

MIAMI 1985

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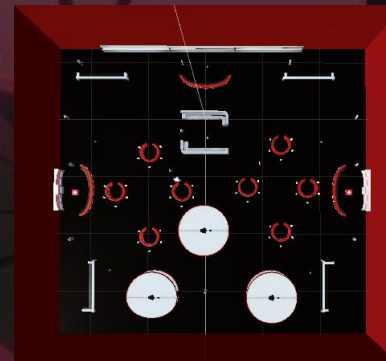


Game Introduction

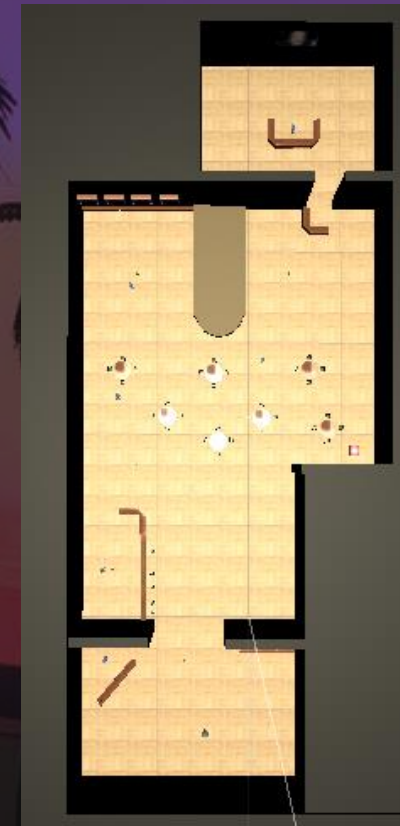
- ◆ **Genre: Top-down RPG**
- ◆ **Player Controlled with keyboard and mouse**
- ◆ **Nightclubs (Levels) each have a unique design**
- ◆ **Player is given a set health and ammo**



Level 1



Level 3



Level 2

Game Theme

◆ Story:

- ◆ **Main Character: Dirty Vice Cop, Officer Fidel**
- ◆ **Setting: Miami 1985**
- ◆ **Model cop forced to find other means to pay for his seriously ill son's treatments going completely against what he swore to protect**

- ◆ **Goal: Take out different gangs and steal their product to pay for your son's treatments**



[Unity Asset Link](#)

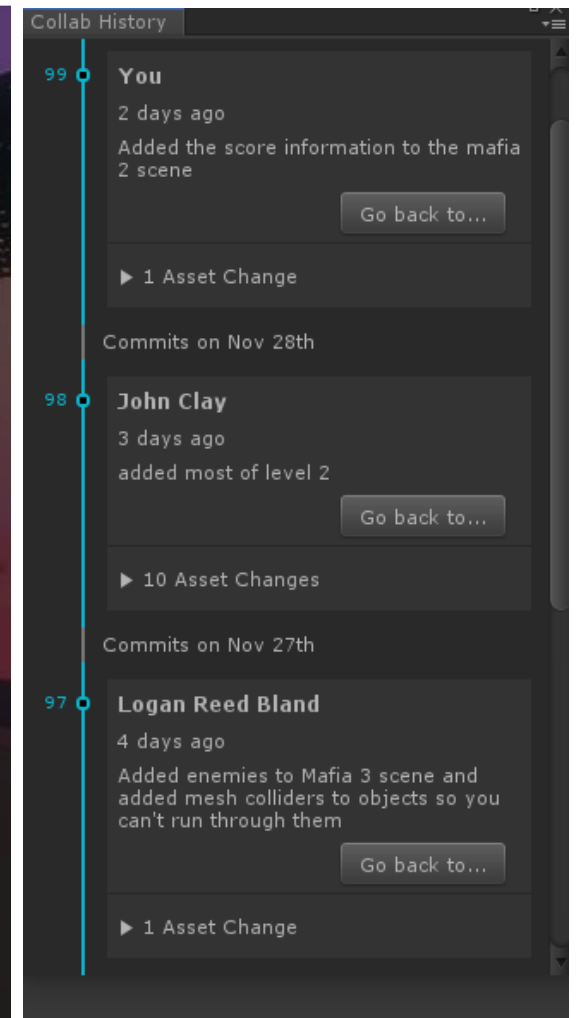
Remaining Tasks

- ◆ **Small fixes to gameplay**
 - ◆ **Shooting**
 - ◆ **Sounds**
 - ◆ **Scoreboard**
 - ◆ **Animations (Smooth Transitions)**
- ◆ **Particle Effects (if possible, some trouble with it)**



Working Together

- ◆ **Used Unity Collaboration**
- ◆ **Communicated using Discord**
- ◆ **Met approximately 2 hours a week**



Difficulties

- ◊ **Shooting mechanism was not working properly**
- ◊ **Animations did not work well with assets**
- ◊ **Finding appropriate assets**
- ◊ **Collab would not work sometimes**

