

## ASSIGNMENT 3: UNITY GAME PROTOTYPE 2

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**Module Title:** Game Design

### SURYA GAME – PROTOTYPE

#### GITHUB LINK

[https://github.com/21565-Alessandra/Surya\\_Game](https://github.com/21565-Alessandra/Surya_Game)

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SURYA GAME is a duality game where the player will pass through phases that will be during the day or night. The name of the game is inspired by the Indian gods, Surya is the god of the Sun and Chandra is the god of the Moon. The duality aspects are in the night/day themes and the symbolism of the Sun (Surya) and the Moon (Chandra).

On the about panel, it is explained to the user that the challenge is to help the planet earth to have days and nights by fighting Surya and Chandra in each level.

#### LEVELS

The game counts with 5 levels.

- On the first and second levels the player must catch some objects that are falling from the sky and once they reach 10 points, they complete those levels. If the player catch a meteor the level starts from the beginning and the player has to catch more 10 objects.
- The third and the fourth levels welcome the player to clean the sky. On the third level it is needed to throw a star to the sky that will destroy the clouds and on the fourth a little sun light will be thrown against stars to clean the sky.
- The fifth and final level is on a kind of tunnel or labyrinth where the user has to help the earth to reach the sun and catch the stars. Once the user reaches the

last star the player wins the game. On this level though, there's one meteor (the last one) that when collided with the Earth, the game will be over.

## HOW TO PLAY

In order to play the user will only use left and right arrow keys on the keyboard from the first to the fourth level. On the last level the up arrow key will allow the user to change position and reach the stars on the top.

## OBSERVATIONS

On third and fourth level the initial idea was to throw objects against the clouds/stars in order to clear the sky by destroying them one by one, but it didn't work. It was also tried to do a count down of the objects that were destroyed, but the code wasn't working when initiating from the total amount (even subtracting one - considering that in programming the first value starts from 0) and putting "--" to minus one per time.

On the last level there's a small bug that doesn't prevent the player from winning the game. Sometimes the up-arrow key doesn't work, but if when colliding to the first or the second meteor (once or twice) it works again.

Sound effects were inserted but it wasn't working properly in some levels, so it was decided to only put one music at the background.

## REFERENCES

### **Background music:**

Tissot, B., 2022. *Funky Suspense | Funky Sneaky Suspense Royalty Free Music for Youtube*. [online] Bensound.com. Available at: <<https://www.bensound.com/royalty-free-music/track/funky-suspense>> [Accessed 28 April 2022].

**Background Tutorial Video:** <https://www.youtube.com/watch?v=EciYWWDIgB8>

**Catch Objects Tutorial:** <https://www.youtube.com/watch?v=le3yCKtN9Pw&t=13s>

**Score Tutorial:** [https://www.youtube.com/watch?v=cOW\\_T3i4\\_kk](https://www.youtube.com/watch?v=cOW_T3i4_kk)

**Square Deal Font:** <https://www.1001freefonts.com/square-deal.font>