# UC-194 Dream Catcher Combat Training

### INTRO/ABSTRACT

Dream Catcher Combat Training is a challenge based game where the player will try go get the best score in 3 game modes across 3 maps. They'll swing, slash, jump, and dodge their way across each map on their way to get the best score they can.

#### **METHODS**

I took my time and structured how I would make the game. Instead of jumping straight into programming I took a week to write out how I'd go about my structure. Setting up a good design doc and plan for the coming weeks. Even when I was faced with a difficulty, I looked back to my design doc and remembered my plan. Of course, I had help from my classmates and online tutorials.

## **RESULTS**

A well put together game all created by one person. I've learned a lot of the dev process and how things go into it like the planning and time management.

#### Resources:

How to Make Grappling Gun in Unity (Tutorial) – YouTube

Combo Attack in 3D action game | Normal attack + Smash attack | Making a 3D Action Game in Unity - YouTube

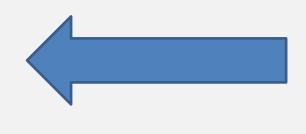
How to make a HIGH SCORE in Unity – YouTube

<u>Using Menus with A Controller/Keyboard in Unity – YouTube</u>

Others are in my game credits.

A movement-based challenge-oriented 3D game. A test of skills to be the best.





My Linkedin QR code