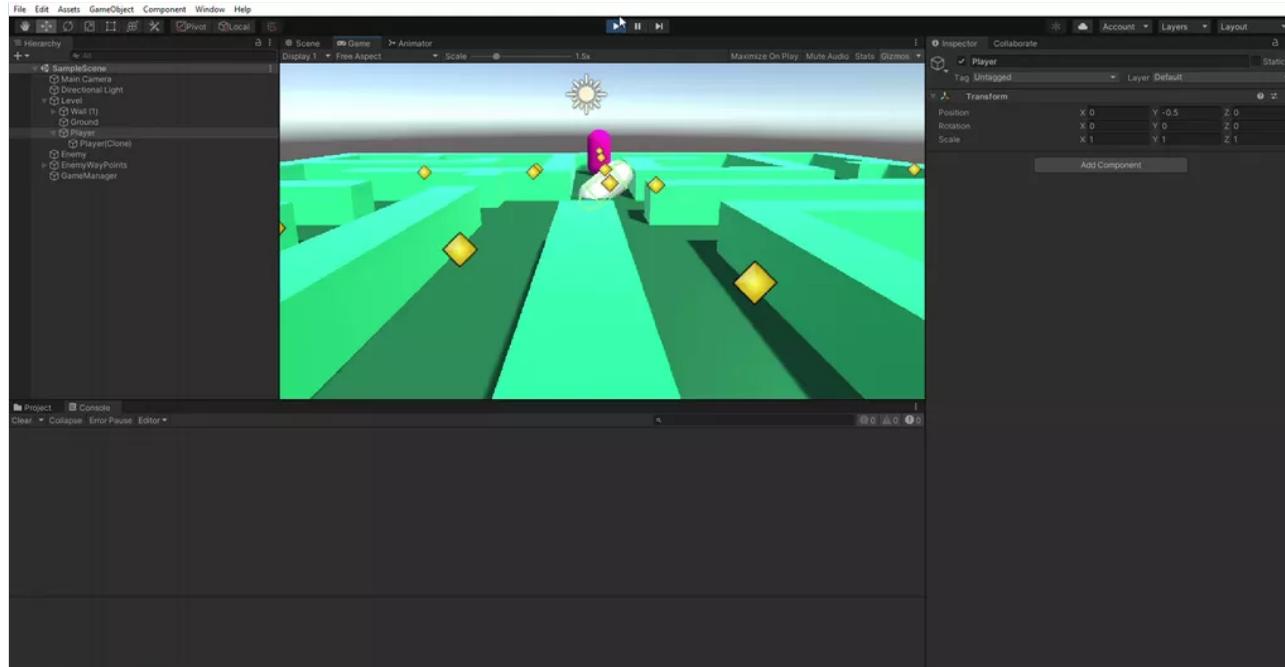


## MARCH 7TH (Cont...)

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

PADLET DRIVE

## PACKAGE VERONICA MARCH 7th (Cont...)

**MAZE\_VERONICA\_W**

4.4 MB unitypackage file

PADLET DRIVE



## CHARCTER VERONICA

**actual-last-try**

2.62 MB zip file

PADLET DRIVE



## New Maze Package Files

Good afternoon. This is Kevin Belington. 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 Belington

**New\_Maze\_Package\_Files**

3.91 KB unitypackage file

PADLET DRIVE

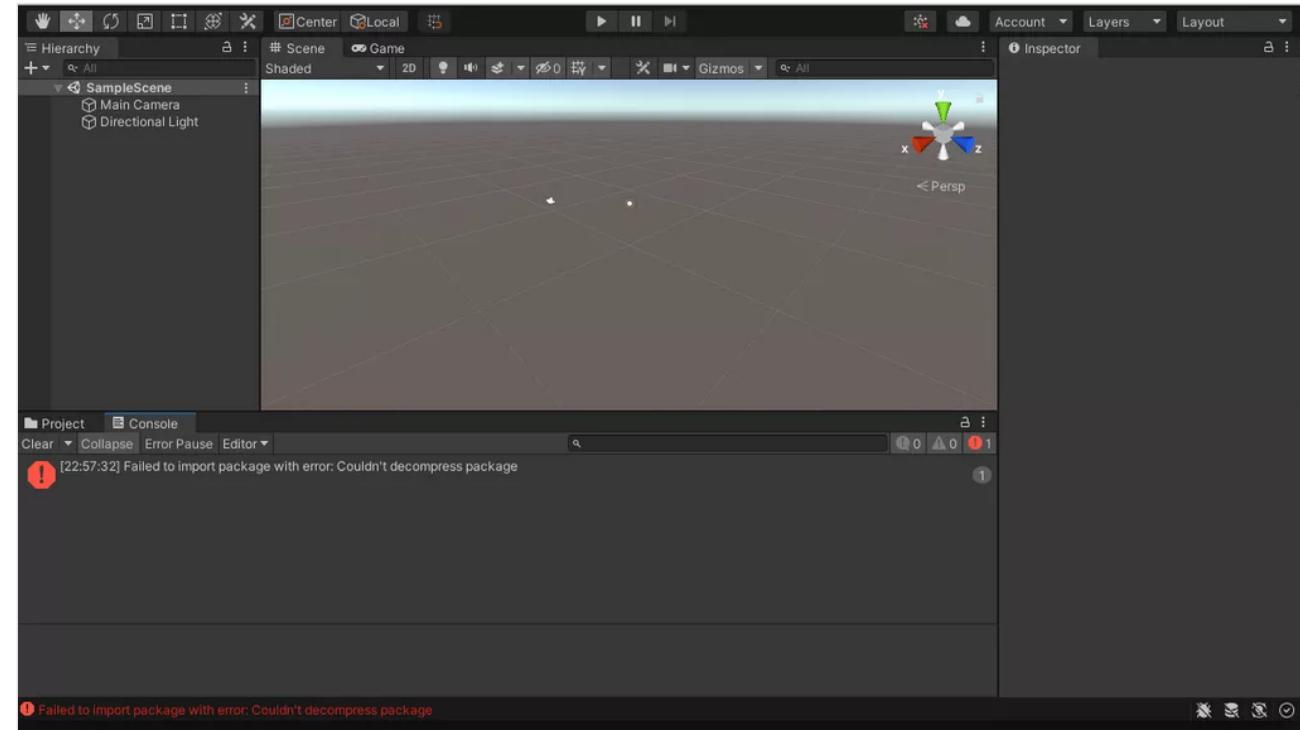


## Please Re-Pack

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



## Package Files

Good morning. This is Kevin Belington. 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 Belington

**WALK CYCLE + BOUNCING BALL**

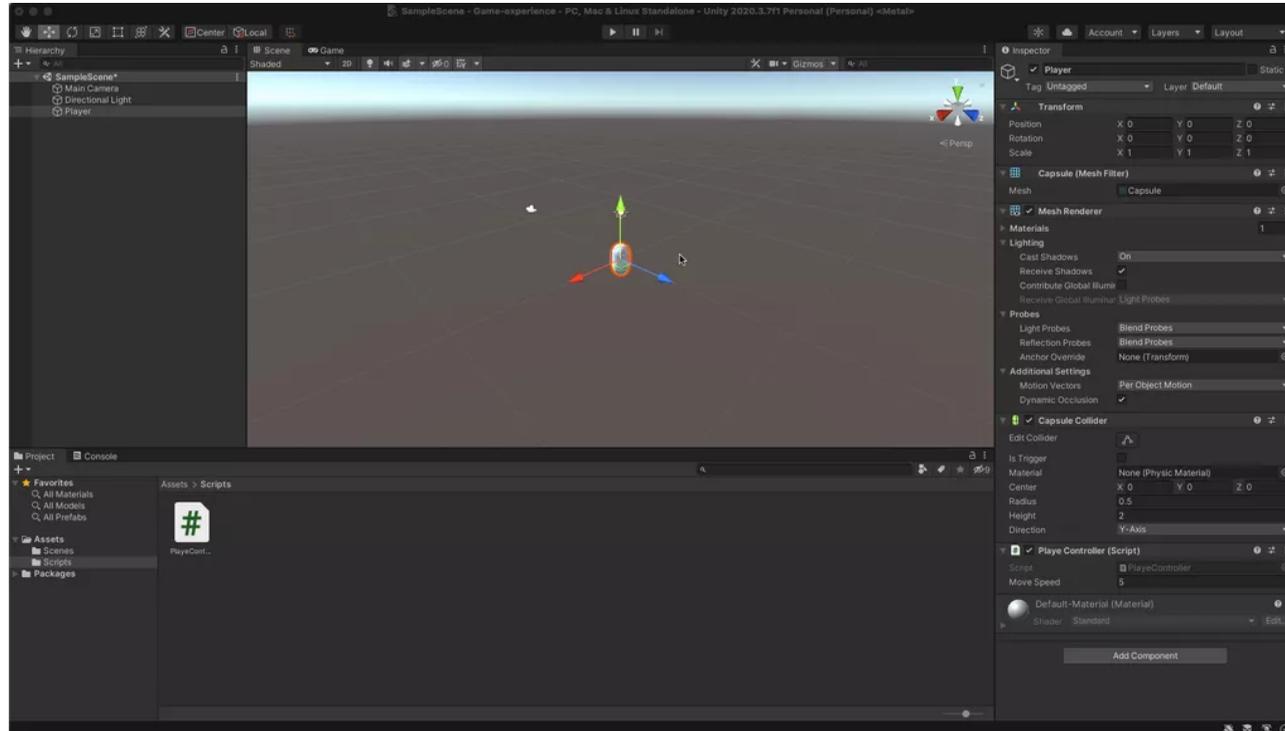
351 KB unitypackage file

PADLET DRIVE



## CAPSULE FIRST MOVEMENTS - RODRIGO CARNERO

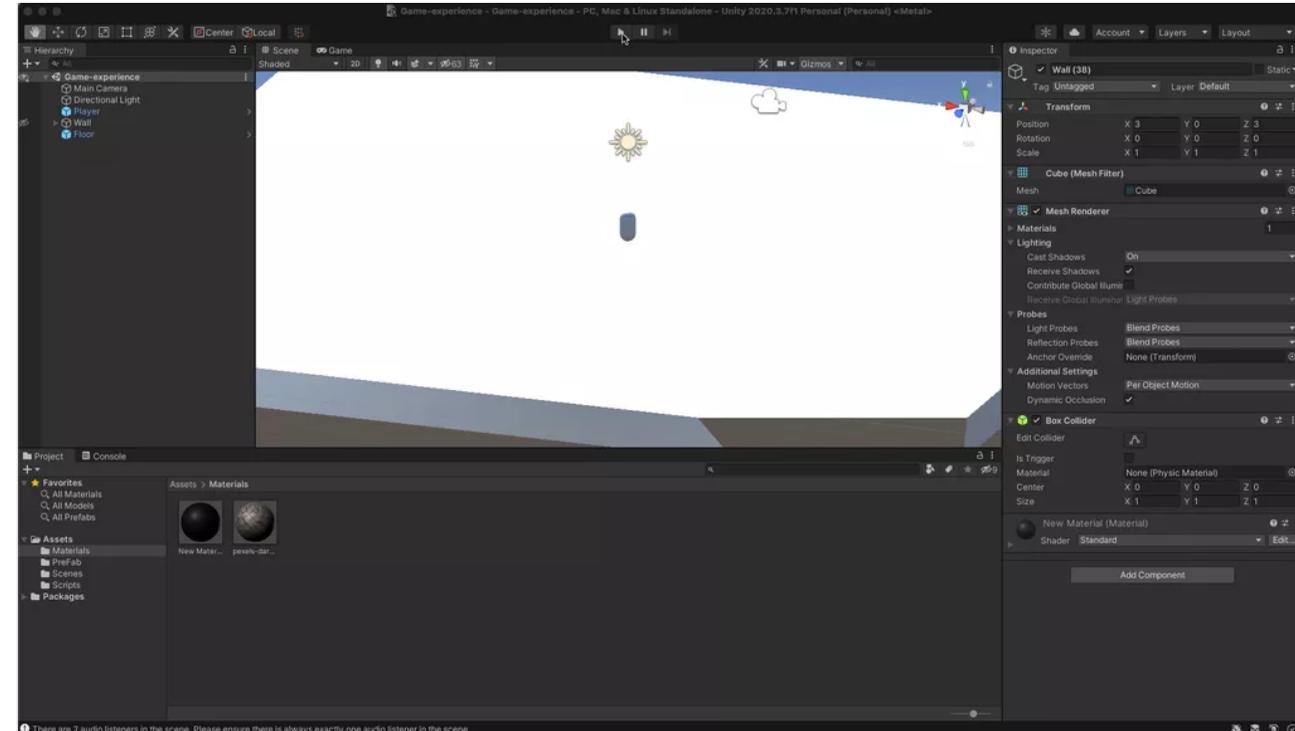
Here I show the first movements of the Player(Capsule) with the MoveSpeed.



### capsule-progress

0:11 video

PADLET DRIVE



### moving-capsule

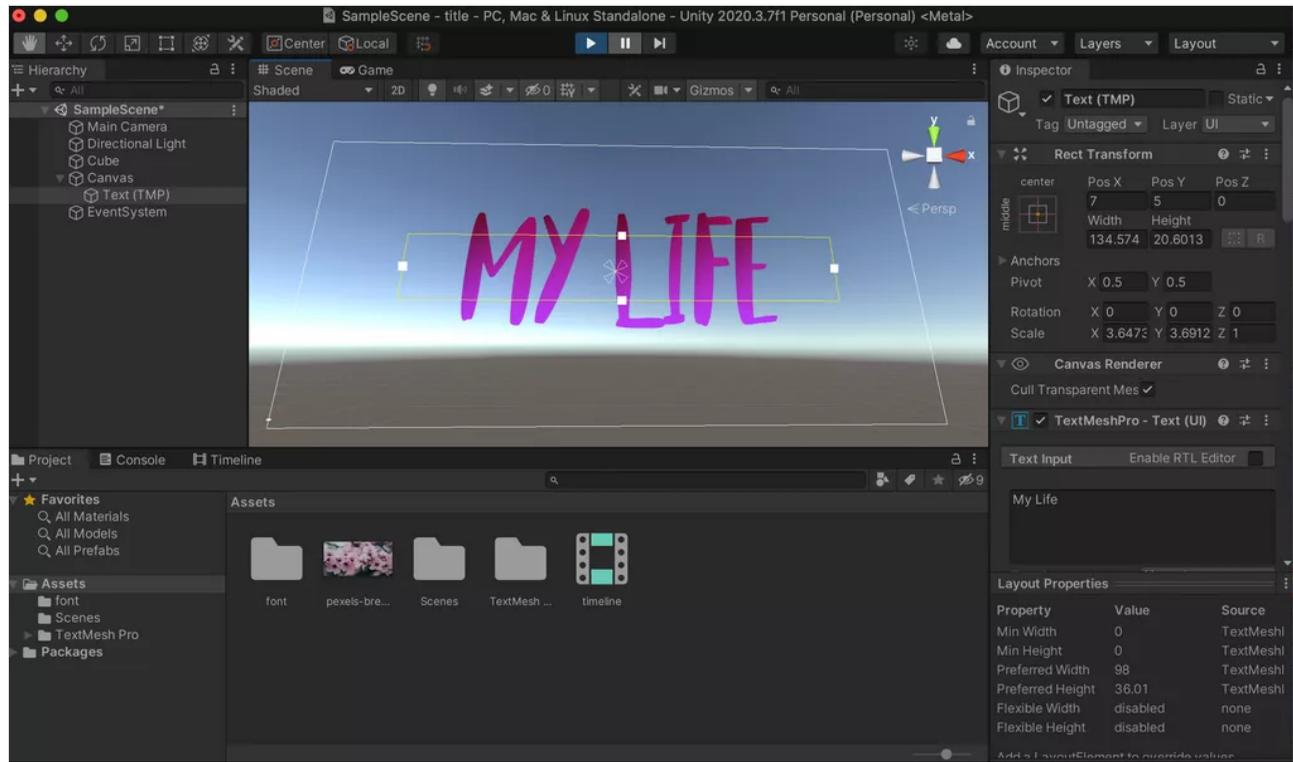
0:14 video

PADLET DRIVE

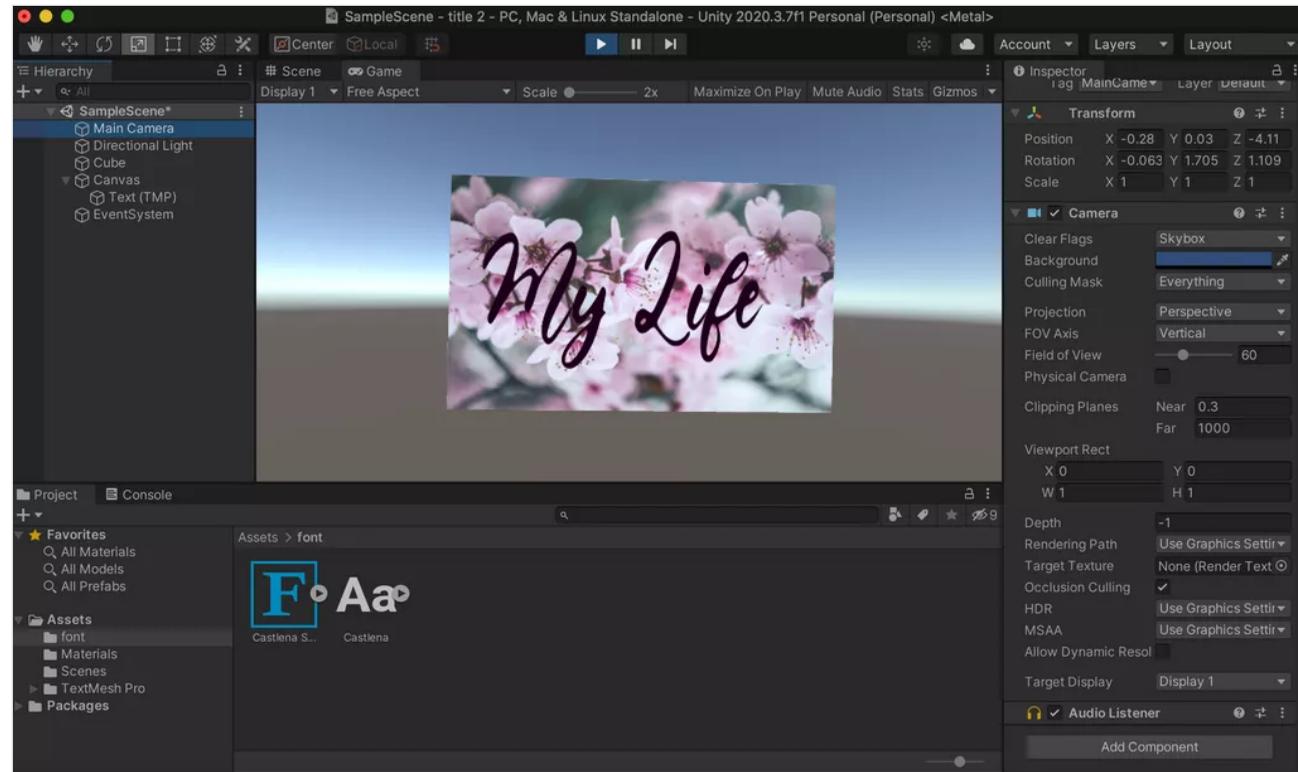
## CAPSULE MOVEMENT WITH WSAD KEYS - RODRIGO CARNERO

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

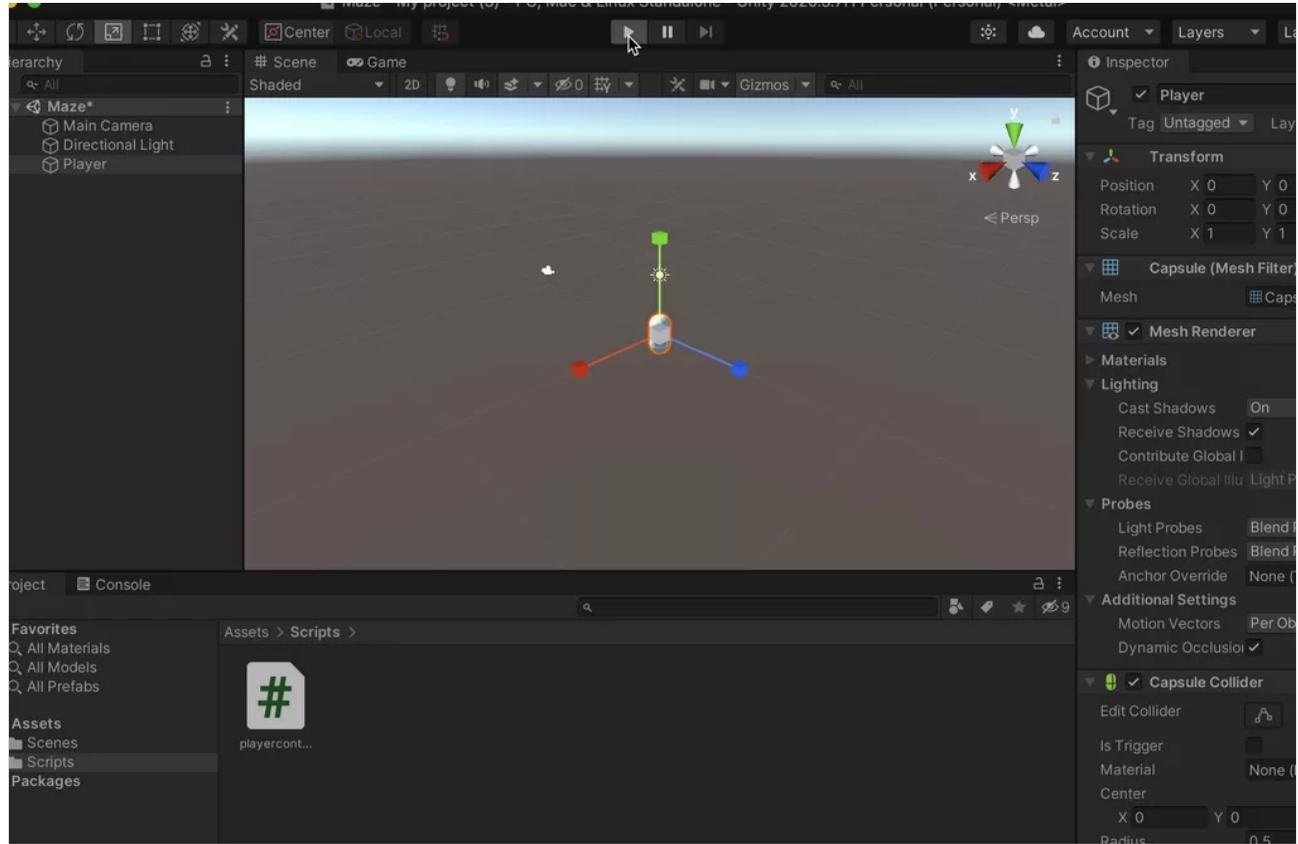
## Title Progress ~ Tiffany Gary



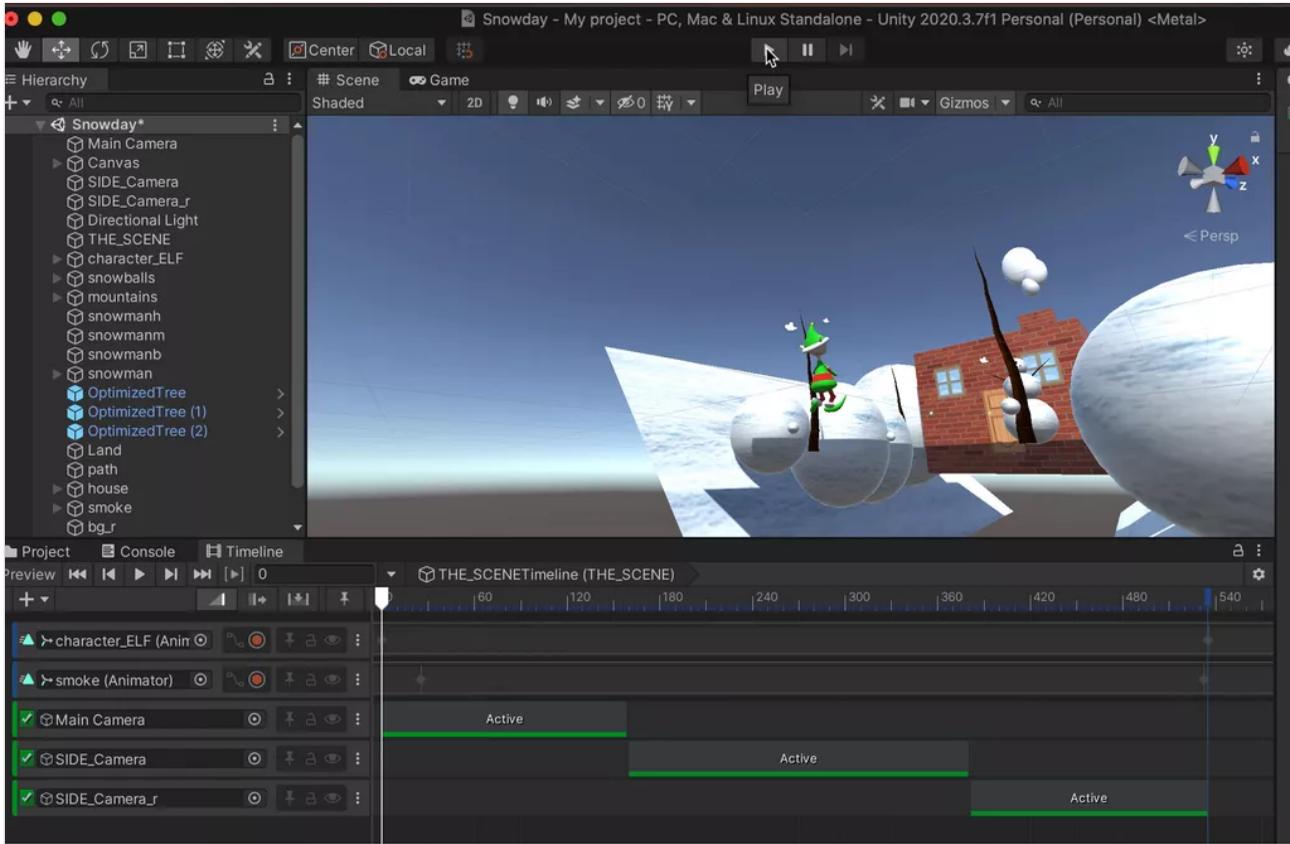
**Title with Font and Cube with Texture material~ Tiffany Gary**



**Floating Capsule ~ Tiffany Gary**



**floating\_capsule**  
0:16 video  
PADLET DRIVE

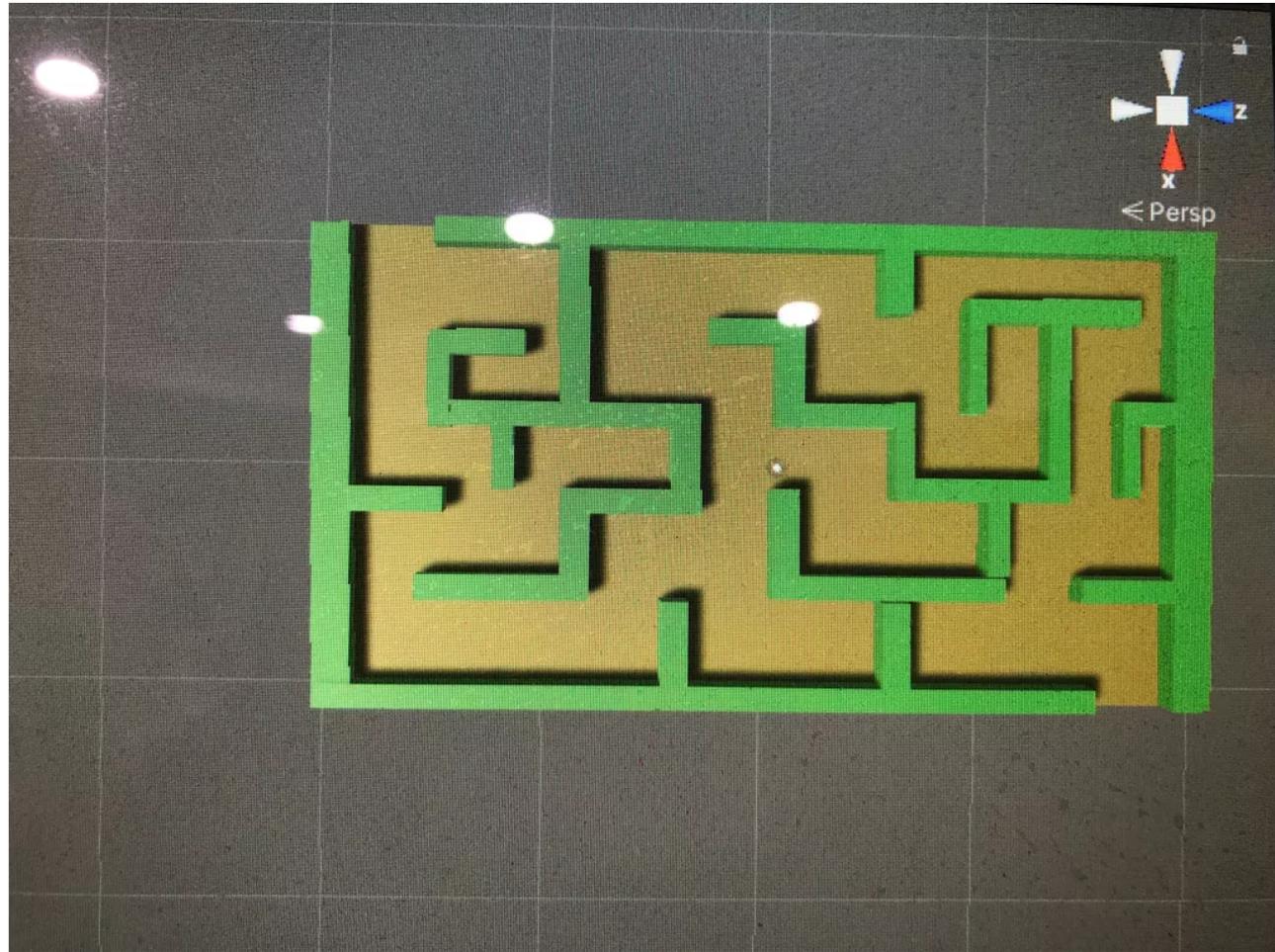


**snowday**  
0:13 video  
PADLET DRIVE

**Snow Day all fixed up ~ Tiffany Gary**

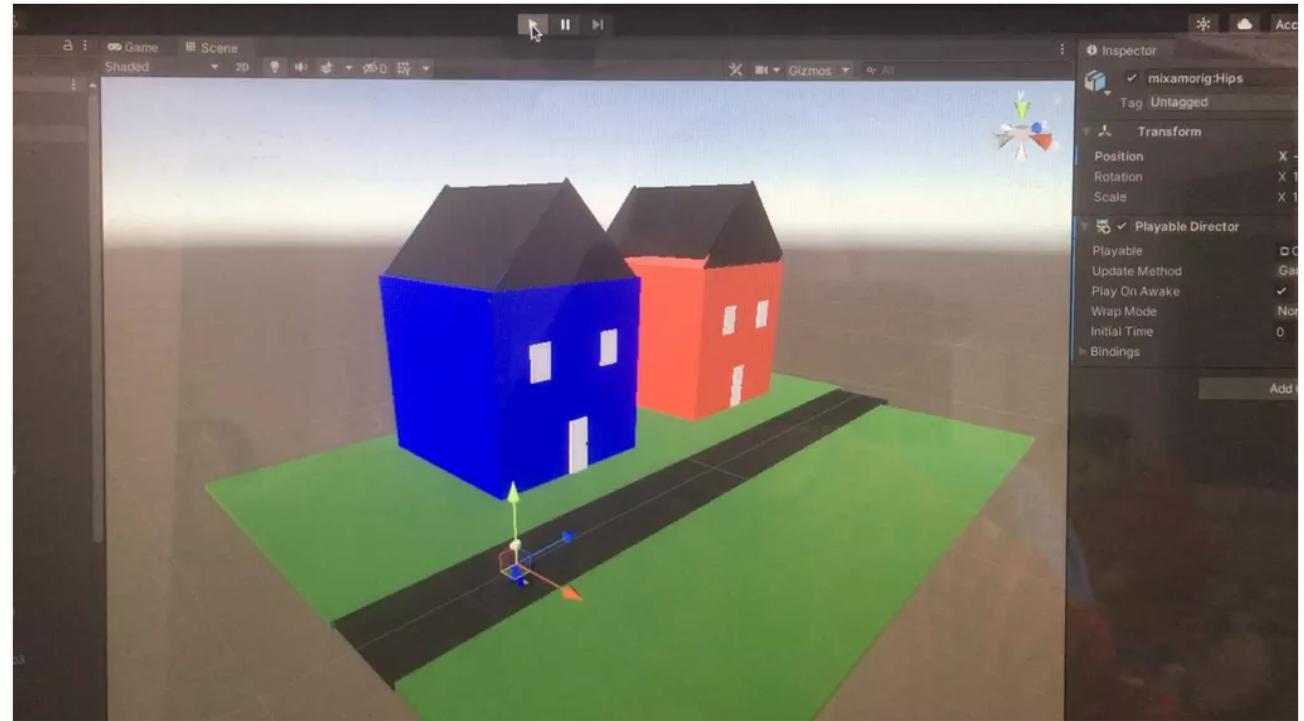
**Maze\_Screenshot**

By Kevin Belington



### Walk\_Cycle\_Scene

By Kevin Belington



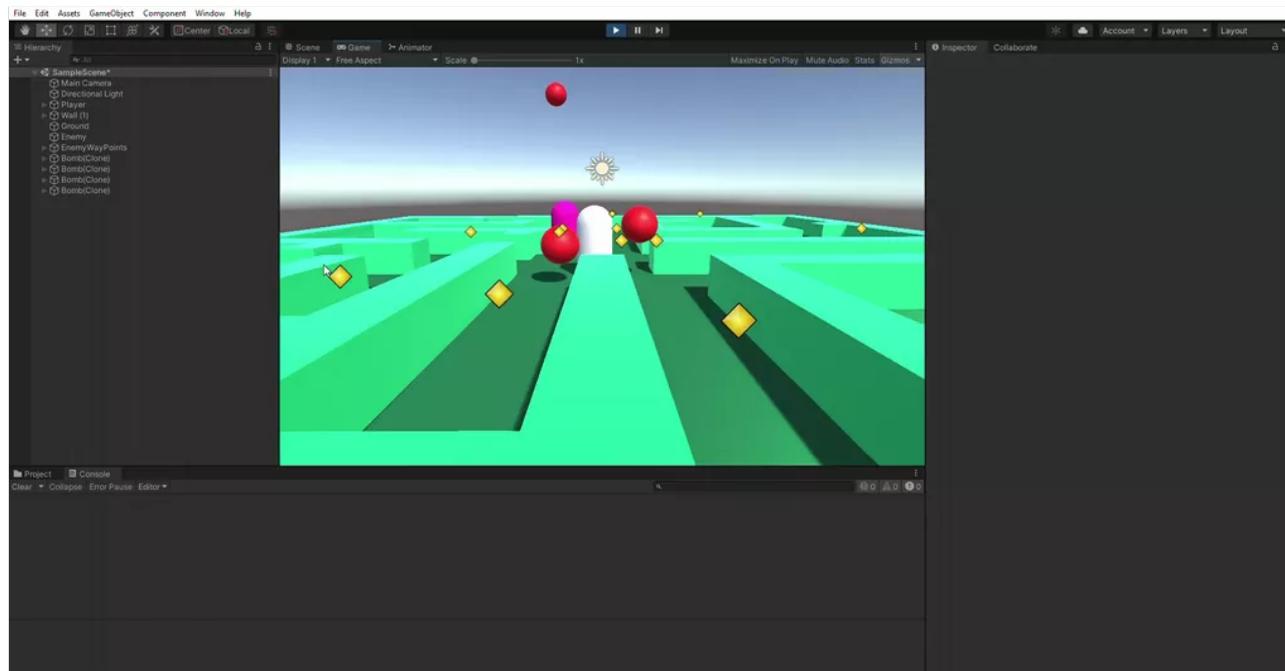
IMG\_9188.MOV

0:10 video

PADLET DRIVE

### Veronica W. PROBLEM SOLVED

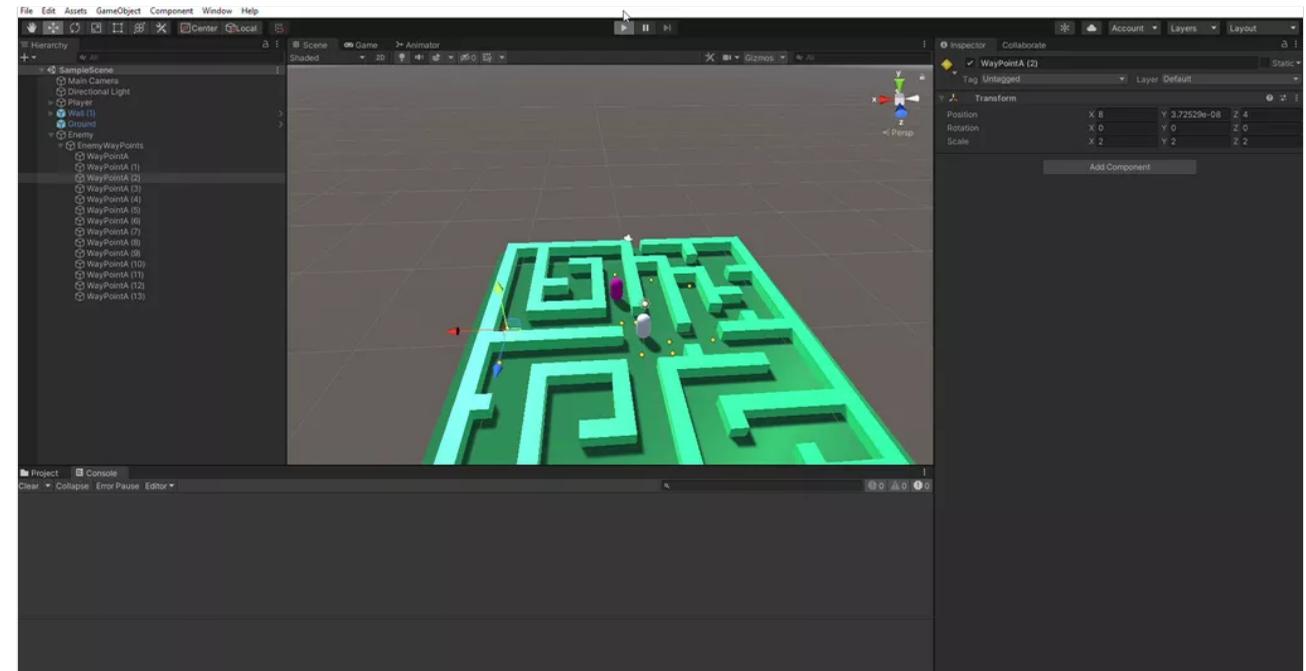
(Enemy Way Points) empty was dragged underneath Enemy, which made all of the way points move along with the enemy as opposed to staying still, so that the enemy can actually reach each way point.



Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal\_ DX11\_ 2022-02-21 20-08-06\_Trim

0:07 video

PADLET DRIVE



whatdidido

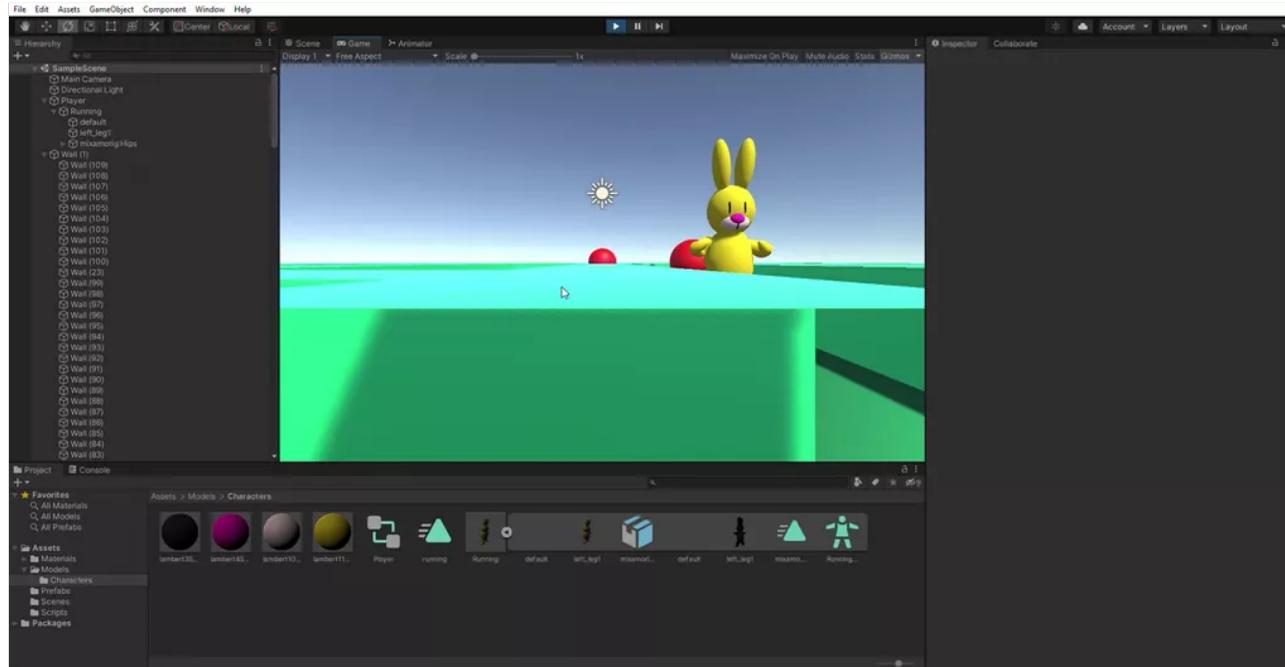
0:18 video

PADLET DRIVE

## Veronica W. TARGETS ISSUE

## Veronica W. Character Maze 2/21/22

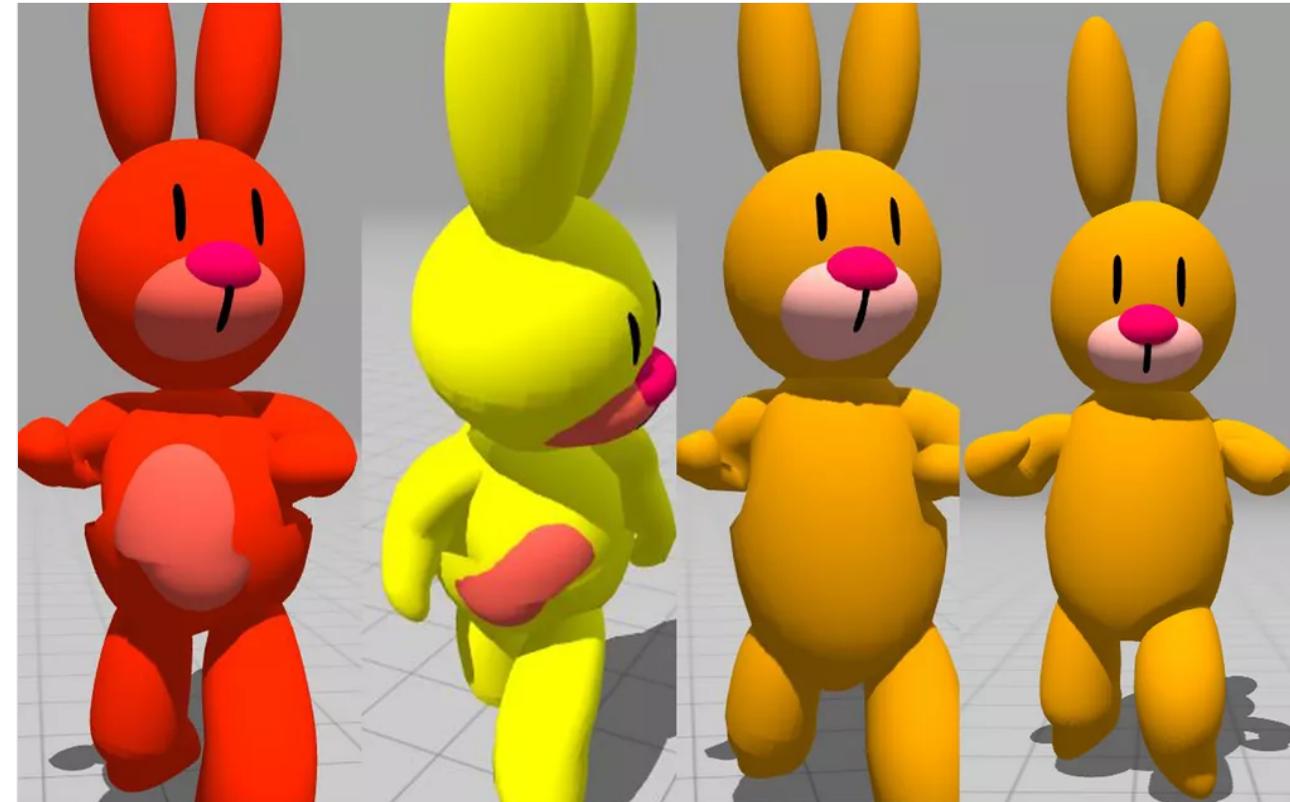
I still have to center the character because it always runs in the air when in game mode. It doesn't stand on the ground as the capsule does. I'm not sure what to do past this point (specifically how to make sure that the character is in the right position), but I'm sure I'll get help with that next 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

PADLET DRIVE



## Mixamo bunny evolution 2/21

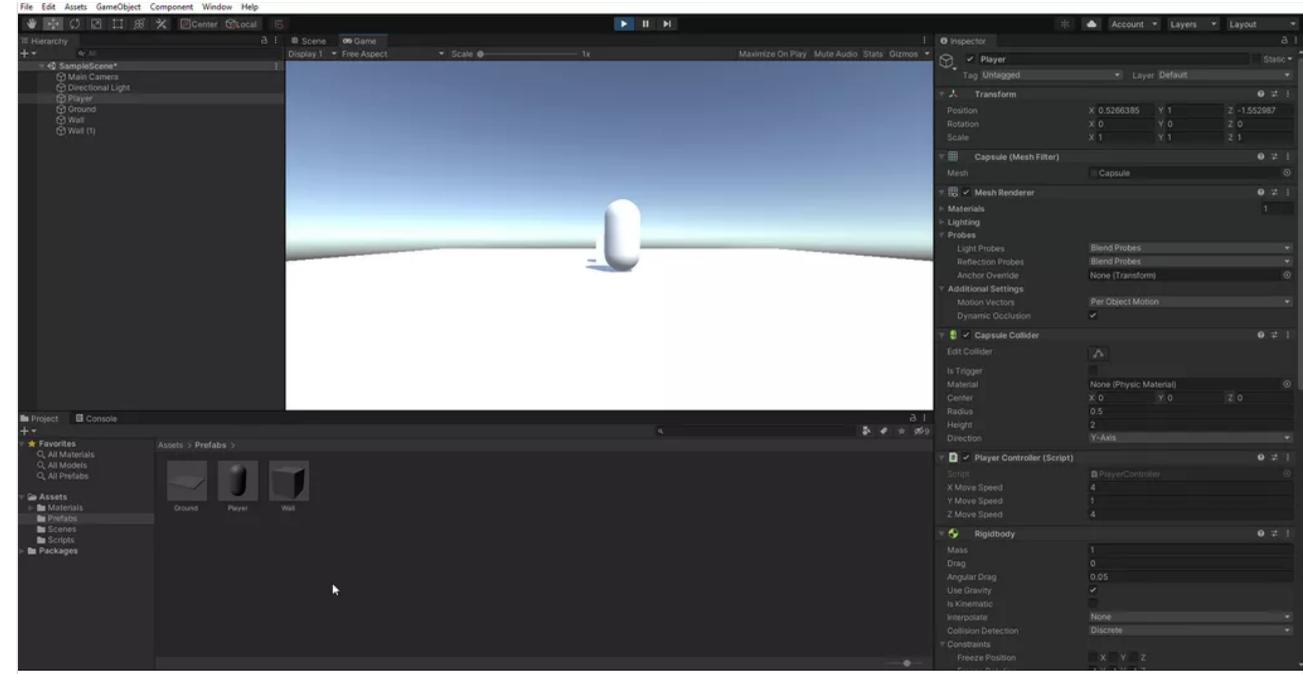
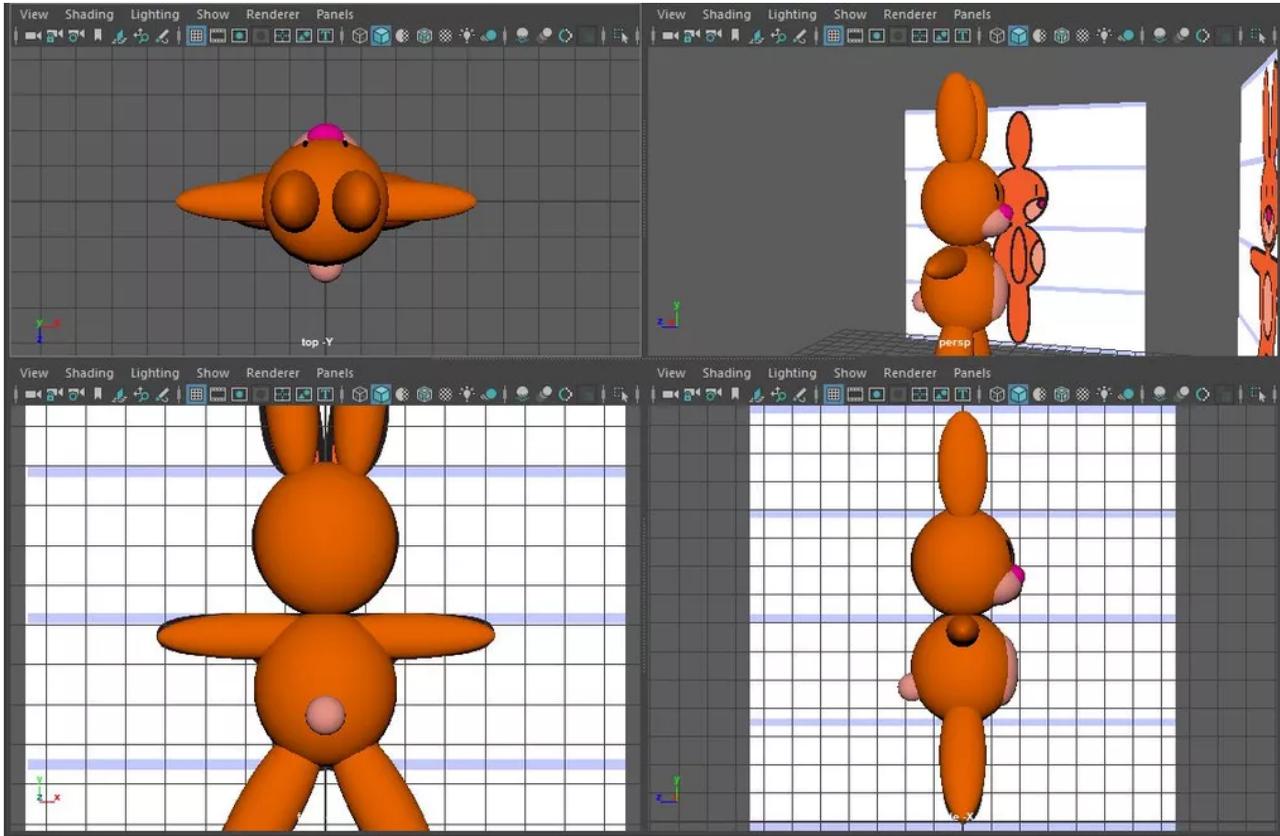
Hello :p

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.

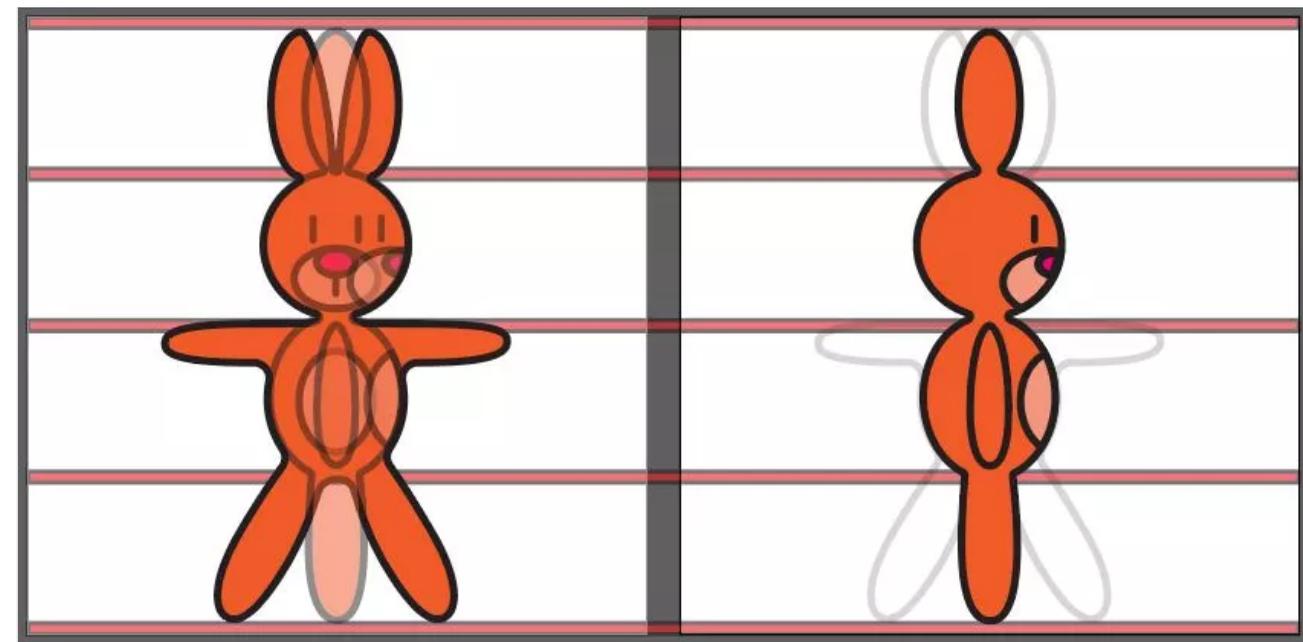


Project-2 - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal\_ DX11\_ 2022-01-31 14-34-12  
0:13 video  
PADLET DRIVE

Veronica W. MAZE STARTED 1/31

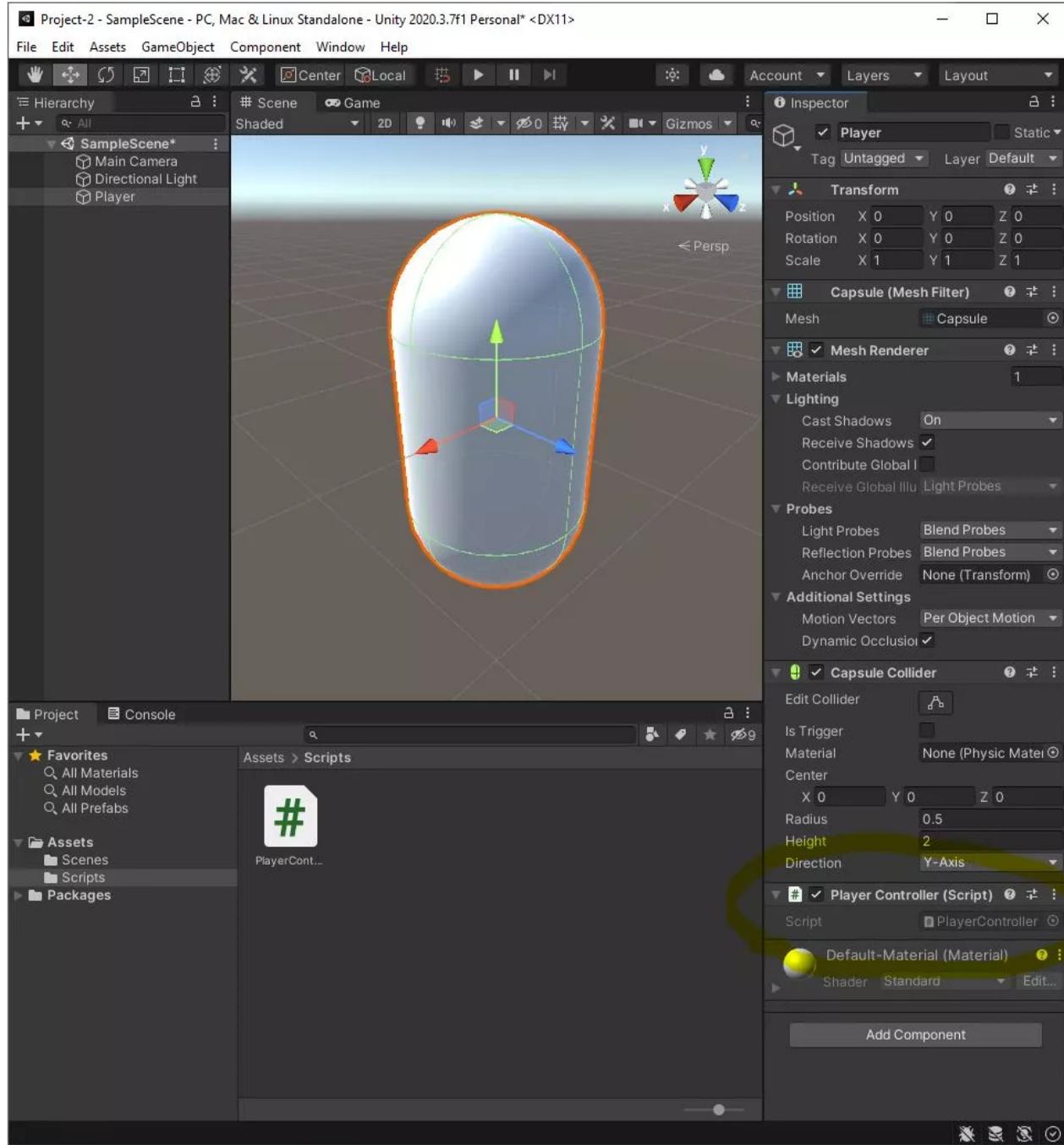
### Veronica W. 2/21

This is an illustrator 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.

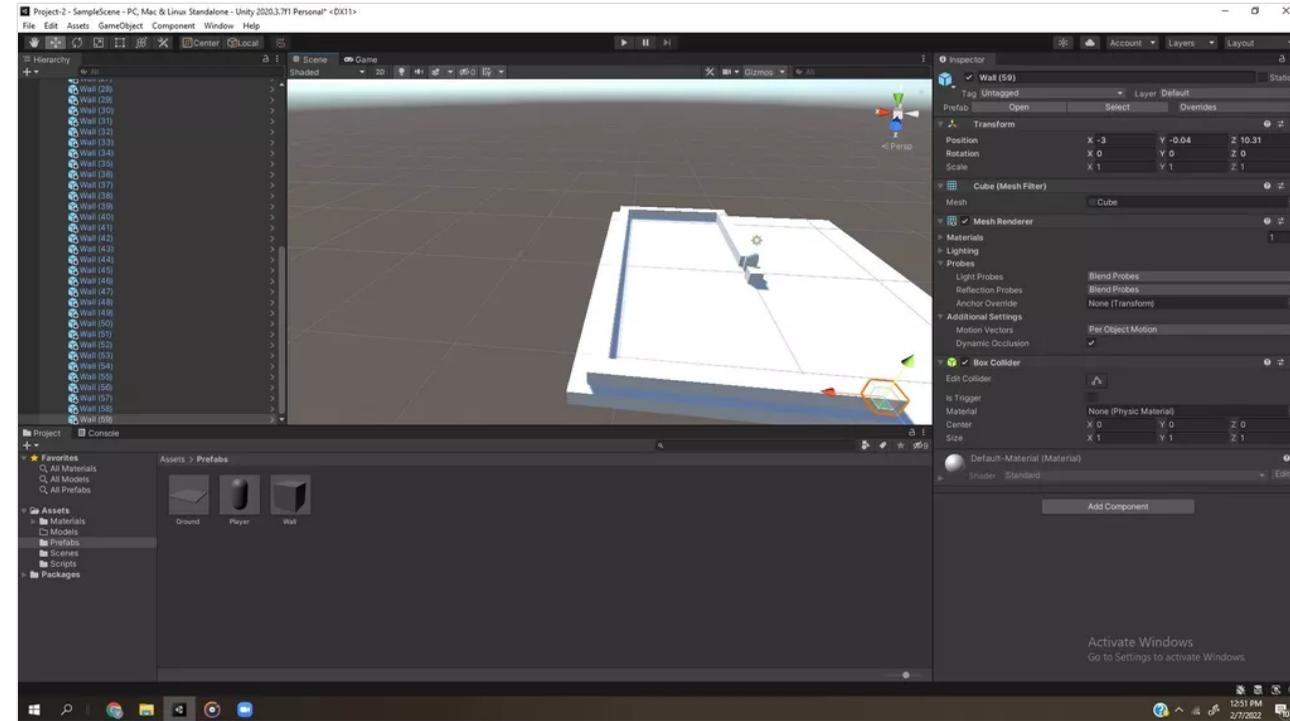


# Veronica W. CLASSWORK 1/31

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



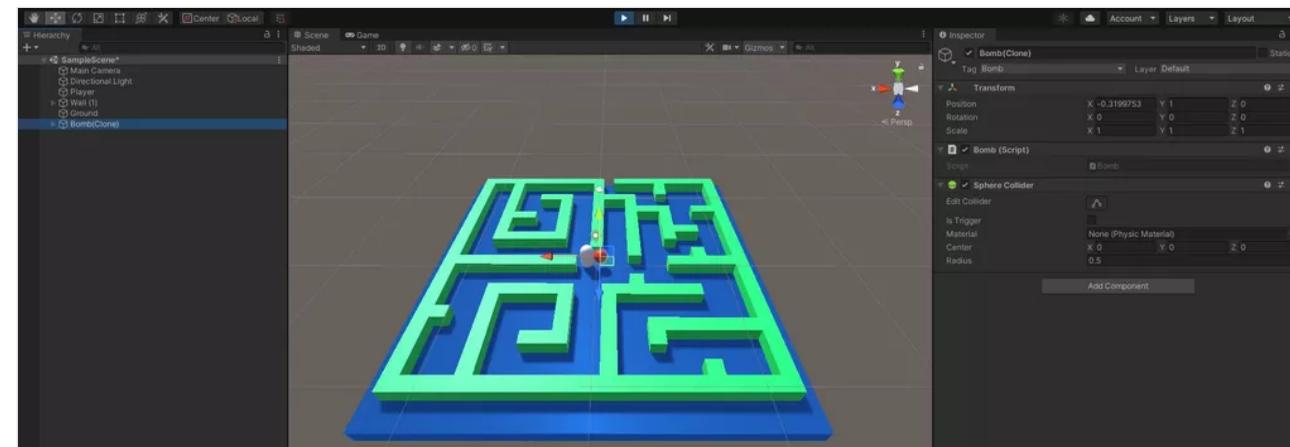
VERONICA WORK IN PROGRESS 2-7



## 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

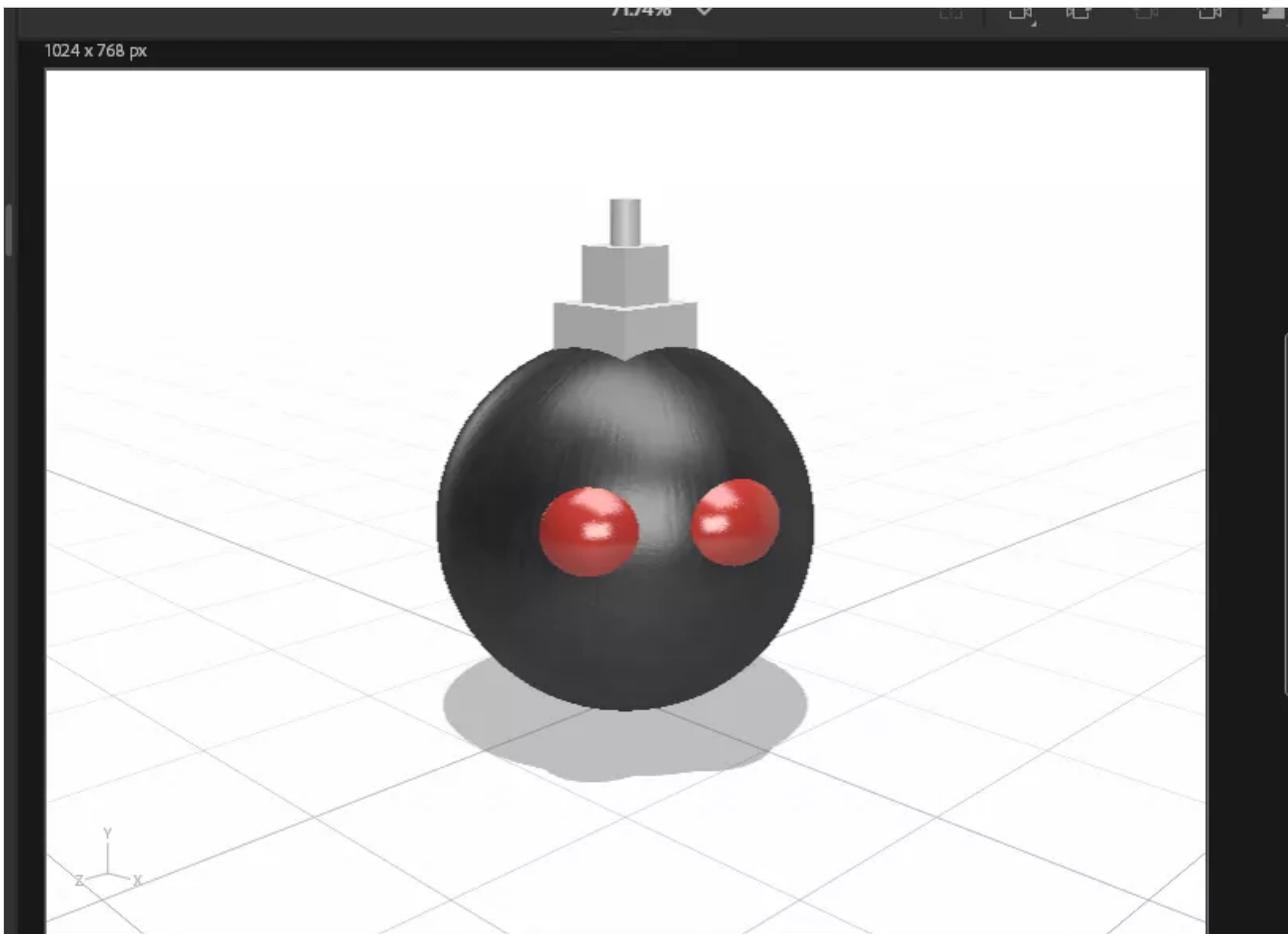
89.9 KB unity file

PADLET DRIVE

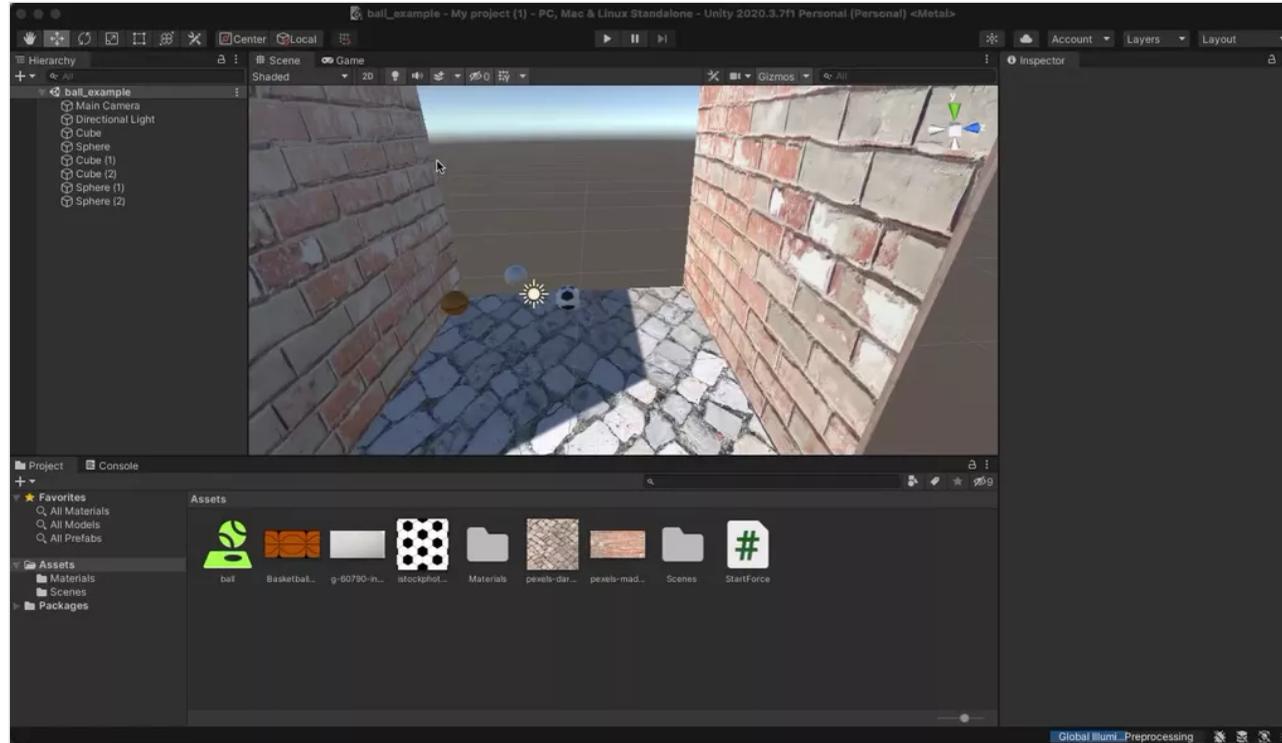


### shiela

I did this in adobe dimension



Bouncing Ball Project-Rodrigo Carnero

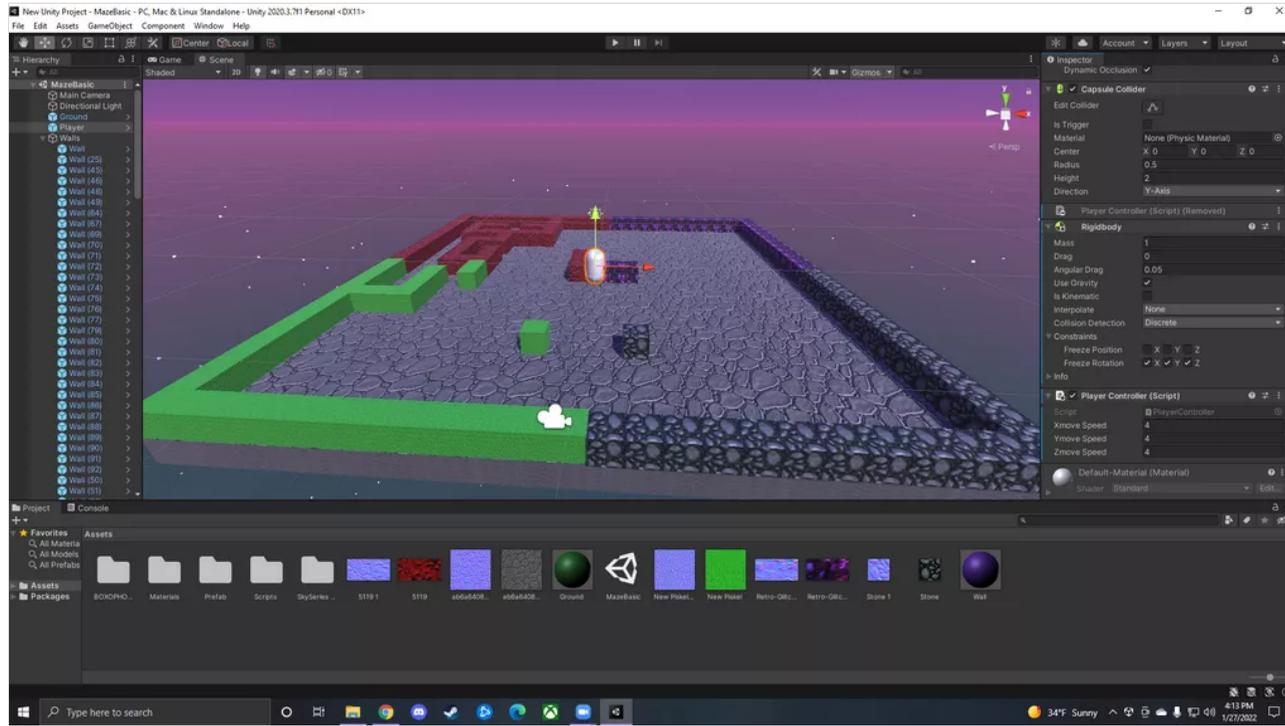


bouncing\_ball\_unity

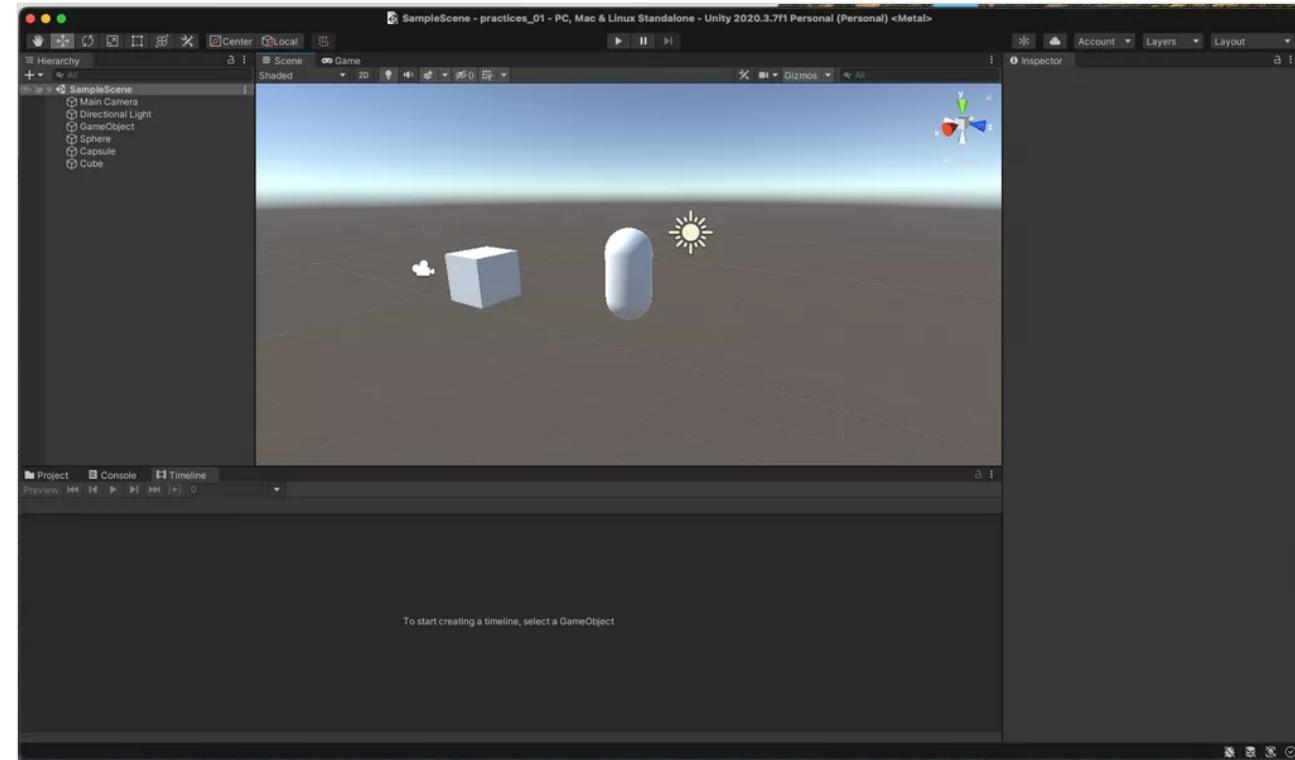
0:26 video

PADLET DRIVE

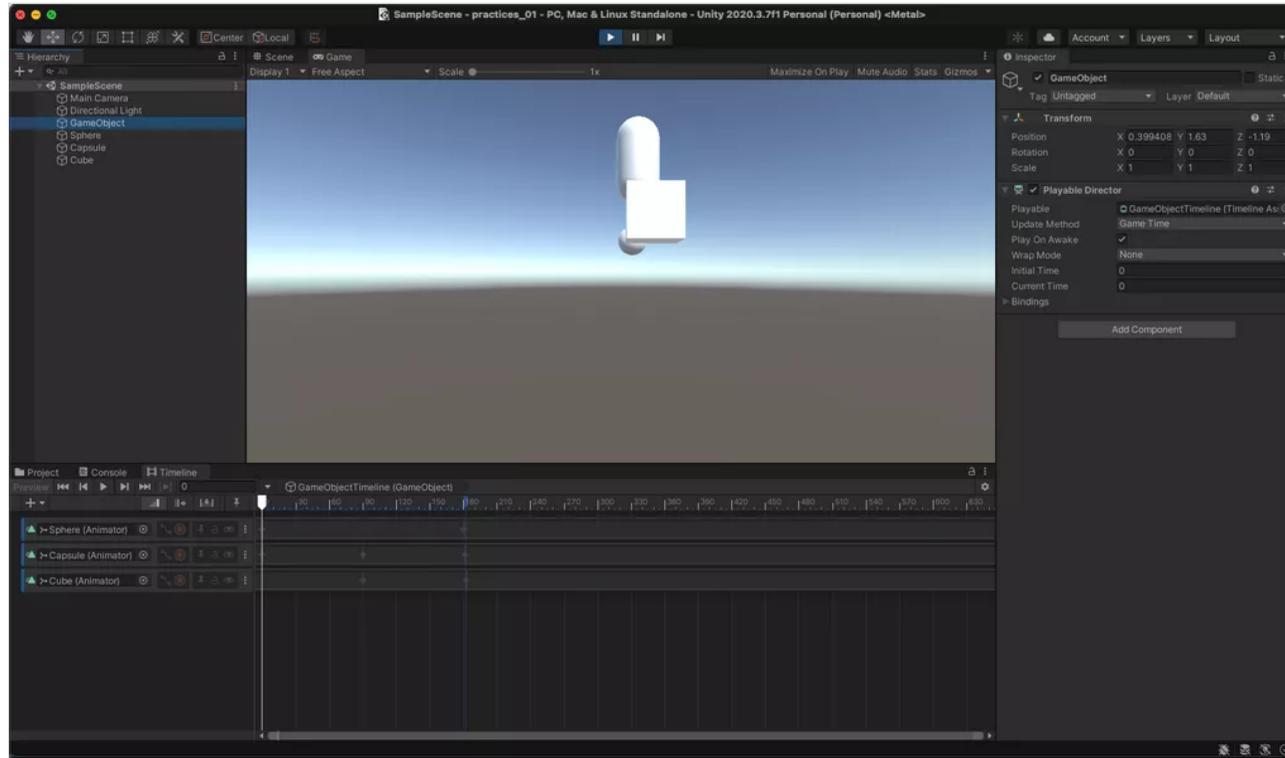
### Maze progress Sam D.



Rodrigo's Mess around with objects



Rodrigo's Messing with objects (2)



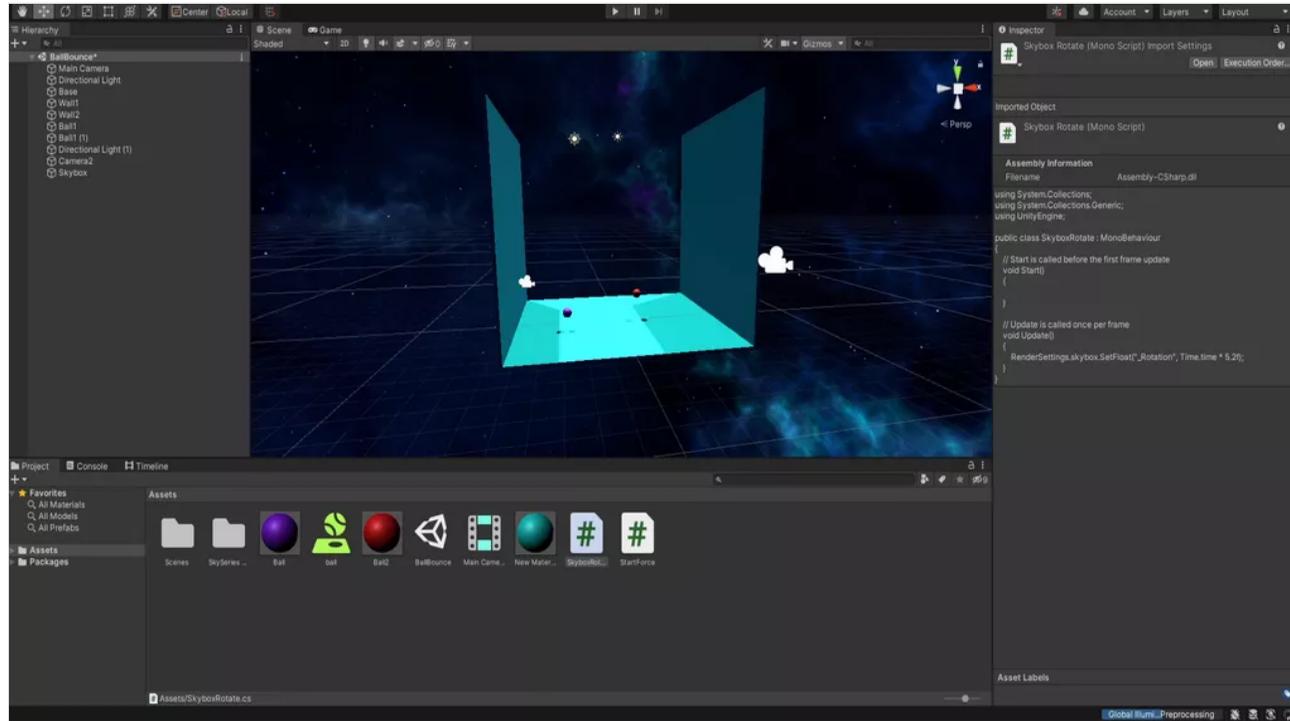
2022\_01\_10\_16\_31\_09

0:26 video

PADLET DRIVE

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

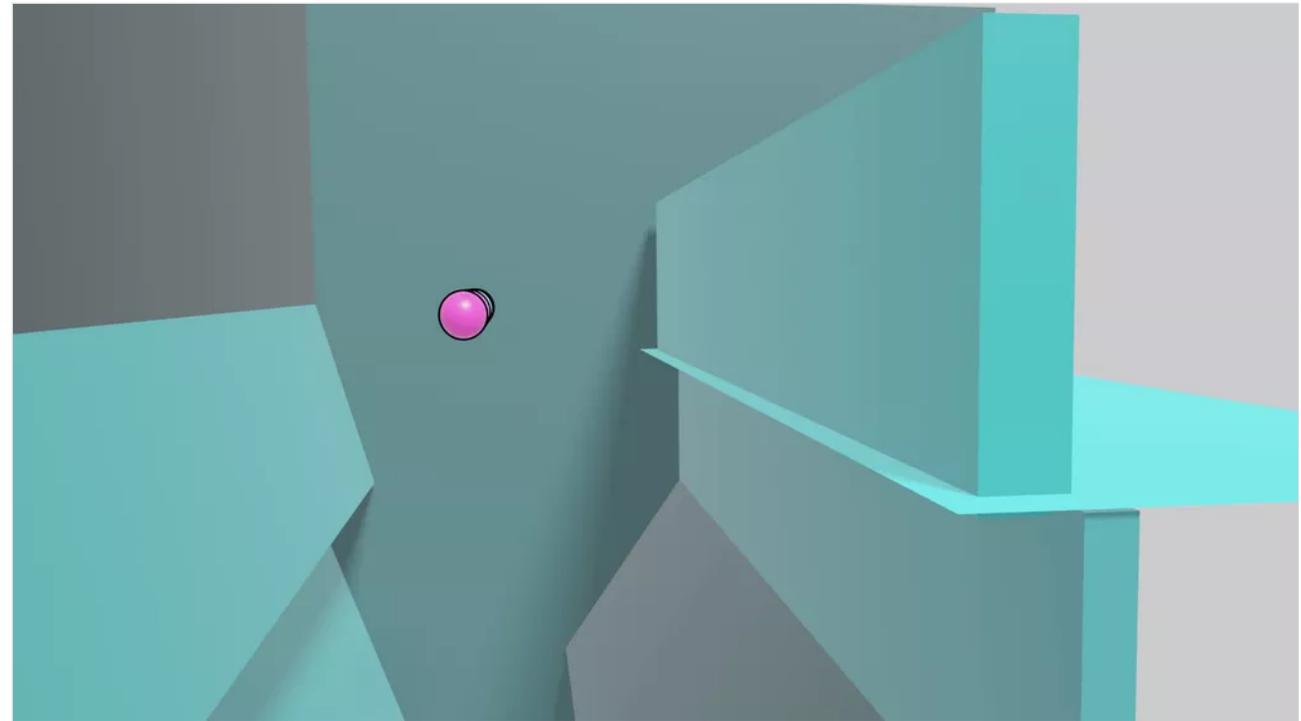
Really enjoying these assignments they are so much fun!



2022-01-13 16-42-16

0:35 video

PADLET DRIVE



0001-0270

0:11 video

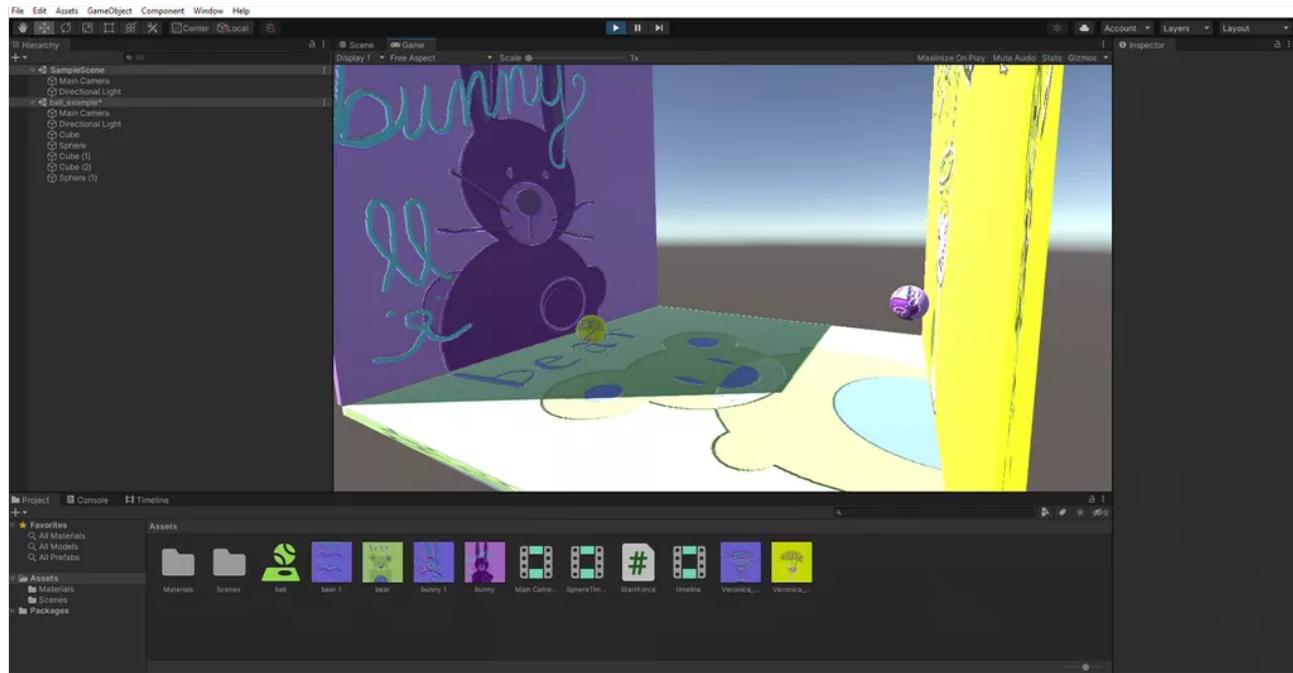
PADLET DRIVE

## 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.

## VERONICA W. HOMEWORK: GRAVITY (2 BOUNCING BALLS)

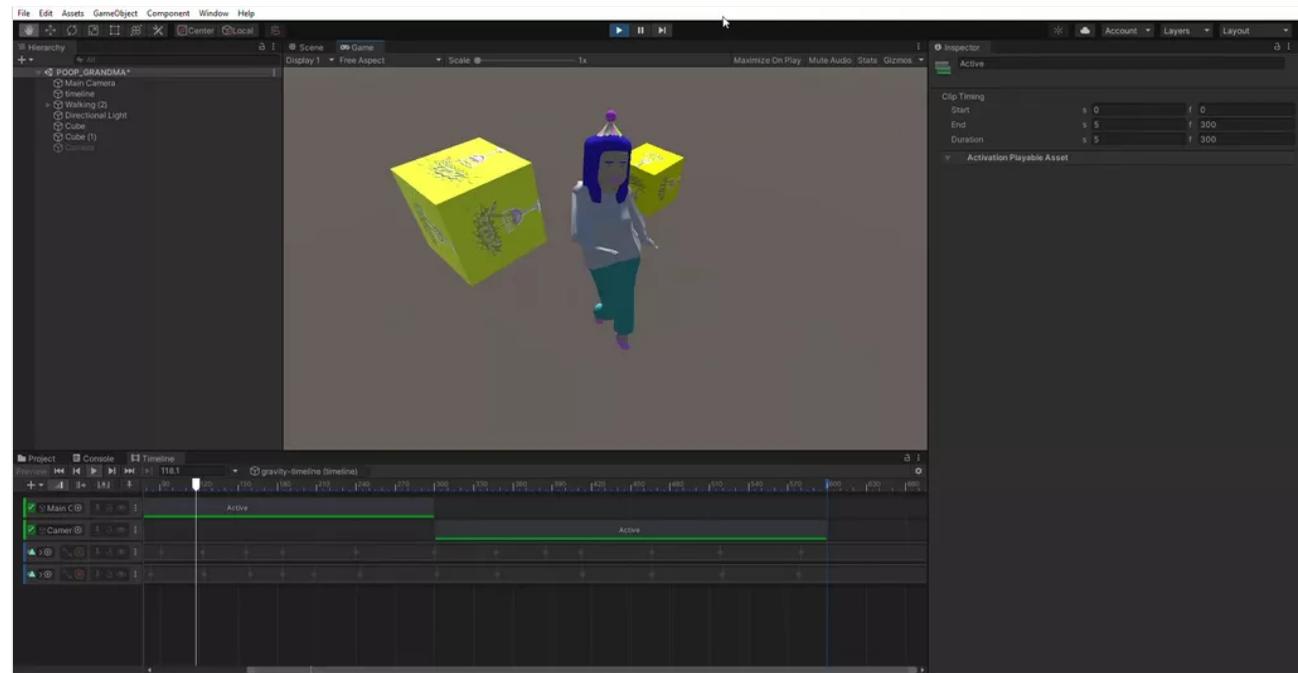
I added the textures/normal maps to each ball and every cube wall.



GRAVITY\_ZIT\_PROJECT - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.7f1 Personal \_DX11\_ 2022-01-10 19-45-07

0:08 video

PADLET DRIVE



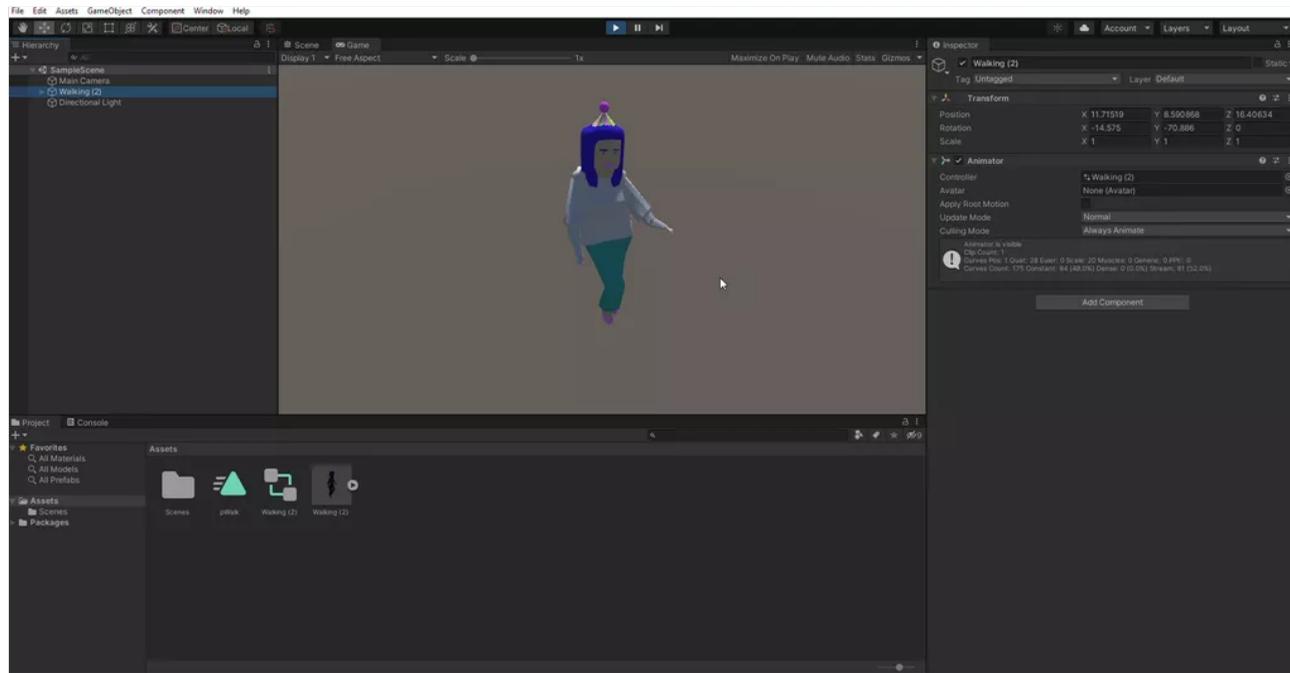
textures-cameras

0:08 video

PADLET DRIVE

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

## !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

PADLET DRIVE

## 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.

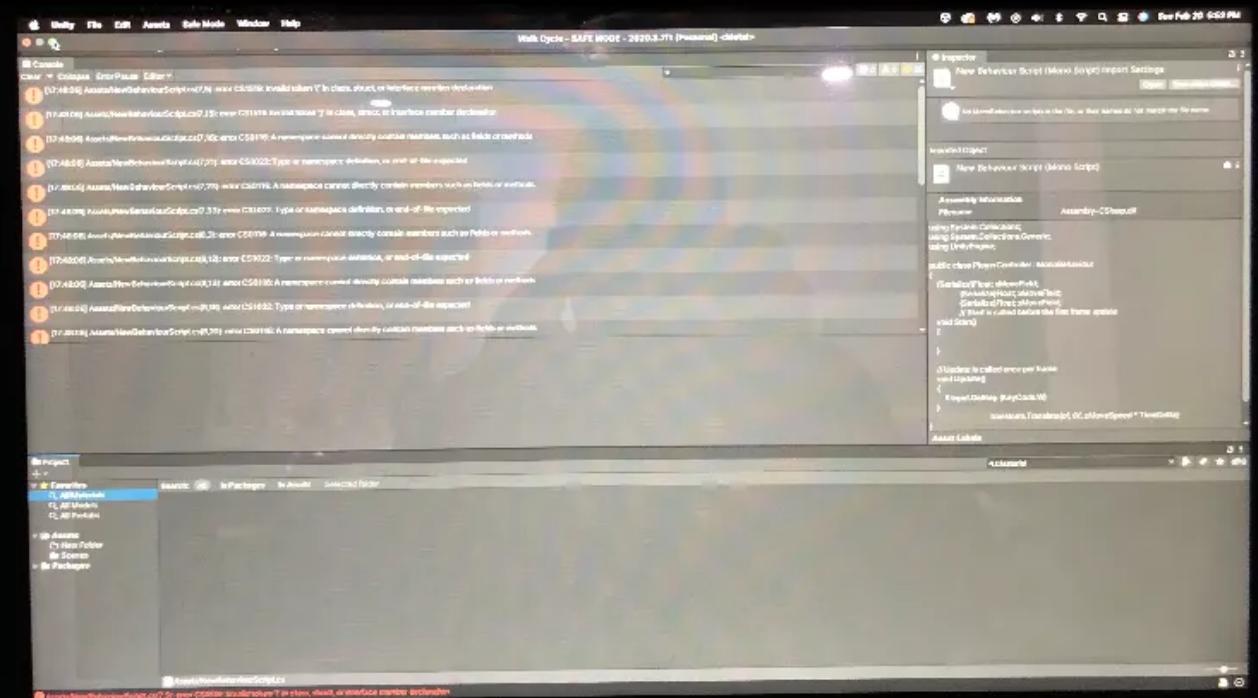
Sincerely,

Kevin Belingon

## Technical Issues

By Kevin Belingon





## Bouncing Ball Project

**Bouncing\_Ball\_Project**  
21.1 KB unity file  
PADLET DRIVE

## Gui Walking Cycle

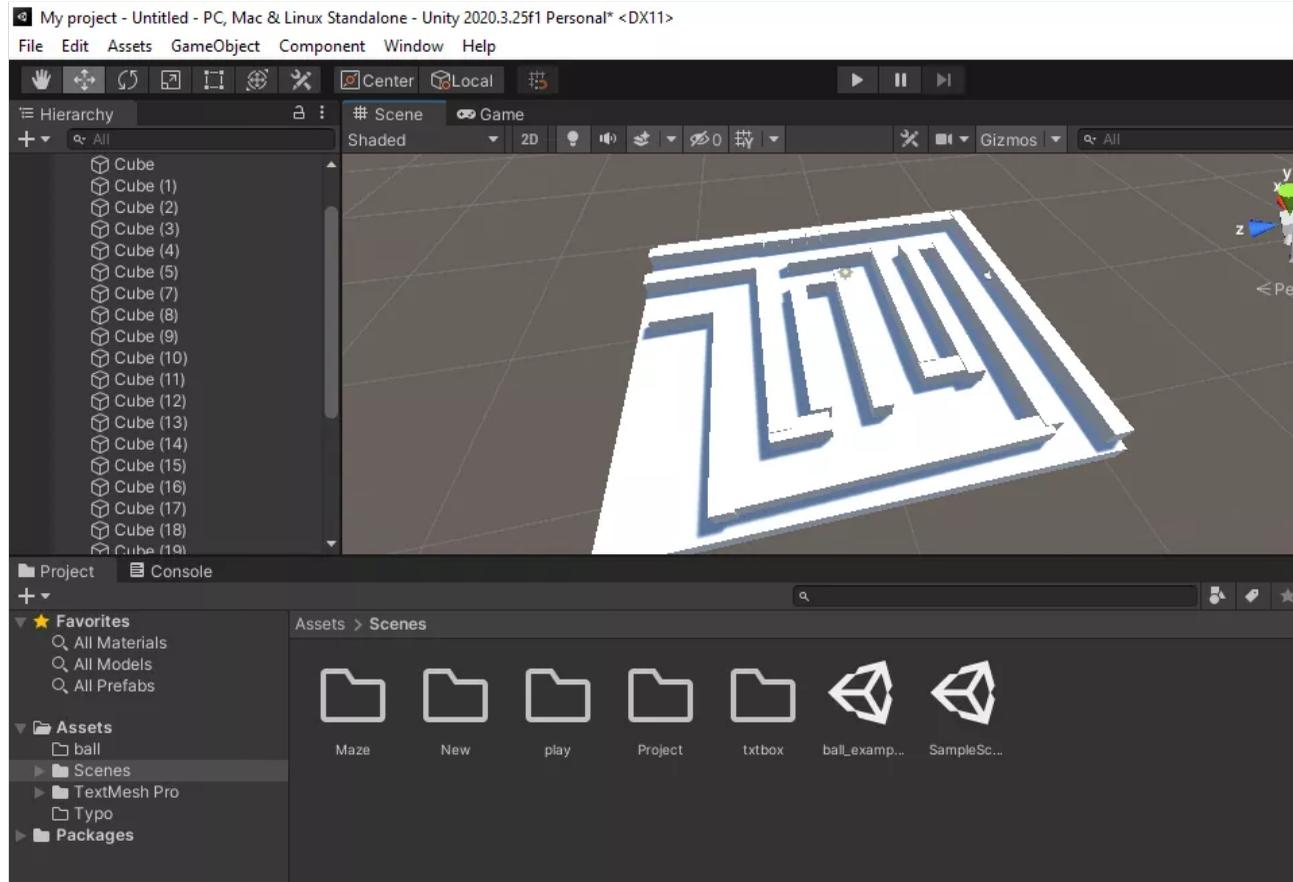


**0001-0250**  
0:08 video  
PADLET DRIVE

**Shiela**

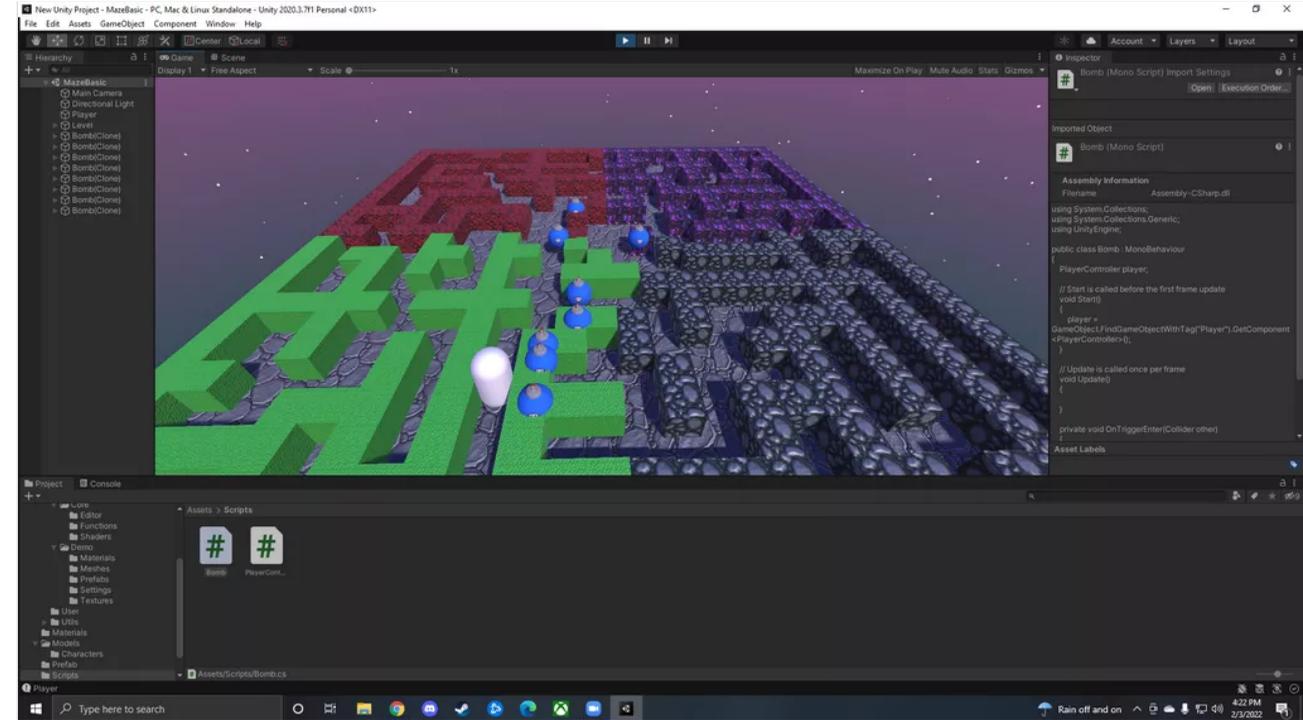
Maze





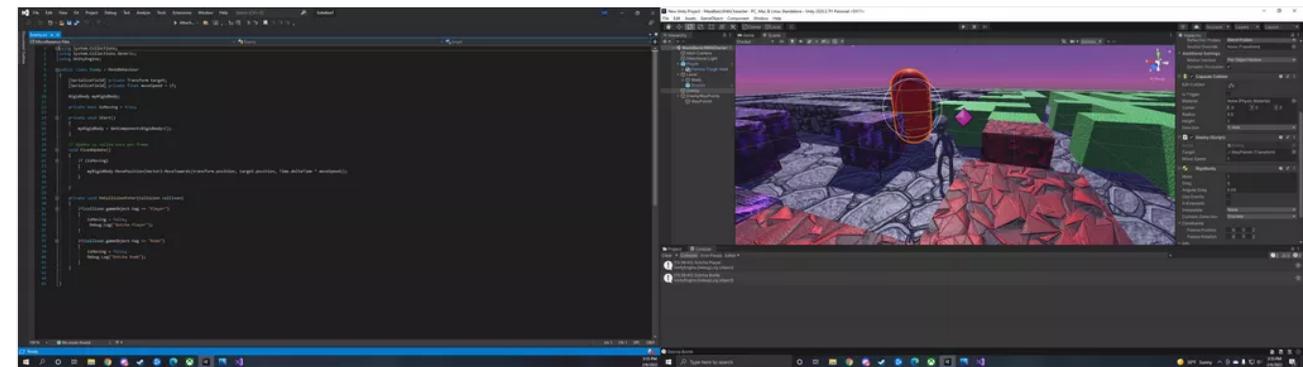
### Sam D. Maze progress with bombs

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?

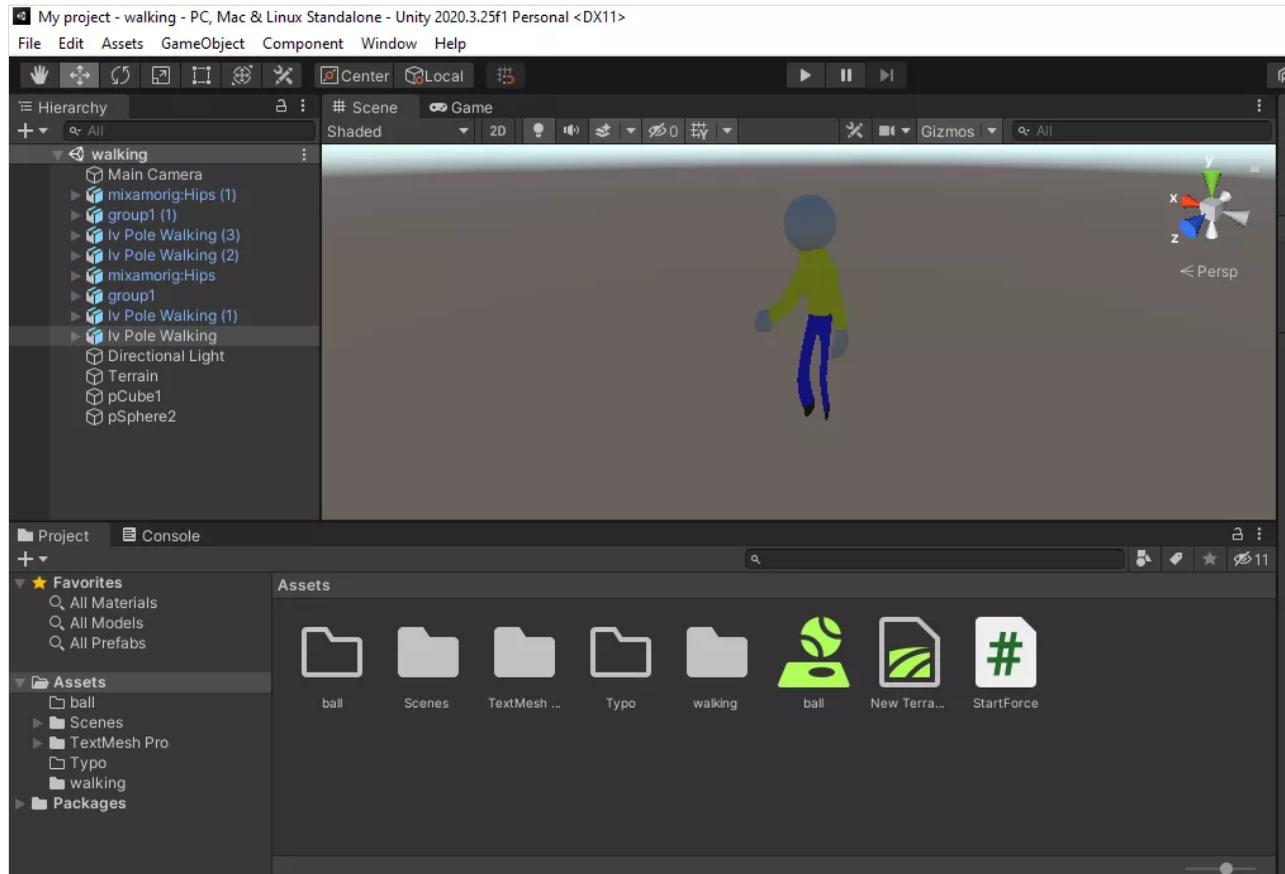


### Enemy progress

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

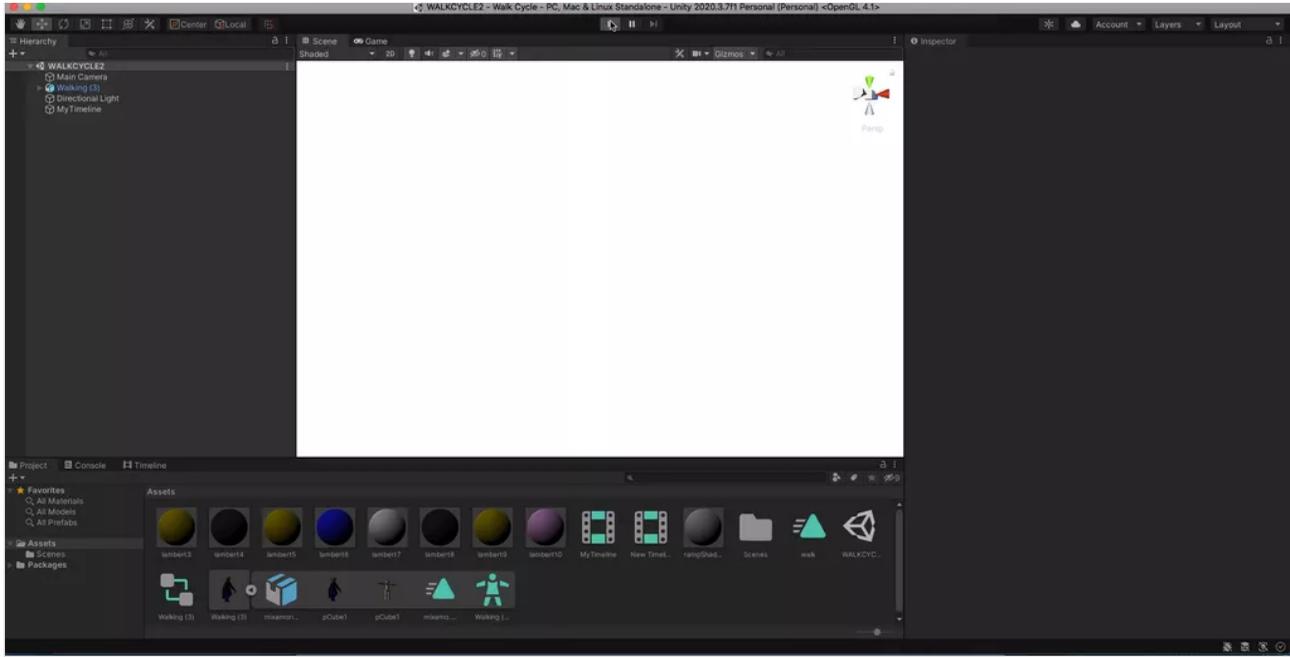
This is very late but here is my character I will upload another prgoress video of the walking cycle and then the unity section as well with the quit button and game title





0001-0250  
0:10 video  
PADLET DRIVE

## White Screen Glitch Fix



### WhiteScreenFix.mp4

1:23 video

BERKELEYCOLLEGE.PROFESSORKLEIN.COM

## Project Source Folder with fix (Zipped)

### Walk%20Cycle.zip

21.9 MB zip file

BERKELEYCOLLEGE.PROFESSORKLEIN.COM

## WALKCYCLE2.unity file ERROR

This is my file.

Kevin Belingon

### WALKCYCLE2

11.7 KB unity file

PADLET DRIVE

## Bouncing\_Ball\_Project\_In\_Color

By Kevin Belingon

### Bouncing\_Ball\_Project

21.1 KB unity file

PADLET DRIVE

## 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  
PADLET DRIVE



Unity Package: —MICHAEL KLEIN

[http://berkeleycollege.professorklein.com/Winter\\_2022/Kevin/KB\\_Character.unitypackage](http://berkeleycollege.professorklein.com/Winter_2022/Kevin/KB_Character.unitypackage) —MICHAEL KLEIN

## 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  
PADLET DRIVE



I will have a look -PK —MICHAEL KLEIN

## Samantha D. Unity Timeline - Cheering Ball drop



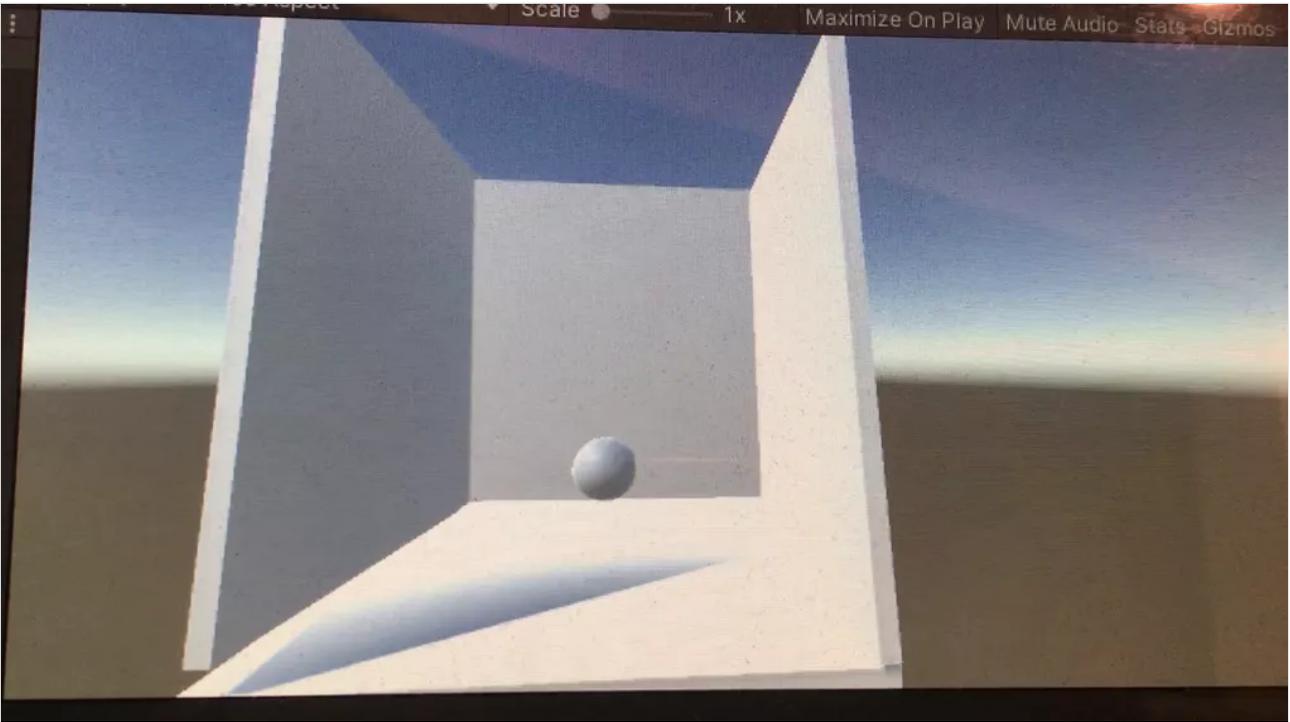
2022-01-10 16-31-09

0:26 video

PADLET DRIVE

## Bouncing\_Ball\_Project

By Kevin Belingon



IMG\_9121.MOV  
0:06 video  
PADLET DRIVE

### Shiela



### Shiela

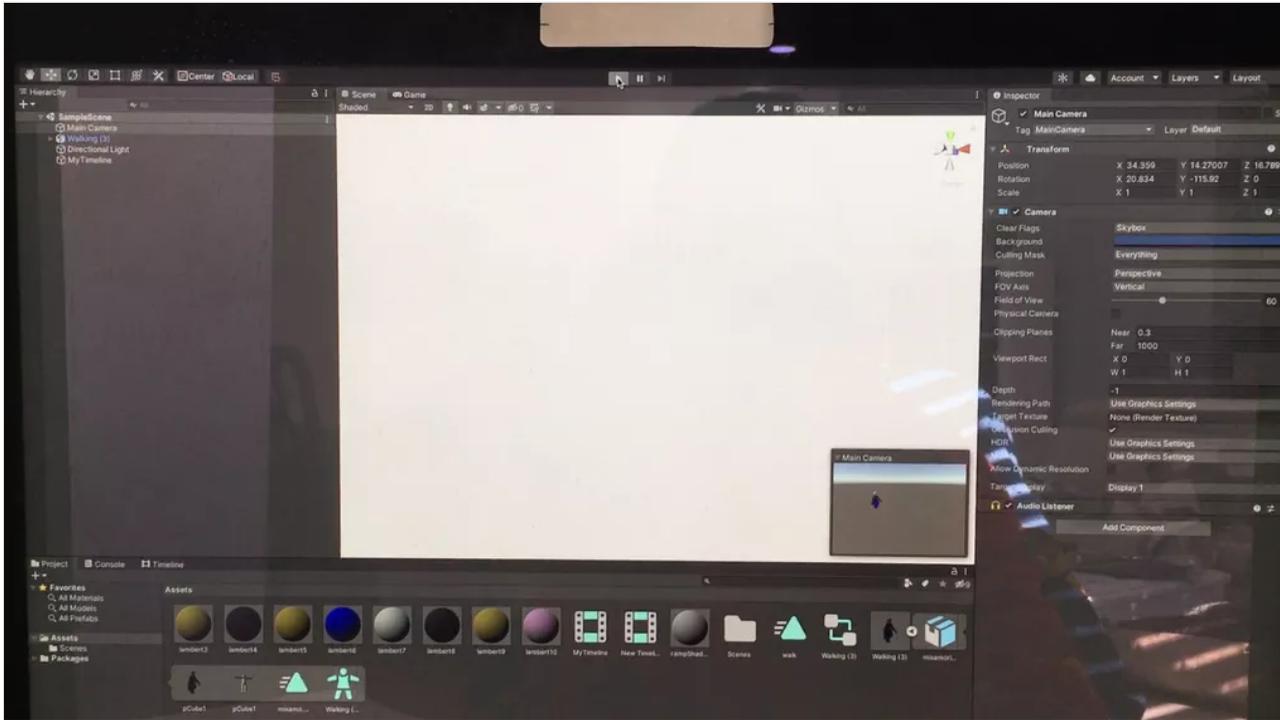
**jumping ball**  
6.84 KB unitypackage file  
PADLET DRIVE

### Shiela-working progress with bouncing ball

**SPernito\_ball**  
31 KB unity file  
PADLET DRIVE

### Walk Cycle ERROR video

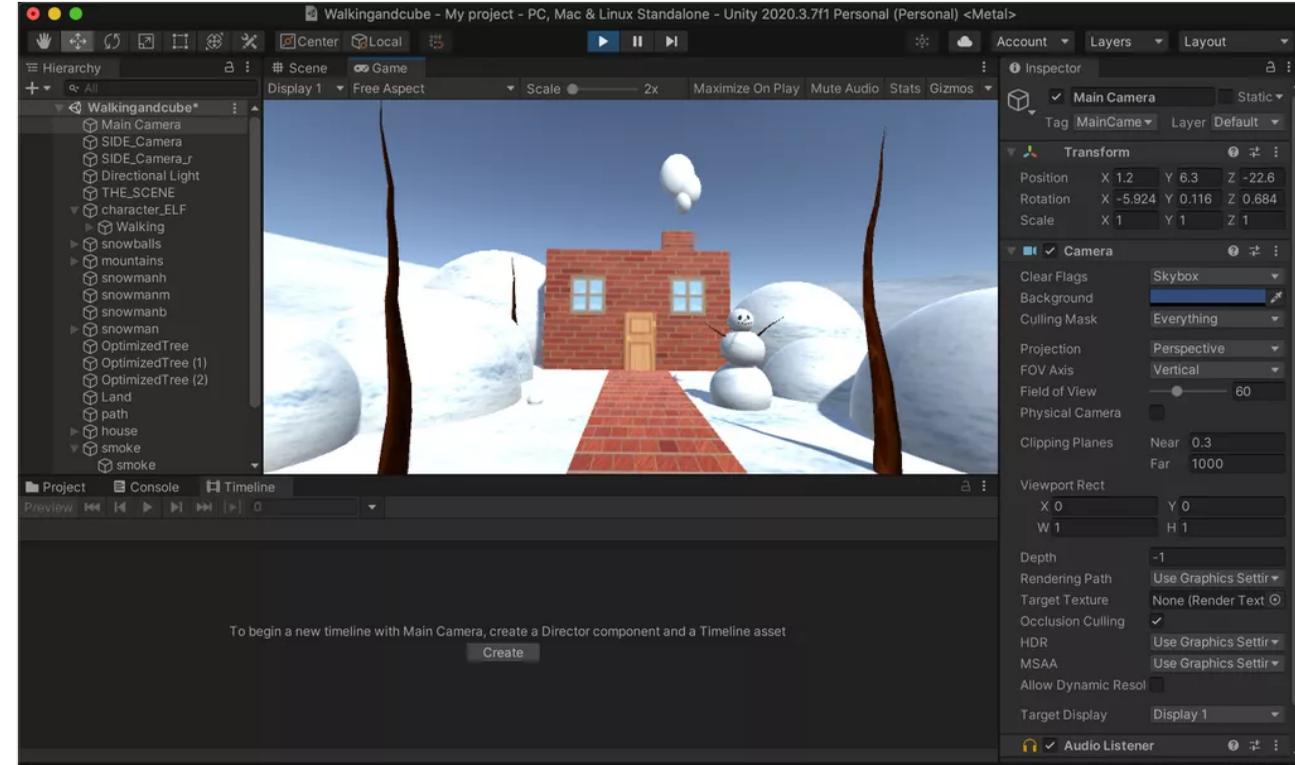
Good afternoon. This is Kevin Belington. I just noticed that even though my camera is focused on my character walking scene, I had an issue about the white background. When I play the scene, the white background disappears. But when I pause the walking scene, the white background comes back. Is there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



IMG\_9155.MOV

0:10 video

PADLET DRIVE

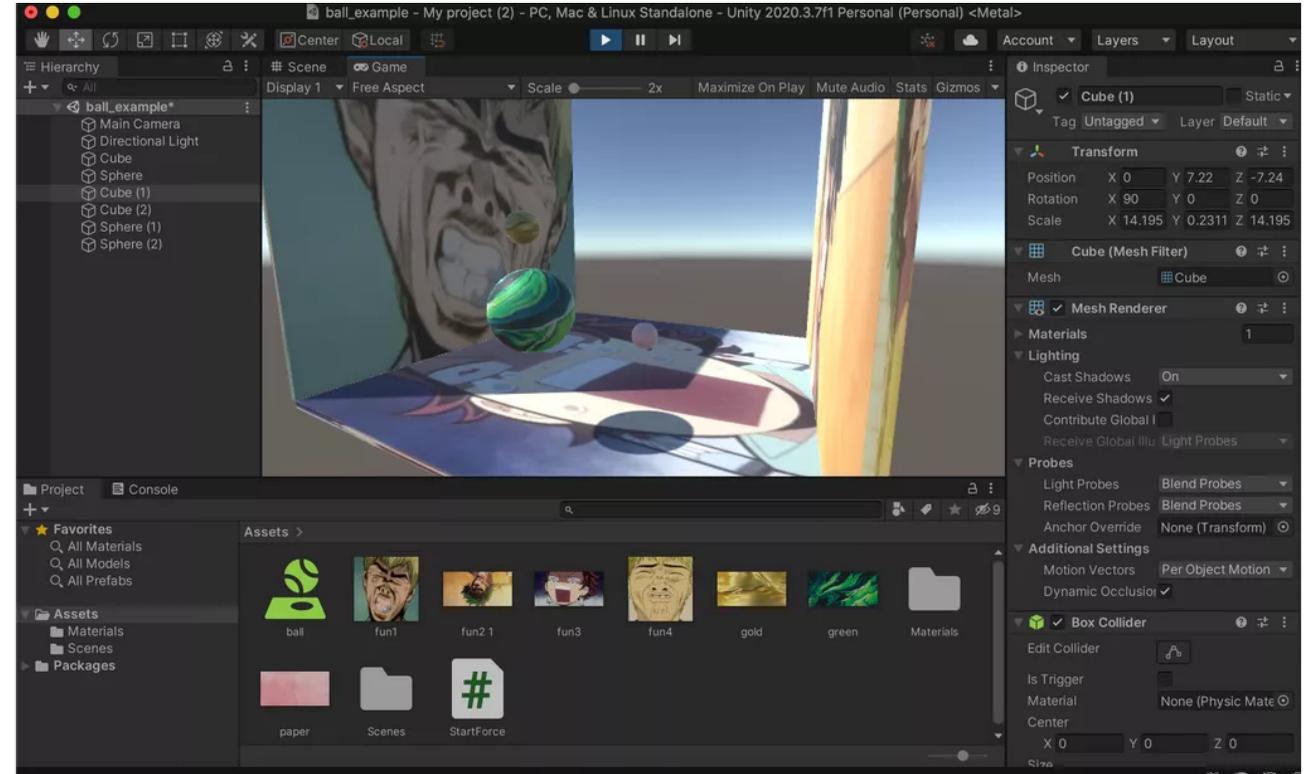


Walking in progress~ Tiffany Gary

Made a snow scene for my elf to walk in. Working on Title and quit button. ~ Tiffany Gary



Gravity-Ball Bouncing progress



Cube with Texture Material & movement with Timeline ~ Tiffany Gary



**cubemove**  
0:08 video  
PADLET DRIVE

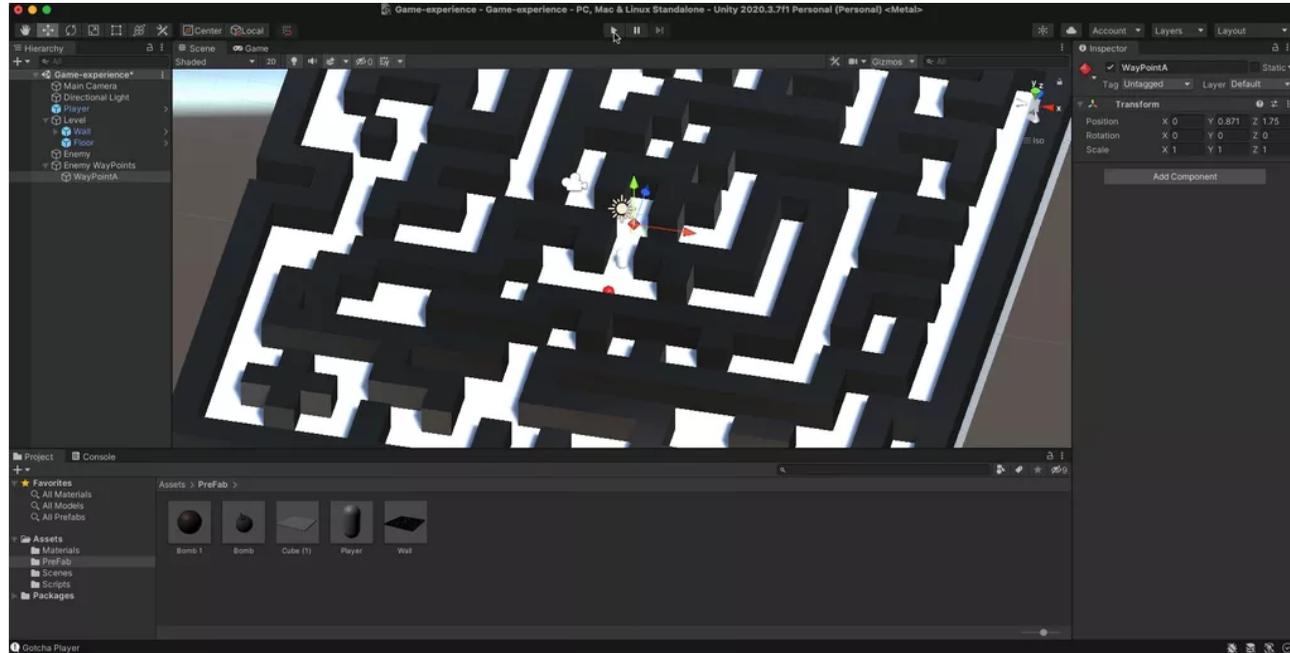


**funny\_faces\_bouncing\_balls**  
0:29 video  
PADLET DRIVE

**BOMBS AND ENEMY PROGRESS - RODRIGO CARNERO**

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

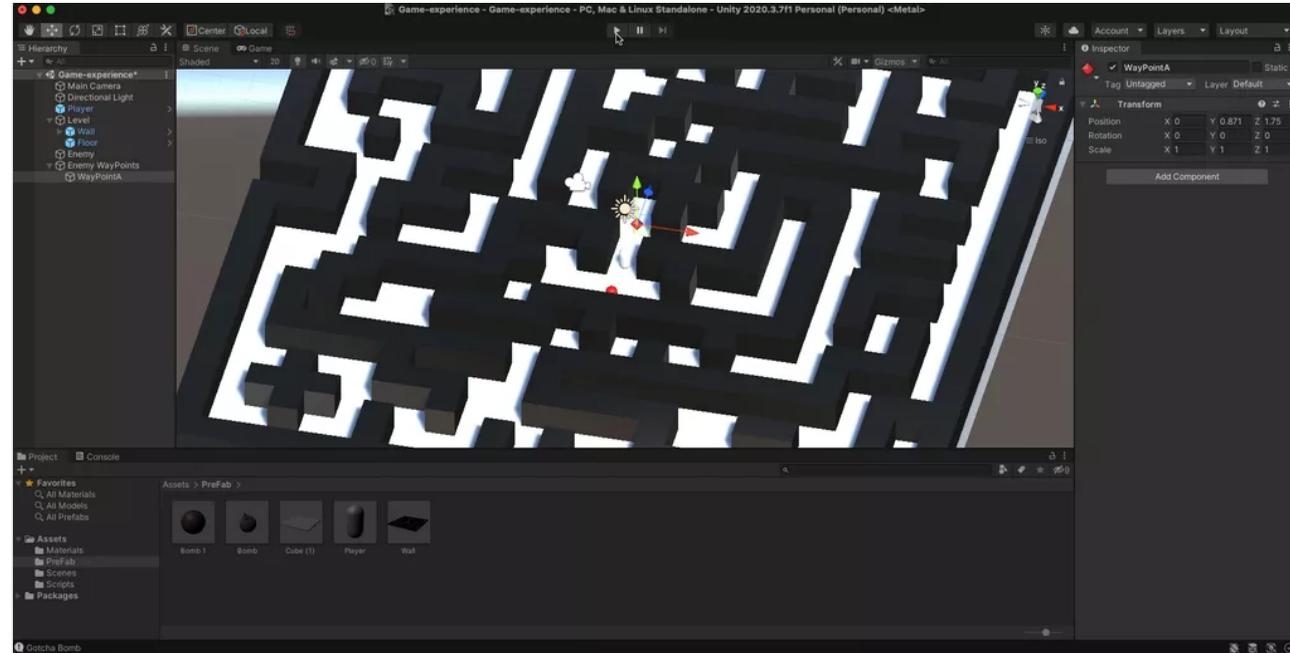
**Gravity-Texture Material-Bouncing Balls ~Tiffany Gary**



progresounity

0:21 video

PADLET DRIVE



Screen Recording 2022-02-14 at 11.37.12 AM

0:13 video

PADLET DRIVE

## 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".

## 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

Uhhh, 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

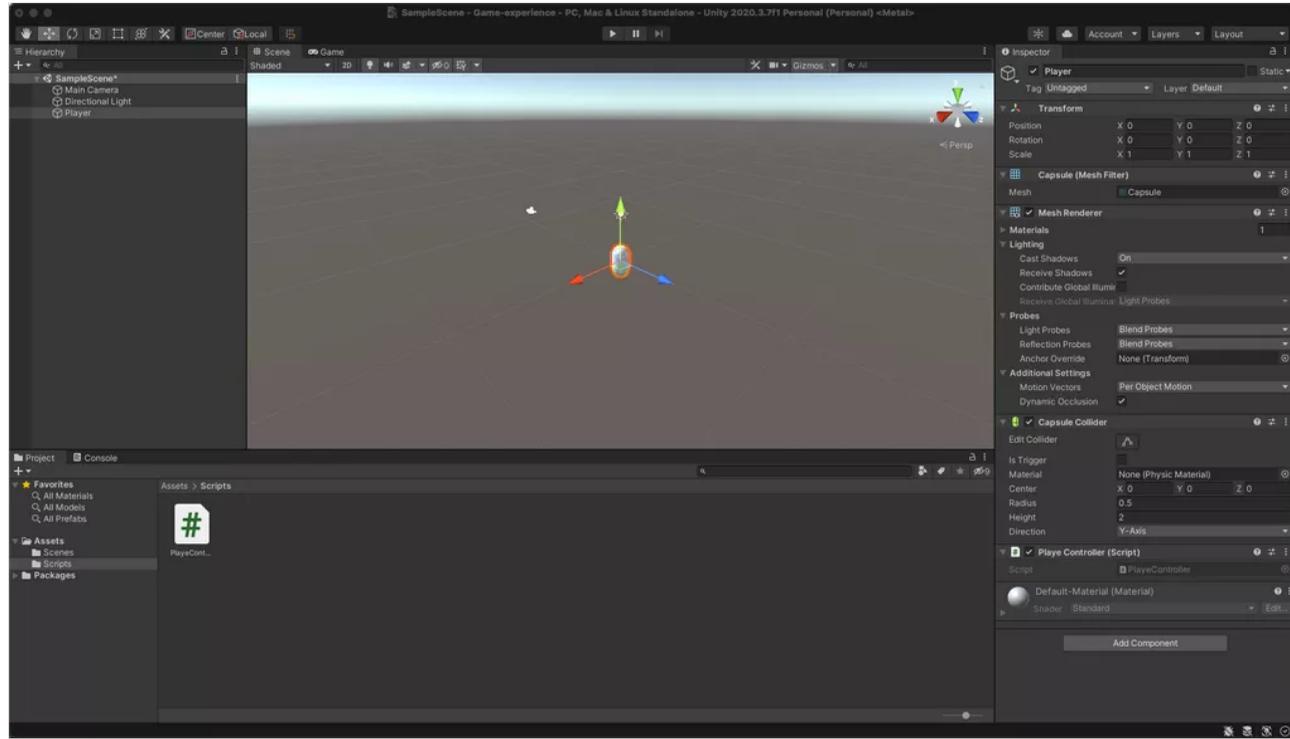
2.03 MB unitypackage file

PADLET DRIVE



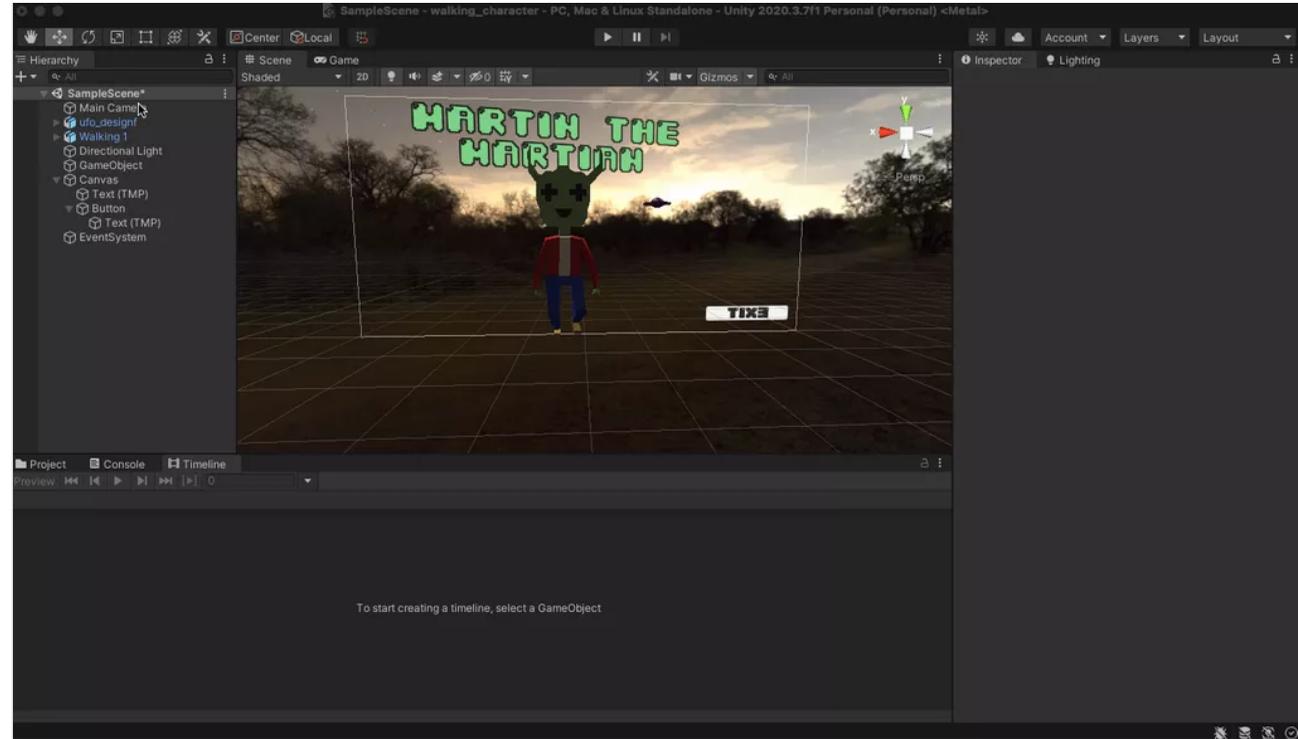
## CAPSULE SET UP - RODRIGO CARNERO

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

PADLET DRIVE

## CINEMATIC PROGRESS-RODRIGO CARNERO



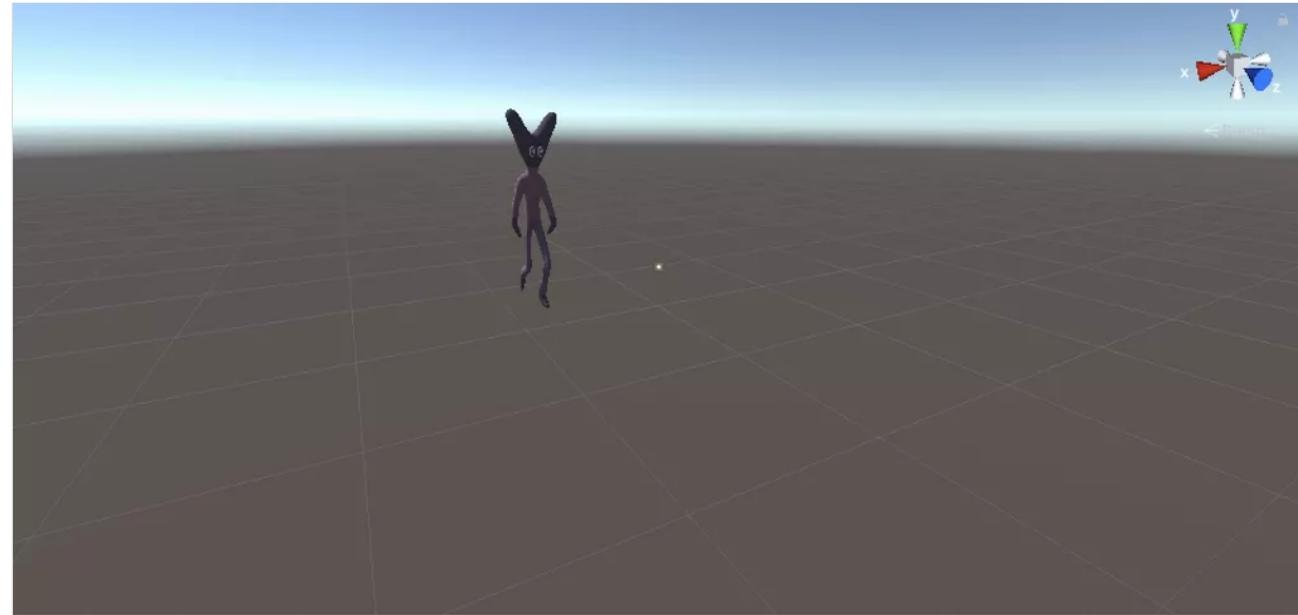
#### MARTIN\_PROGRESS

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!

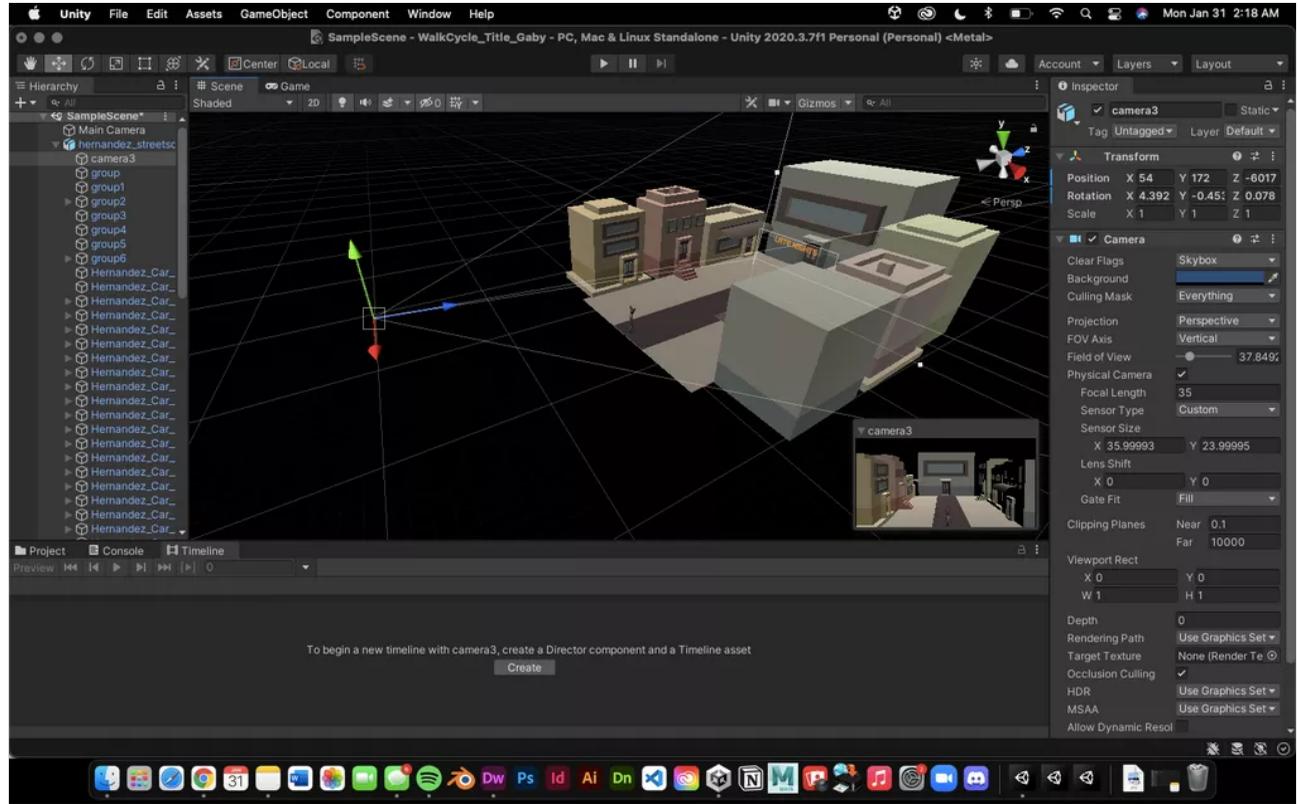
Oh! By the way, I thought I should let you know that I emailed you the package to the project! In the email, I also discuss the same concerns! That said though, I hope you can help me! I tried giving the camera thing another go and there is still nothing :(

### 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.

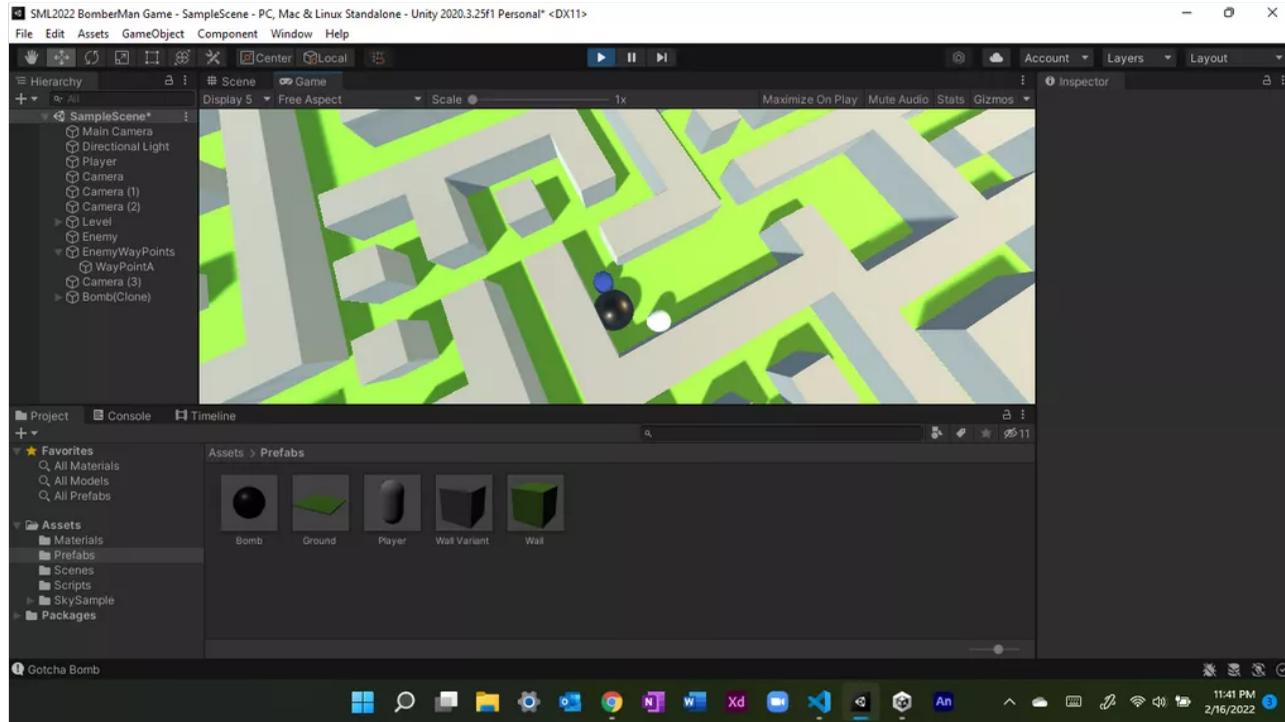


### Gaby-title progress

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!

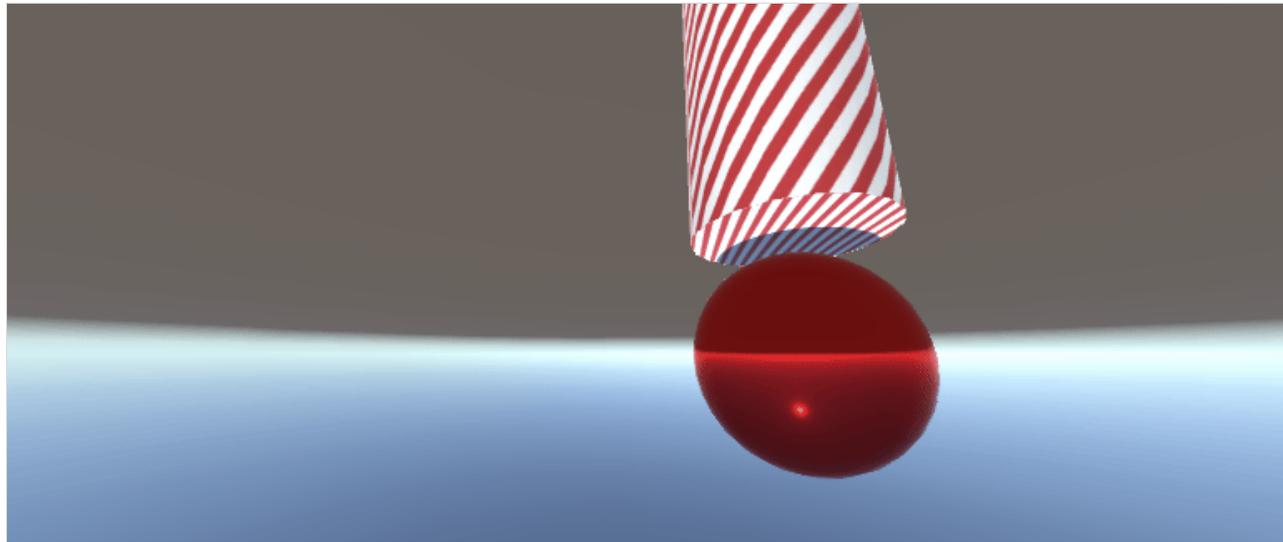


### Shara Mae - Debug Messages Work!



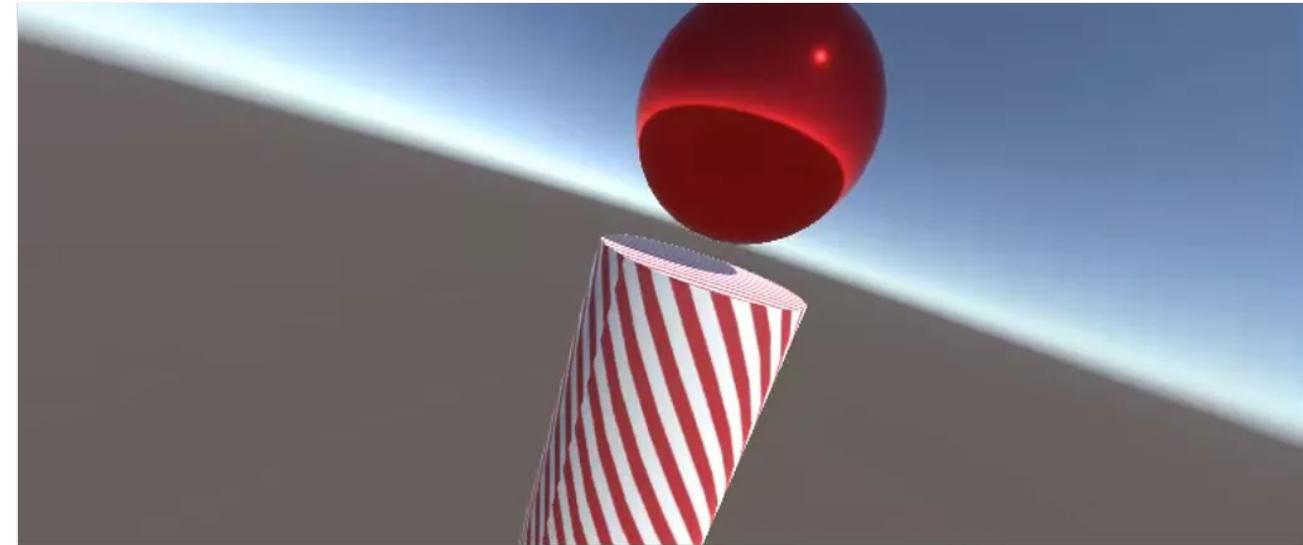
## Shara Mae - PLAYING WITH UNITY GIF

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!



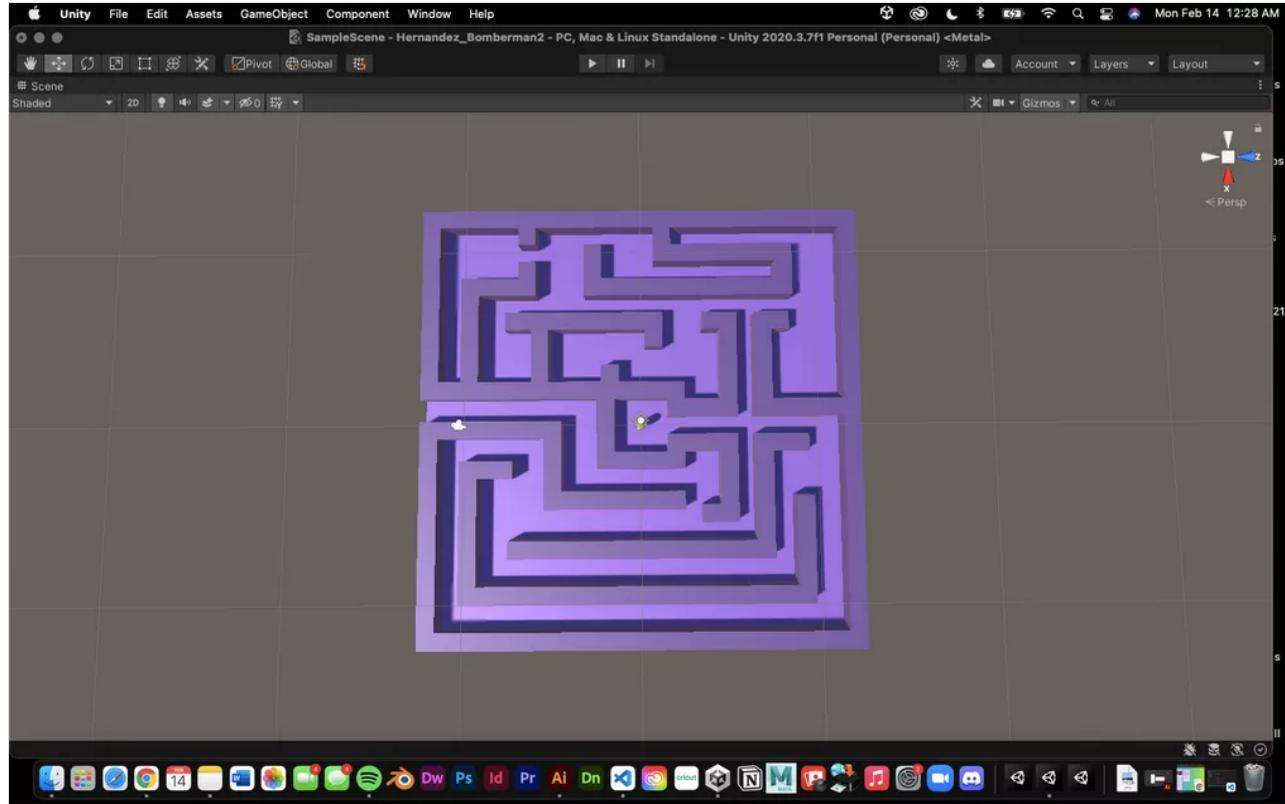
## Shara Mae Playing with Unity

0:03 video

PADLET DRIVE

## 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!

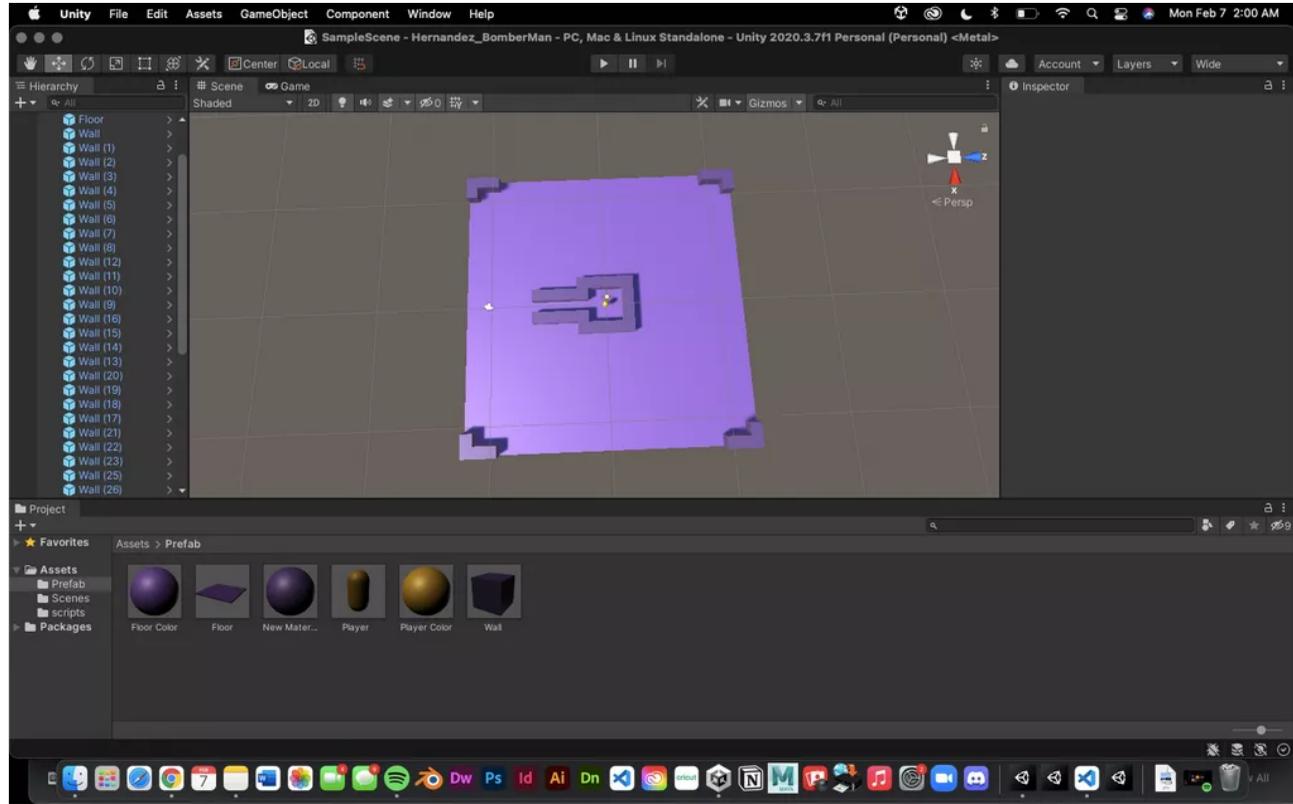
Also! I am gonna upload a package file as always to the dreamhost server!



**maze\_startrec**  
0:42 video  
PADLET DRIVE

### 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!



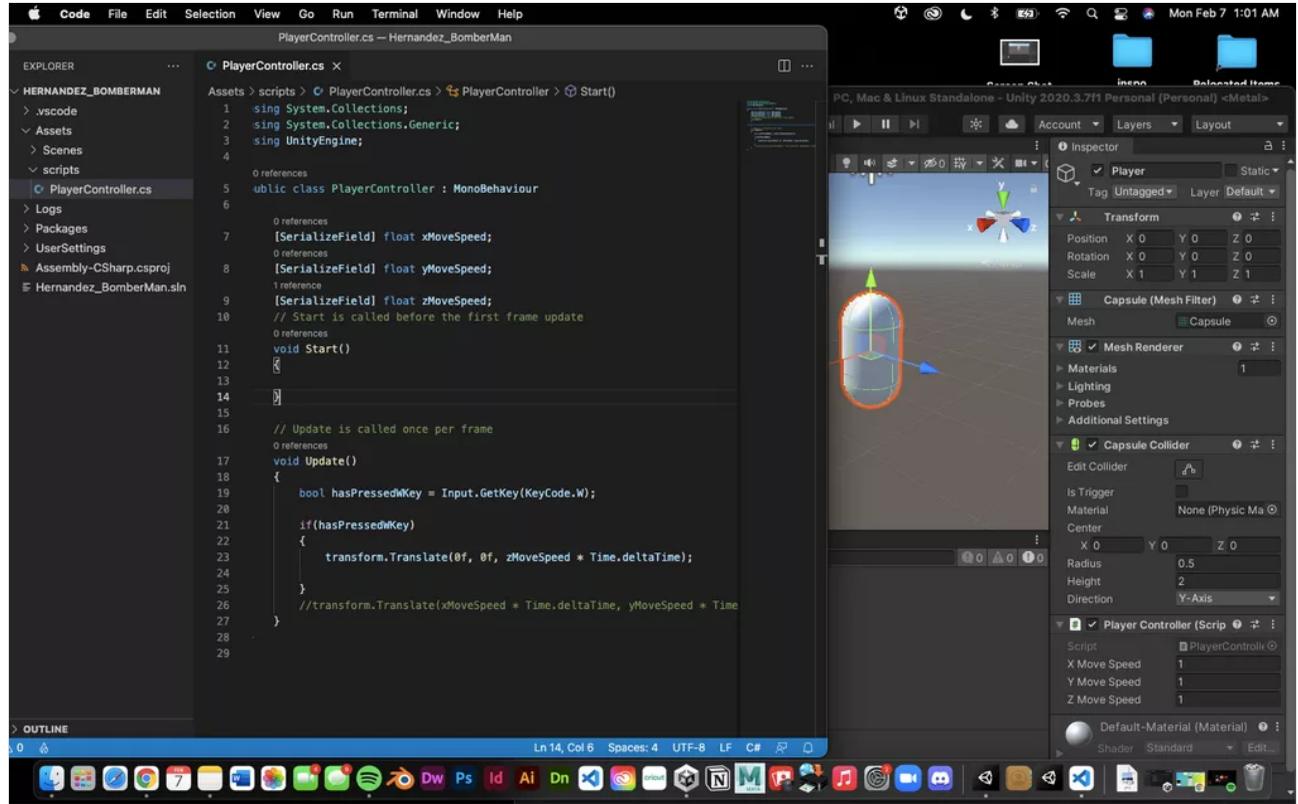
Screen Recording 2022-02-07 at 1.20.29 AM

0:23 video

PADLET DRIVE

### Gaby-WorkInProgress 2

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



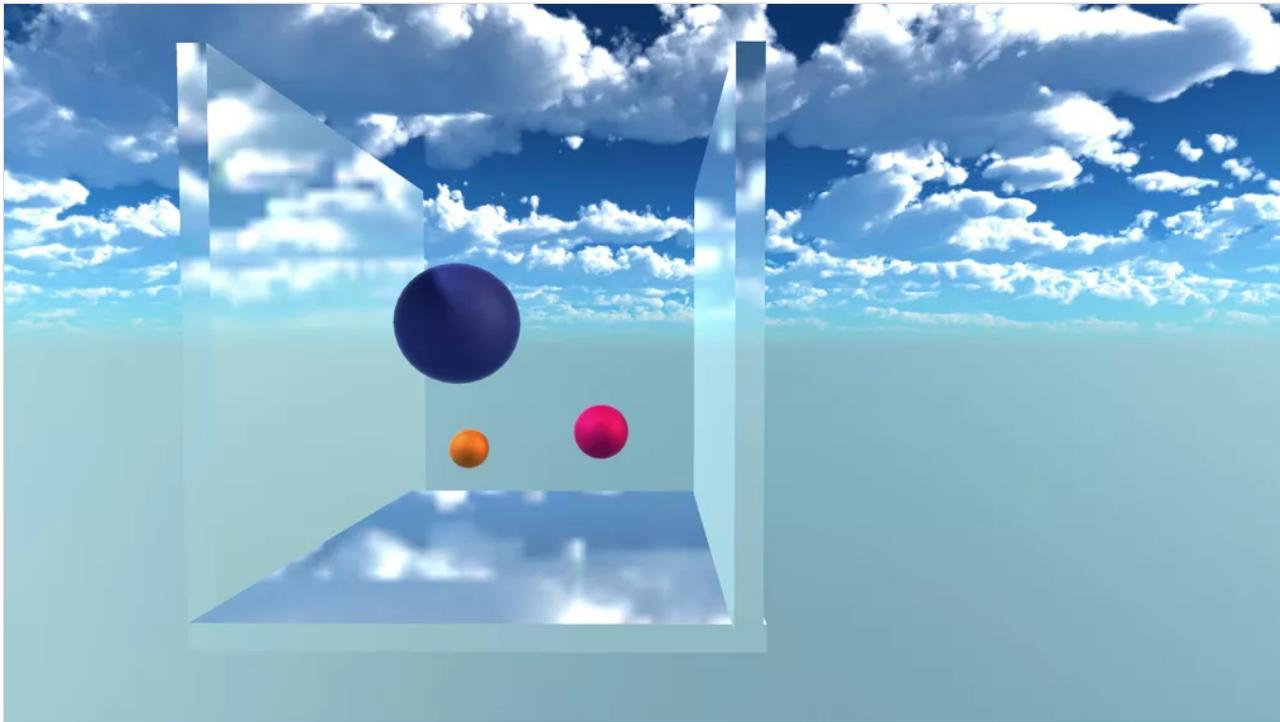
**Gaby-WorkInProgress 1**

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

PADLET DRIVE

**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**

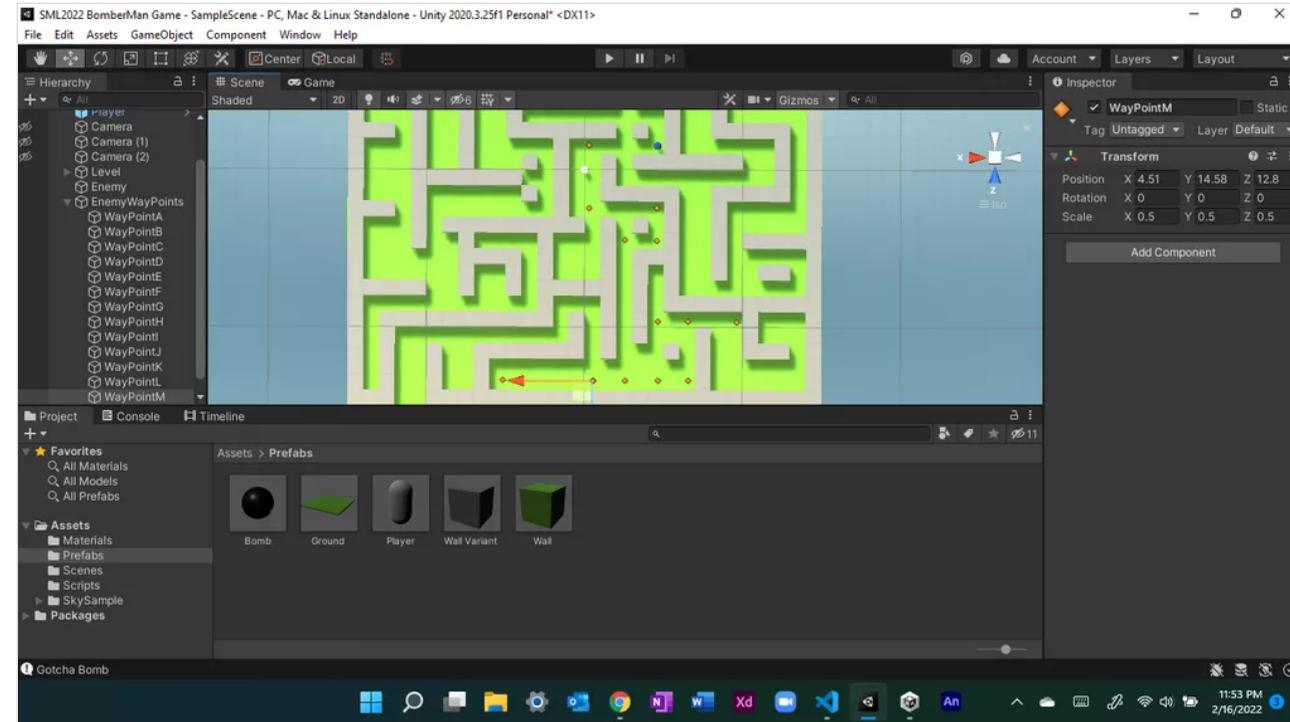
11.6 MB unitypackage file

PADLET DRIVE



**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**

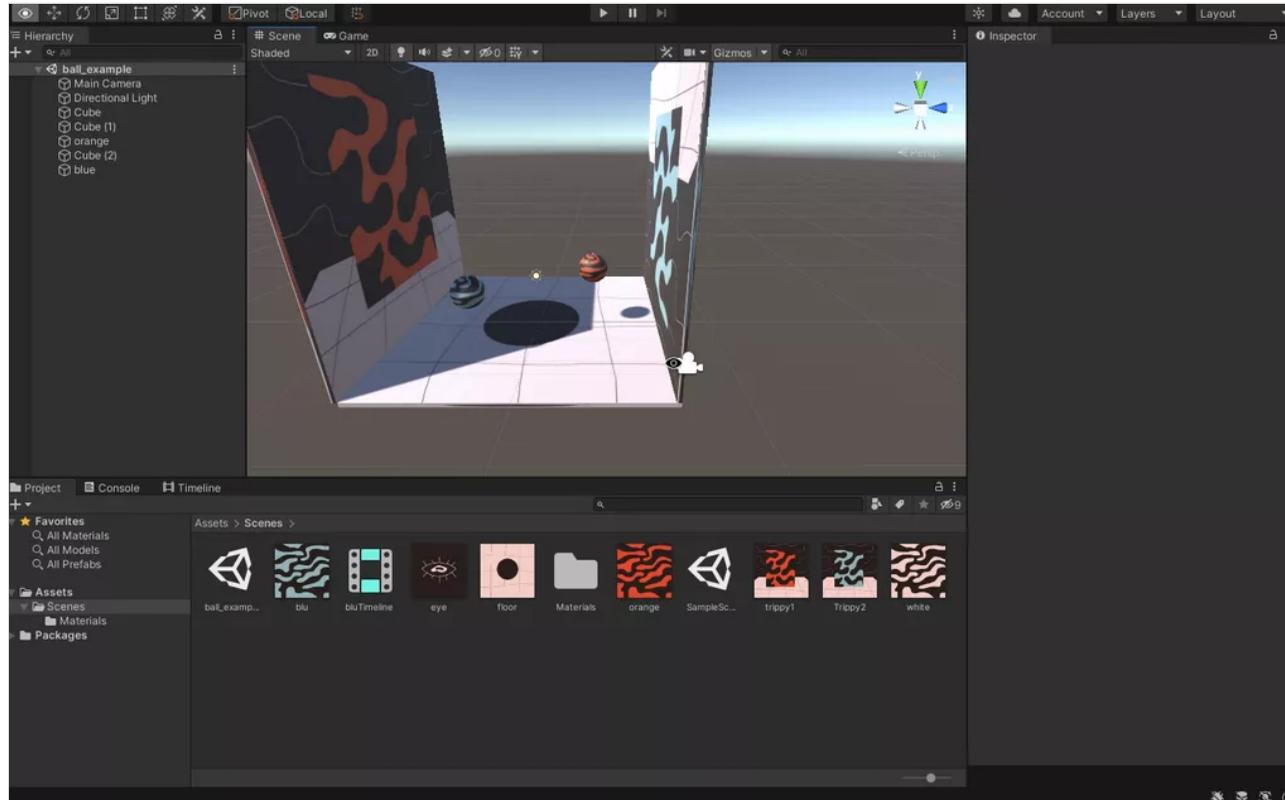
by Shara Mae Lintag

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 Obj's (2)



## Gaby- Mess Around Obj's (1)



### Ariel - Code Problem on the Bomb script

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 multiple 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. ~\\_(:\`)/\_~



### Veronica W. 1/31

BUTTON AND TITLE WORK IN PROGRESS



## 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...).

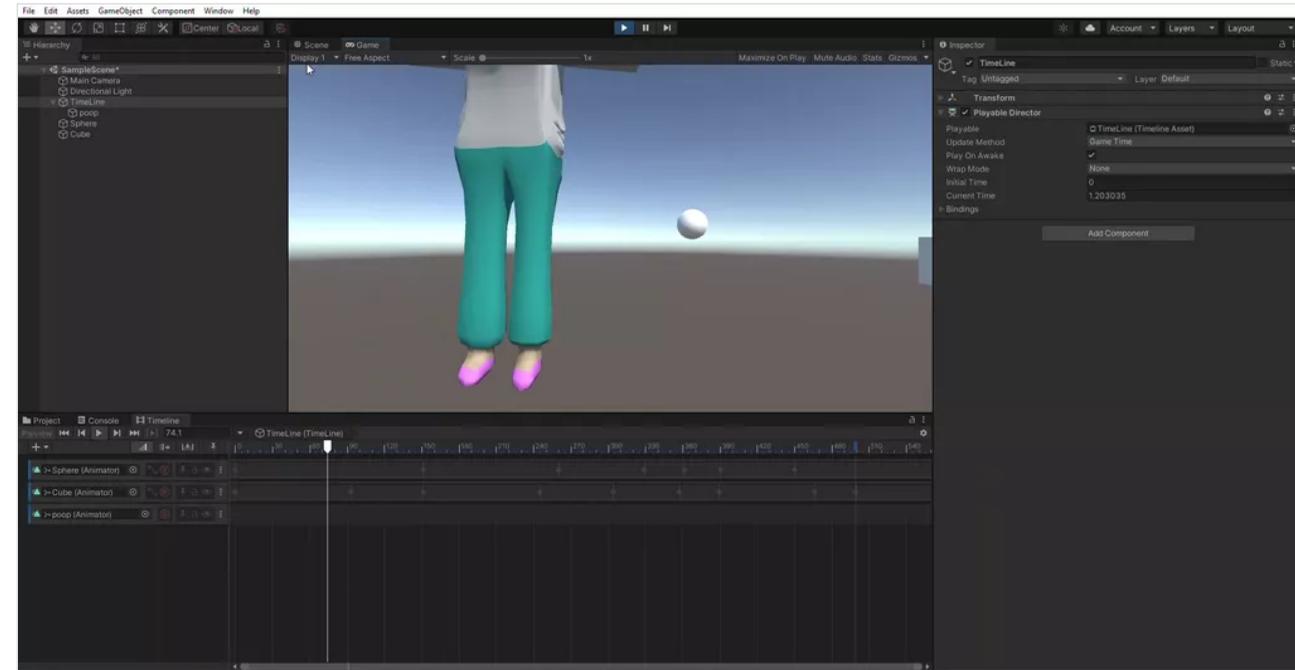
The character from the fbx file wouldn't show up when placed into the project assets or hierarchy. Also the mixamo animation didn't work when applied to the character.

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

