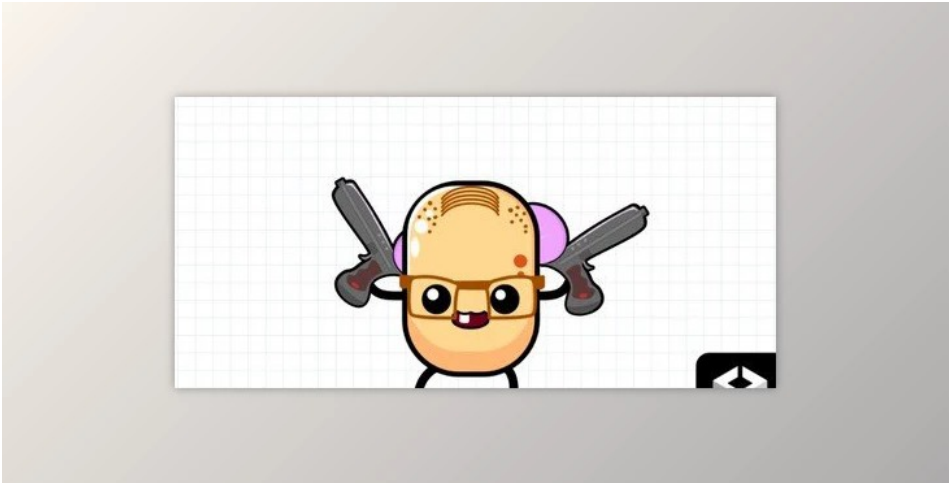




## Unity 2D Game – Kawaii Survivor – The Coolest Roguelike Ever

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**Unity 2D Game – Kawaii Survivor – The Coolest Roguelike Ever:** Welcome to the Ultimate Journey into creating a 2D Roguelike game in Unity!

Whether you aspire to develop an amazing Roguelike game akin to Vampire Survivors, Brotato, or Survivor.io or simply wish to customize the source code, reskin it, and publish your own version, you've come to the right place!

In this comprehensive course, we'll embark on a thrilling adventure through every aspect of game development, from fundamental mechanics to advanced features that will breathe life into your game and significantly enhance your game development skills.

First and foremost, we'll establish a safety net to save you countless hours with source control. You'll learn how to utilize GitHub Desktop for local backups of your game, ensuring you're safeguarded against any unforeseen mishaps. Once the groundwork is laid, the real fun begins! You'll delve into creating a 2D character using custom-made art, animating it, and implementing responsive joystick controls.

Next, we'll populate our game world with wandering enemies, equipping ourselves with both melee and ranged weapons for defense. We'll even explore merging weapons to bolster their strength. Plus, you'll master the creation of a fully customizable wave system, giving you complete control over enemy spawns.

In line with renowned Roguelike games like Vampire Survivors and Brotato, our character will possess various stats, including Attack, Attack Speed, Critical Chance, Move Speed, and many more. And if you have additional ideas, feel free to contribute!

To effectively manage these player stats, we'll implement a robust code architecture. You'll learn best coding practices, including proper usage of private, protected, static, override, virtual, and abstract keywords, as well as concepts like inheritance, polymorphism, interfaces, and Scriptable Objects.

We'll also delve into managing game flow with a Game Manager and Game States, ensuring seamless configuration of systems at each stage of the game cycle.

In addition, we'll create a versatile Inventory System and design an intuitive User Interface. You'll learn to layout elements to fit any screen size, animate the UI with interchangeable animations, master Scroll Views, and implement double sliding panels.

Furthermore, we'll introduce multiple currencies, allowing players to purchase characters with a premium currency distinct from the in-game currency used for weapons and items.

And for the finishing touches, we'll polish the game with camera shake, Object & UI Shader Graphs, sound effects, haptics, particles, damage floating text, and color palettes.

Throughout the course, I'll share valuable Tips & Tricks to help you code faster and consistently and make your game development journey even more enjoyable!



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