

Worms game

Worms games. single-player mode. AI-controlled opponents and 3 different weapons. This project is quiz, without using built-in physics for projectiles.

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Getting Started

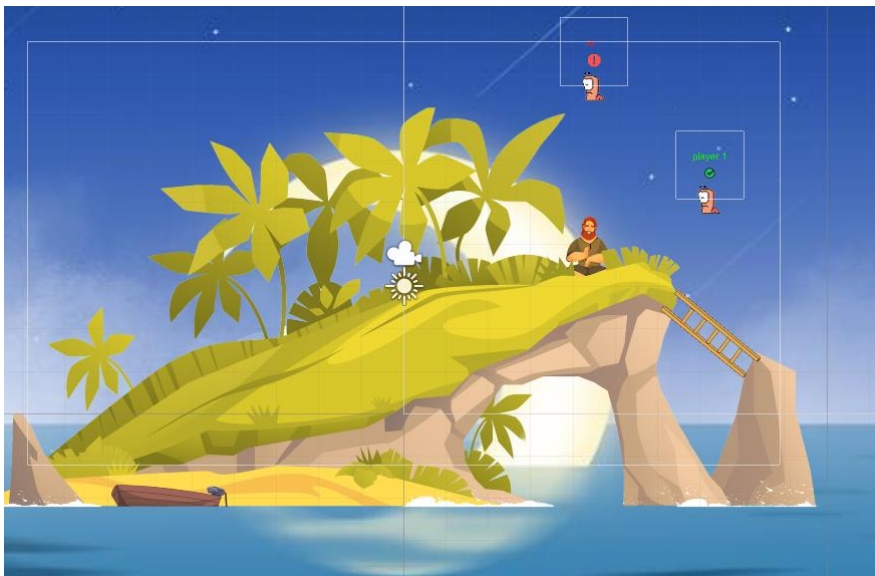
To get a copy of the project

 wormsgame.unitypackage  2023-04-02 11:16 AM Unity package file 2,251 KB

Open the project in Unity and run the game.

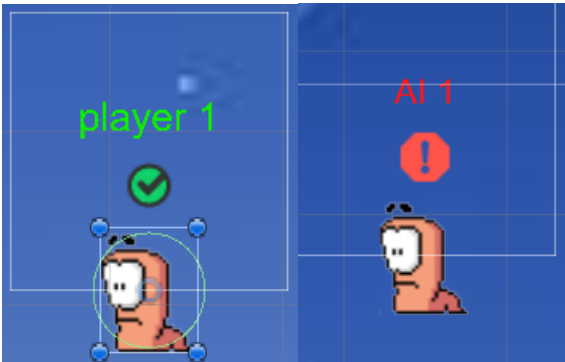
Gameplay

Single-player mode against AI



Team deathmatch game mode

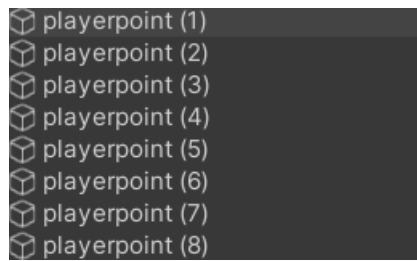
2 teams: green and red, each with at least 3 characters



Turn-based gameplay with a maximum of 20 seconds per turn

Match duration: 5 minutes

Randomly spawned characters on a 2D map



Characters can move left, right, or jump

If any unit fall in water->die

AI

Smart decision-making algorithms for both the general tactics and each character's actions

Adapts to the environment to create the best winning tactic

If a friend is near target, ai will use gun to do avoid kill other ai

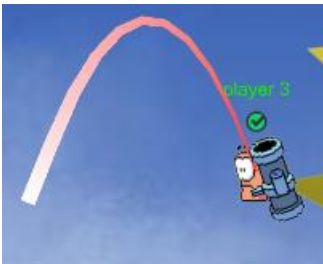
If two player controlled close, use mass weapon.

Try to move away and use weapon

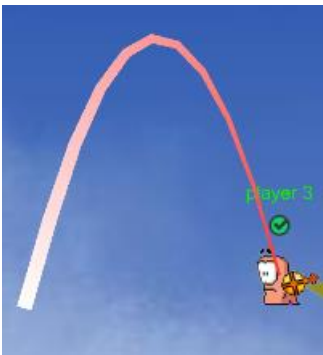


Weapons

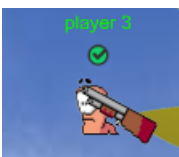
Bazooka: A powerful rocket that explodes on impact



Grenade: A throwable explosive with adjustable timer



Shotgun: A close-range weapon that fires multiple pellets



Projectiles

Custom physics equations for projectile trajectories

No rigidbody2D for ammo or tiles in terrain

FixedUpdate for physics calculations

Collision detection for hits and character movement