

# Izdelava igre z orodjem Unity

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# Kazalo

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# Predstavitev projekta

- Ponovna revolucija “Battle Royale”
  - PUBG, Fortnite, itd.
- Izdelava aplikacije oz. igre
- Orodja uporabljena za izdelavo igre
  - Unity, Adobe Fuse, Mixamo
- Namen projekta

# Zahteve

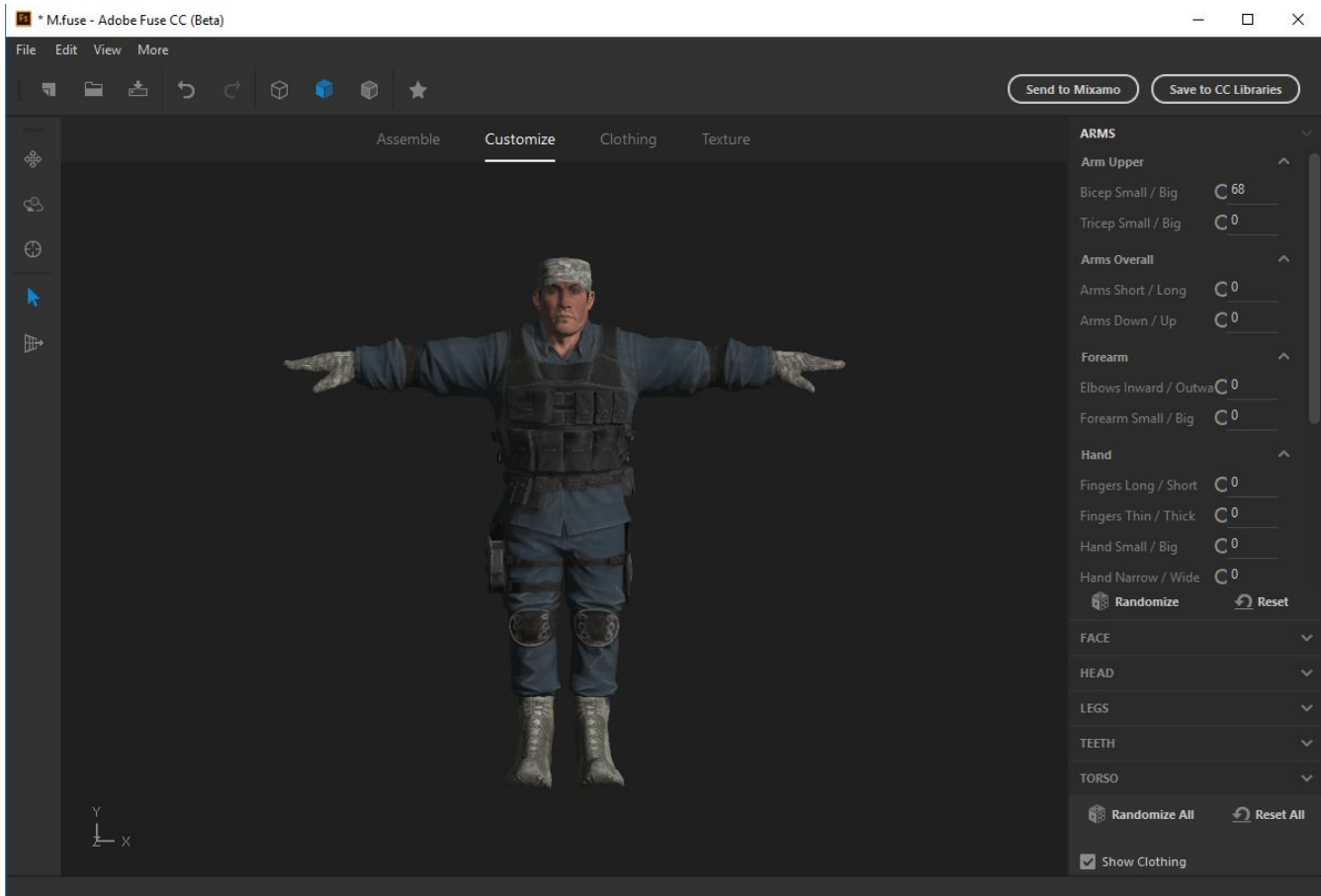
- Strelska igra
- Igra naj omogoča igro več igralcev hkrati ( multiplayer)
- Igra naj deluje na sistemu vsi proti vsem ( Battle Royale)
- Implementacija čim večjega števila funkcionalnosti uspešnih iger

# Uporabljena orodja

- Unity
  - razvojno okolje namenjeno kreiranju 3D, 2D, VR in AR iger, kot tudi simulacij in ostalih izkušenj
- Adobe Fuse
  - hitra in enostavna kreacija 3D modelov ( humanoidnih avatarjev)
- Mixamo
  - spletna aplikacija
  - enostavno dodajanje skeleta avatarju
  - zbirka animacij


The screenshot displays the Unity 2018.3.12f1 interface with a MainMenu Canvas object selected. The interface is divided into several panels:

- Scene View:** Shows a 3D perspective view of a gray rectangular canvas with the text "Play", "Options", and "Exit" on it. The canvas is positioned in a 3D space with a grid floor and a yellowish background.
- Hierarchy Panel:** Shows the scene's object hierarchy. The selected object is "Canvas" under the "MainMenu" folder. Other objects include "NetworkManager", "HostGame", "JoinGame", "Main Camera", and "EventSystem".
- Inspector Panel:** Shows the properties of the selected "Canvas" object.
  - Canvas:** Tag is "Untagged", Layer is "UI".
  - Rect Transform:** Some values driven by Canvas. Pos X: 290, Pos Y: 186, Pos Z: 0. Width: 580, Height: 372. Pivot: X 0.5, Y 0.5. Rotation: X 0, Y 0, Z 0. Scale: X 1, Y 1, Z 1.
  - Canvas (Script):** Render Mode: "Screen Space - Overlay". Pixel Perfect: . Sort Order: 0. Target Display: "Display 1". Additional Shader Clipping: "Mixed...". A warning icon indicates that Shader channels Normal and Tangent are not supported by an Overlay canvas.
  - Canvas Scaler (Script):** UI Scale Mode: "Constant Pixel Size". Scale Factor: 1. Reference Pixels Per: 100.
  - Graphic Raycaster (Script):** Ignore Reversed Graphics: . Blocking Objects: "None". Blocking Mask: "Everything".
- Project Panel:** Shows the project's asset structure. The "Assets > Scenes" folder is expanded, showing "Game" and "MainMenu".
- Game View:** Shows a 2D top-down view of the canvas with the text "Play", "Options", and "Exit".



**mixamo** Characters Animations


# Auto-Rigger



**Review and confirm**  
Press "Finish" to start applying animation or download your character and use one of our control rig scripts.

**Facial Blendshapes**  
Enable Facial Blendshapes to generate 50+ animation-ready shapes for your character, which you can use in your 3D animation software, facial animation driver or game engine.

**Skeleton levels of detail**  
Mixamo Standard skeleton has complete joint chains and fully articulating fingers, for a total of 65 joints for the entire skeleton.



Facial Blendshapes Disabled Skeleton LOD **Standard Skeleton (65)**













- 3 Chain Fingers (49)
- 2 Chain Fingers (41)
- No Fingers (23)


**FINISH**

AdChoices

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 Praying	 Jumping	 Shoved Reaction With Spin	 Samba Dancing
 Defeated	 Samba Dancing	 Rifle Punch	 Capoeira
 Taunt	 Boxing	 Stand Up	 Hip Hop Dancing



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UPLOAD CHARACTER

Q FIND ANIMATIONS



# Izvedba

- teren
  - [terrain.party](https://terrain.party)
- avatar igralca
  - Adobe Fuse, Mixamo, Unity
- prenos in vključitev raznih sredstev iz Unity Asset Store in drugih spletnih strani
- Unity Multiplayer - Unet
- glavni meni
- dopolnitev igralne površine in ostalih funkcionalnosti

# Nadaljnje delo

- Stanje projekta
  - osnovne funkcionalnosti igre so implementirane
- Nadaljnje delo
  - dodajanje nekaterih funkcionalnosti, ki niso še implementirane
    - skrčen in ležeči položaj in ustrezne animacije
    - migracijo gostitelja
    - dopolnitev možnosti izbire orožja pred igro
  - izboljšave
    - pregled in popravek oz. izboljšava vseh funkcionalnosti
    - grafični vmesnik

Demo