

## TLDR:

This was one of my first unity games, which I used to learn many of the basics in unity, as well as where I started to learn C#. Being a short solo project in a new environment and language, the game was more focused on experimenting with interesting mechanics and testing what I could do, than it was on polish or completeness.

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This game is a 2d puzzle platformer that relies on a trial and error approach to teach players how to beat obstacles. In order to succeed you will need to know that purple objects are checkpoints, orange objects will kill you and force a re-spawn at the last checkpoint, and green objects will only last for a very short time after you touch them, but will re-spawn after a time.

In this iteration I focused on creating more challenging puzzles and good ways to use the time stop mechanic. I ran into some initial difficulties getting scripts to talk to each other but that was solved by simply learning more about the way static variables and pointers work. The other major issue I ran into was re-enabling objects at run time after they had been disabled. To get around this I hid the objects in question by disabling the components that allow interaction (the mesh renderer and the collider) rather than disabling the entire object.

Controls:

- left - a
- right - d
- jump - w
- reset to last checkpoint (for testing purposes) - r
- stop time - q

assets used in this version:

- <https://www.assetstore.unity3d.com/#/content/1818> - skeleton model and animations
- <https://www.assetstore.unity3d.com/#/content/8294> - lava texture
- <https://www.assetstore.unity3d.com/#/content/13234> - green tile texture

done/next:

First level is done from a gameplay standpoint and I'm happy with the way the time stop power works now.

Currently I'm working on fixing the physics, some of the safeguards I put in to prevent double jumping are creating some strange interactions. I hope to have this fixed soon but I'm still not quite sure where some of the issues are cropping up, I'll need to do further testing.

In the future I will polish and add animations, textures, and sounds. These did not seem as important as good game play though so I chose to focus on them later.