

2D PLATFORMER GAMES



Assignment 2 – 2D Platformer

COMP 305 (Sec.001)

Version #0.9

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Oct 25th 2015

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I. Game Overview

- *In order to win this game, you have to pass through all the platforms to reach the end point where your house is located.*
- *You lose when your car falls below the platforms.*
- *You can gather as many coins as you want.*
- *Obstacles will possibly block your path.*
- *Each platform will fall after your car lands on it and three seconds are passed.*
- *Platforms which are not touched will not fall.*
- *Game will be restarted when your car either reaches the end point where your house is located or falls below the platforms.*
- *Blue platforms indicate the end point. Make sure to find your house before you end this game!*
- *Signs such as “Start!” and “Nicely done!” will notify you where the starting point and the end point are.*

II. Game Play Mechanics

- *Your car is able to move horizontally and vertically by jumping with the standard keys (WASD or $\uparrow \leftarrow \downarrow \rightarrow$) as well as the space bar (Not to mention \uparrow).*
- *The maximum number of coins that can appear on each platform is three.*
- *The maximum number of obstacles on each platform is one.*
- *Coins and obstacles will be spawned randomly on the platforms*
- *Obstacles will potentially block your path.*
- *The overall number of platforms is 50.*
- *Consecutive platforms will be created randomly as you proceed.*
- *Game will be restarted when your car either reaches the end point where your house is located or falls below the platforms.*
- *Blue platforms which indicate the end point will not fall. This is not a trap because here is where your dear house is at!*

III. Camera**IV. Controls**

- You can control your vehicle with the standard keys (WASD or ↑←↓→).
- You can jump with the space bar and ↑.
- Only the keyboard is used for this game.

V. Game World

- The game world for this game has been created using the 2D platform concept in Unity. Obstacles will challenge players and gathering coins will satisfy them.

VI. Game Progression

- Your car passes through all the platforms with coins and obstacles to reach its house at the end of this game.

VII. Characters

- You play as a car looking like this:



VIII. Enemies

- *Obstacles are not directly hostile against you in the game. However, they do not want you to safely and smoothly proceed to your house. Since they will potentially harm your gameplay by blocking your path, please make sure to avoid them by jumps with the space bar and ↑!*

**IX. Items**

- *Coins will not affect the gameplay. They are just merely in-game items and not mandatory to beat this game. But doesn't becoming rich sound desirable?*

- *Game system will spawn coins randomly up to three at maximum on the platforms.*

**X. Abilities**

- *You can move and jump. They require a master's touch.*

XI. Vehicles

- *You are the vehicle in this game.*

**XII. Script**

The following seven C-Sharp scripts are used for this game:

- *Coin*
- *Death Trigger*
- *Platform Fall*
- *Simple Platform Controller*
- *Spawn Coins*
- *Spawn Manager*
- *Spawn Obstacles*

XIII. Sound Index

- *Background Music: Super Meat Boy! - Digital Special Edition Soundtrack - 11 Fast Track to Browntown (Chapter 3 Boss) (Created by Danny Baranowsky)*

<https://dbsoundworks.bandcamp.com/track/fast-track-to-browntown-ch-3-boss>

XIV. Story Index

- *Your car wants to go back home. Help it reach its house!*

XV. Art / Multimedia Index

- *Coin & Car: "2D pack" from Unity Asset Store.*

- *Obstacle Image: <http://openideas.info/wiki/index.php?title=File:Warning.png>*

XVI. Future Features

- *More enemy characters will be created for excitement and in order to challenge players.*

- *GUI will be implemented for user-friendly procedures for playing.*

- *Scoring system will be made for coins.*

GitHub

<https://github.com/ActivelungHan>