

Forum:[Hack Forums](#)

Thread: [Check Out My Game! \[Updated - 01/10/16 @ 2:59pm\]](#)

MrJamieMcC - June 8, 2016, 9:30 am

I'm making a Bar Simulator game in Unity and using the C# language.

I use Facebook to publish all my work and get peoples ideas and inputs

Here is the URL for the [Facebook Page](#). Check it out! Leaving a like and sharing helps a lot!

I will also be using this thread to promote and show my work on Hackforums. If anybody ever has any questions about my game, making games or coding then please do say so. I'm always happy to help. If you ever have any input, comments or constructive criticism then once again please do say!

If youre are interested in learning a skill such as Game Creation, Unity, Photoshop or 3D Modelling then simple ask. I'm more than happy to teach some people my skills. I'm not an expert but i can help.

If you already have some skills and are thinking about getting involved in game creation then have a look at my other thread [Here](#).

Stay subscribed to this thread for future updates!

All text that is in bold is new information

1. I started off my creating brands for the Beer and Cider in my game. I'm not able to use real brands so i came up with a few of my own. Check them out. [Cider Brand Logos](#) & [Beer Brand Logos](#)

2. In the game customer have a "Emotion/Mood". They range from Black, Red, Orange, Yellow, Green & White. (Black being the angriest). Depending on what the customers mood is they will leave a good tip/review of the business (which is a side goal of the game). If a player is angry and drunk at the same time then you better get ready for a fight to break out. The challenge was to show the customers mood with colour. The original idea was to simply have different shades from Red, Orange and Green. Check out this video and have a look what i got. (Blue is neutral) [Customer Mood Colour](#)

3. I have now made a system for spawning the pint glasses. Depending on what Beer tap the player selects a pint glass will spawn below it. Eventually they will be animated to fill up over time and over flow if the player isnt careful. Currently im just using grey cylinders. Check it out. [Pint Glass Spawning](#)

4. I have now finished the pint pouring system. As you know it takes time to pour a pint to the correct height and foam etc. Im currently making a script which changed the colour of the pint over time. For example. The pint starts off Grey and will gradually become Green. Meaning the pint is able to be stopped. The player will only have a few seconds but until the pint goes Red. Meaning the pint has overflowed and it was a bad pour. If the player gets the timing right they get a better score. Obviously this something i will have in place until i get the animations sorted. Check out the video [Pint Pouring System](#)

5. I have finished the pint teleportation feature. I planned to have the pint follow a way point to the beer mat but doing that was harder than i thought so i decided to create a preset Vector3 for every "BarMatLocation" in which the empty pint can teleport to (if the space is free). When there is currently a pint in the location and waiting to be picked up no other pint can be teleported to that position. Check out the video [Pint Teleporting](#)

6. Today i will be working on both the main menu and the pause screen. Im focusing more on the pause screen as i have a few ideas for it.

MrJamieMcC - June 8, 2016, 9:36 am

Posting Space 1 - This space is reserved for future postings.

MrJamieMcC - June 8, 2016, 9:38 am

Posting space 2 - This space is reserved for future postings.

MrJamieMcC - June 8, 2016, 9:39 am

Posting space 3 - This space is reserved for future postings.

Troja?Hors? - June 8, 2016, 9:43 am

This looks pretty fucking sick OP, I'll be liking your page and watching your progress.. How long have you been learning C#? Is it easy?

TH.

MrJamieMcC - June 8, 2016, 9:46 am

(Jun 8, 2016 09:43 AM)Troja?Hors? Wrote: [\[CITE\]](#) This looks pretty fucking sick OP, I'll be liking your page and watching your progress.. How long have you been learning C#? Is it easy?

TH.

Thanks very much. Its something new. Im making a trailer for the game soon. Ive been learning for roughly 6 months. This is my analogy for programming. Its like learning to count. At first its difficult to learn to count 1,2,3,4,5,6,7,8,9,10. But when you can count to 10 its a lot easier to count in decimals like 1.1,1.2,1.3 etc. Its hard(ish) when starting off, but when you get started it gets easier and easier.

Thanks for the like :)

Troja?Hors? - June 8, 2016, 10:02 am

(Jun 8, 2016 09:46 AM)MrJamieMcC Wrote: [\[CITE\]](#) Thanks very much. Its something new. Im making a trailer for the game soon. Ive been learning for roughly 6 months. This is my analogy for programming. Its like learning to count. At first its difficult to learn to count 1,2,3,4,5,6,7,8,9,10. But when you can count to 10 its a lot easier to count in decimals like 1.1,1.2,1.3 etc. Its hard(ish) when starting off, but when you get started it gets easier and easier.

Thanks for the like :)

I also really like your website, I'm guessing you made it yourself buddy?

Thanks,

TH.

MrJamieMcC - June 8, 2016, 10:04 am

(Jun 8, 2016 10:02 AM)Troja?Hors? Wrote: [\[CITE\]](#) I also really like your website, I'm guessing you made it yourself buddy?

Thanks,

TH.

Yea i made it myself. Its used via Tumblr. I post to Tumblr and in turn posts to my website. It only costs £7 in total for 2 years for the domain. Im currently focusing on Facebook as it gives me the ability to connect with more people. Both Tumblr and Facebook have their pros and cons.

Updated thread. I have added the 2nd part where i had to show the mood of the customers. Check the original posts for more info

Oscura - June 8, 2016, 12:20 pm

Nice work. I started messing around with unity myself since a few days. I think it's a great engine to start with. Did you model the objects yourself, if so with what tools? I'd be interested in that. Anyways, good luck with future projects!

MrJamieMcC - June 8, 2016, 12:23 pm

(Jun 8, 2016 12:20 PM)Oscura Wrote: [\[CITE\]](#) Nice work. I started messing around with unity myself since a few days. I think it's a great engine to start with. Did you model the objects yourself, if so with what tools? I'd be interested in that. Anyways, good luck with future projects!

I have modelled everything myself yes :). Ive only been modelling for around 1 month. I use Google Sketch Up as its free and simple to use as well as easy to import into Unity

Oscura - June 8, 2016, 12:31 pm

(Jun 8, 2016 12:23 PM)MrJamieMcC Wrote: [\[CITE\]](#) I have modelled everything myself yes :). Ive only been modelling for around 1 month. I use Google Sketch Up as its free and simple to use as well as easy to import into Unity

Hm intereseting. Nice you modeled them yourself though. I also saw some tutorial on YouTube which used 3ds max but it seemed quite advanced.

MrJamieMcC - June 8, 2016, 12:34 pm

(Jun 8, 2016 12:31 PM)Oscura Wrote: [\[CITE\]](#) Hm intereseting. Nice you modeled them yourself though. I also saw some tutorial on YouTube which used 3ds max but it seemed quite advanced.

3DS Max was my first option but it scared me to. It was too complex for someone starting off. Google Sketch Up is easy to use and get used to. If youre interested in a small tutorial for free then let me know :)

Sakuto - June 8, 2016, 12:41 pm

You should probably post this in the Website showcase and review since it's not really an help request / question but a review.

MrJamieMcC - June 8, 2016, 12:45 pm

(Jun 8, 2016 12:41 PM)Sakuto Wrote: [\[CITE\]](#) You should probably post this in the Website showcase and review since it's not really an help request / question but a review.

I had the same dilemma. I was going to post it in bragging rights to reduce the clutter in this sub forum. I suggested a sub forum ages ago for game creation/design but many said their wasnt a need for it. I posted in this section as im offering help to people as my knowledge is too extensive to create a lot of threads on specific things, and thus i made this. I also made it as a kind of inspiration to others out there who know nothing/little about code or game creation, photoshop or 3D Modeling

Frankey - June 8, 2016, 12:47 pm

Woah! Great page and the game also looks great right now. I love the stories that you are telling on your Facebook page, it isn't only a status update. But there is also a lot of background information.

GREAT!

M?tt - June 8, 2016, 12:50 pm

I think something like this could be sold to other bars to help train new bar tenders. You could emulate other customers, drinks, and other events. This is a really good idea and with your hard work, I'm sure you could do something great here. Great work man! I shot you a like and will be giving these games a try to provide some feedback.

MrJamieMcC - June 8, 2016, 12:57 pm

(Jun 8, 2016 12:47 PM)Frankey Wrote: [\[CITE\]](#) Woah! Great page and the game also looks great right now. I love the stories that you are telling on your Facebook page, it isn't only a status update. But there is also a lot of background information. GREAT!

Thanks very much! Yea that what im aiming for. More of a story than a quick update. Thank you :) Remember to like to stay updated :) it helps me out a lot

(Jun 8, 2016 12:50 PM)M?tt Wrote: [\[CITE\]](#) I think something like this could be sold to other bars to help train new bar tenders. You could emulate other customers, drinks, and other events. This is a really good idea and with your hard work, I'm sure you could do something great here. Great work man! I shot you a like and will be giving these games a try to provide some feedback.

Thanks for the feedback. Thats a great idea actually. Ive never thought about that. The other 2 games on my portfolio arent the best and were only created for my Uni projects. This is my first main game :) Thanks for the like

if not true then false - June 8, 2016, 2:36 pm

Damn, this game looks so much better than my shitty ass thing that had WASD control and you could smash into shit to break it. I have access to a Lynda account from school but shit, I don't have the attention span for how slow they go. I'd love a crash course if that's something you'd do

MrJamieMcC - June 8, 2016, 2:45 pm

(Jun 8, 2016 02:36 PM)if not true then false Wrote: [\[CITE\]](#) Damn, this game looks so much better than my shitty ass thing that had WASD control and you could smash into shit to break it. I have access to a Lynda account from school but shit, I don't have the attention span for how slow they go. I'd love a crash course if that's something you'd do

Yea thats something im more than happy to help with :)

MrJamieMcC - June 10, 2016, 9:28 am

Ive updated the post with pint spawning. Have a look!

MrJamieMcC - June 18, 2016, 10:58 am

I have updated the post with pint timing and colours. Tell me what you think :)

passwords - June 19, 2016, 9:24 pm

Keep it up.. Looking good so far OP!

MrJamieMcC - June 20, 2016, 6:59 am

(Jun 19, 2016 09:24 PM)DOT1 Wrote: [\[CITE\]](#) Keep it up.. Looking good so far OP!

Thanks very much. I appreciate the kind words :) Check back at a later date with more information/updates and news of the game :)

MrJamieMcC - June 29, 2016, 2:41 pm

Just a little update. I am home from University for the summer and i havent been working on my game as much. I've just been doing small bits. Make sure to subscribe to this thread and my Facebook page to keep updated :)

MrJamieMcC - July 27, 2016, 9:49 am

The thread has now been updated. I hope you all like it :)

MrJamieMcC - July 29, 2016, 6:06 am

I have now finished the pint pouring system and timing. Please take a look everyone and remember to like my Facebook page. Thanks :)

John Watson - July 29, 2016, 8:37 am

Nice work so far! I used to work with CryEngine 3 on Project Reality successor. Have you ever tried CryEngine 3 or Unreal Engine?

Raymond. - July 29, 2016, 12:10 pm

Very nice work Jamie! Excited to see what the future holds for you and good luck!

MrJamieMcC - July 29, 2016, 4:38 pm

(Jul 29, 2016 08:37 AM)John Watson Wrote: [\[CITE\]](#) Nice work so far! I used to work with CryEngine 3 on Project Reality successor. Have you ever tried CryEngine 3 or Unreal Engine?
Im mobing onto Unreal Engine very soon :)

Silence Root - July 30, 2016, 9:04 am

Will check this out Thanks MrJamieMcC for the thread :D

MrJamieMcC - July 30, 2016, 5:36 pm

(Jul 30, 2016 09:04 AM)Silence Root Wrote: [\[CITE\]](#) Will check this out Thanks MrJamieMcC for the thread :D

You are very welcome. I hope it provides some insight into game creation :)

idb. - July 30, 2016, 7:52 pm

(Jun 8, 2016 09:30 AM)MrJamieMcC Wrote: [\[CITE\]](#) 2. In the game customer have a "Emotion/Mood". They range from Black, Red, Orange, Yellow, Green & White. (Black being the angriest).
Confirmed racist is confirmed. jk. GL with the continued dev of your game.

Regulus - July 30, 2016, 7:55 pm

Damn dude this looks so dope.

I can only imagine how fun it would be to have the knowledge to create your own game lol!

MrJamieMcC - July 31, 2016, 4:40 am

(Jul 30, 2016 07:52 PM)idb. Wrote: [\[CITE\]](#) Confirmed racist is confirmed. jk. GL with the continued dev of your game.

Hahahaha. Thanks very much :)

Make sure to like my Facebook pages to stay updated on the development of the game :) A simple like on the page and a few likes on posts help me out a lot :)

(Jul 30, 2016 07:55 PM)Regulus Wrote: [\[CITE\]](#) Damn dude this looks so dope.

I can only imagine how fun it would be to have the knowledge to create your own game lol!

Tank you! Its fun but also very tedious sometimes.

Make sure to like my Facebook pages to stay updated on the development of the game :) A simple like on the page and a few likes on posts help me out a lot :)

Shaco Bot - August 6, 2016, 4:55 pm

Jamie has been working hard on this game, please do check it out. All feedback given is taken with

or without criticism.

MrJamieMcC - August 25, 2016, 7:31 am

The thread has been updated. Please take a look and like and share my Facebook page (In my signature) it helps a lot. ALL opinions/ideas are helpfull. Thank you!

sense1 - September 4, 2016, 10:45 am

This project looks amazing; you are extremely smart as you've shown me today so I know that this will be successful.

I wish you the best of luck, Jamie!

Malthemar - September 4, 2016, 10:49 am

I am now following this thread.

Looks interesting.

Your intro looks decent too.

MrJamieMcC - September 4, 2016, 10:53 am

(Sep 4, 2016 10:45 AM)OZIVTH3 Wrote: [\[CITE\]](#) This project looks amazing; you are extremely smart as you've shown me today so I know that this will be successful.

I wish you the best of luck, Jamie!

Thank you very very much :)

(Sep 4, 2016 10:49 AM)zNNk Wrote: [\[CITE\]](#) I am now following this thread.

Looks interesting.

Your intro looks decent too.

Thank you very much. There are some major updates soon :)

Malthemar - September 4, 2016, 10:55 am

If you need some music made, my partner is a music producer and he needs some exposure.

Let me know if you're interested.

MrJamieMcC - September 4, 2016, 10:59 am

(Sep 4, 2016 10:55 AM)zNNk Wrote: [\[CITE\]](#) If you need some music made, my partner is a music producer and he needs some exposure.

Let me know if you're interested.

I have a few artists/musicians all ready on board but in the bar there will be a juke box. The player will be able to play music with it. I would be more than happy to add your partners music into it :)

Malthemar - September 4, 2016, 10:59 am

(Sep 4, 2016 10:59 AM)MrJamieMcC Wrote: [\[CITE\]](#) I have a few artists/musicians all ready on board but in the bar there will be a juke box. The player will be able to play music with it. I would be more than happy to add your partners music into it :)

That'd be amazing.

He makes fantasy music, plays the harp really, really well.

MrJamieMcC - September 4, 2016, 11:02 am

(Sep 4, 2016 10:59 AM)zNNk Wrote: [\[CITE\]](#) That'd be amazing.

He makes fantasy music, plays the harp really, really well.

Ohh the harp. Thats really awesome. I will 100% be sure to be in touch when im wanting to add audio in to the game

Malthemar - September 4, 2016, 11:04 am

(Sep 4, 2016 11:02 AM)MrJamieMcC Wrote: [\[CITE\]](#) Ohh the harp. Thats really awesome. I will 100% be sure to be in touch when im wanting to add audio in to the game

Great, man!

Add my XMPP if you want: znnk@crimin.al

Secrets - September 4, 2016, 11:08 am

Not bad man, at the moment I'm interested in like creating a tactical fps if you down to help etc/

MrJamieMcC - September 4, 2016, 11:10 am

(Sep 4, 2016 11:08 AM)Secrets Wrote: [\[CITE\]](#) Not bad man, at the moment I'm interested in like creating a tactical fps if you down to help etc/

I will be more than happy to help. I have A LOT of project on at the minute so i will have to get back to you when im available

Secrets - September 4, 2016, 1:27 pm

(Sep 4, 2016 11:10 AM)MrJamieMcC Wrote: [\[CITE\]](#) I will be more than happy to help. I have A LOT of project on at the minute so i will have to get back to you when im available

LMK , I'd be willing to pay. All these fps games are whack man.

Want to start something up lmk ; games like ghost recon siege etc or some shit possible ? lmk to fund.

Xernive - September 4, 2016, 1:34 pm

Glad to see other users on here designing games in Unity3D using C#. I'm a beginner myself and have been hoping to make something in my spare time. Do you have skype or XMPP? I would like to talk with you and fellow Unity users :)

MrJamieMcC - September 4, 2016, 2:48 pm

(Sep 4, 2016 01:27 PM)Secrets Wrote: [\[CITE\]](#) LMK , I'd be willing to pay. All these fps games are whack man.

Want to start something up lmk ; games like ghost recon siege etc or some shit possible ? lmk to fund.

I will be in touch when i got free time bro

(Sep 4, 2016 01:34 PM)Xernive Wrote: [\[CITE\]](#) Glad to see other users on here designing games in Unity3D using C#. I'm a beginner myself and have been hoping to make something in my spare time. Do you have skype or XMPP? I would like to talk with you and fellow Unity users :)

I have Skype but i mostly use TeamSpeak mate

MrJamieMcC - September 16, 2016, 9:15 am

I am now home from my 10 day break for my 21st birthday. Im now back to work on YOBS. Stay subscribed to this thread for news as there will be some big updates shortly :)

MrJamieMcC - October 1, 2016, 6:59 am

Thread has been updated. Check it out

MrJamieMcC - October 8, 2016, 3:22 pm

Check it out guys! Thank you very much!

Neos07 - October 13, 2016, 3:51 pm

(Oct 8, 2016 03:22 PM)MrJamieMcC Wrote: [\[CITE\]](#) Check it out guys! Thank you very much! Awesome! That's so awesome, good luck.

Gummy Bear - October 13, 2016, 3:52 pm

Really nice game you got there :D

Cheese - October 13, 2016, 4:13 pm

Looks awesome man, good luck! :)

severos - October 14, 2016, 1:23 am

Just wondering, have you thought of adding a multiplayer functionality for this game?? if you've planned it I suggest you take it into account whenever designing anything to reduce the amount of redesigning you'll have to make when actually implementing the multiplayer part.

cli??? ???? - October 17, 2016, 2:41 pm

wow good luck with you game ... maybe i will promote your game <3

Pim Fortuyn - October 19, 2016, 5:34 am

Very interesting project, gl.