

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](#)

[Using Menus with A Controller/Keyboard in Unity – YouTube](#)

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