

PLAYER 1



HIGHSCORE 2500



PLAYER 2

Coins: 0

Lives: 3

295

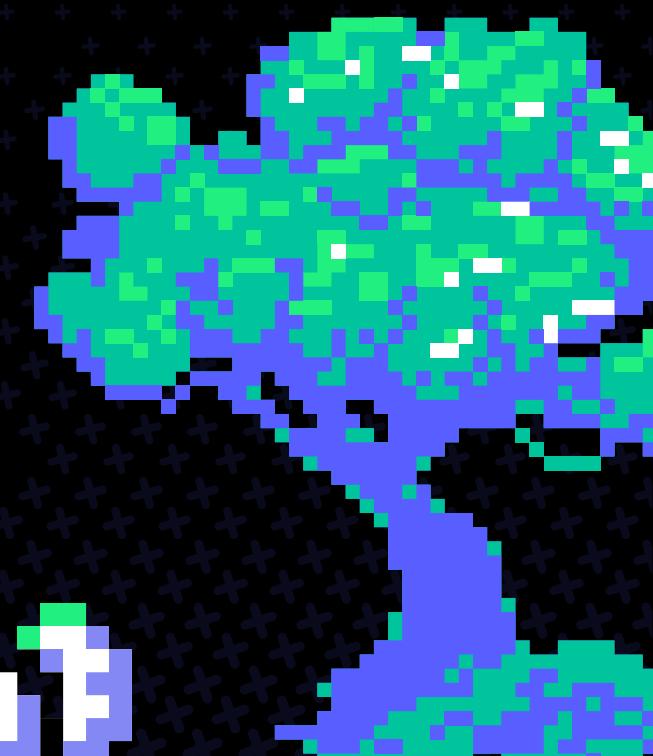
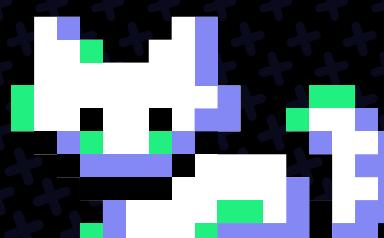
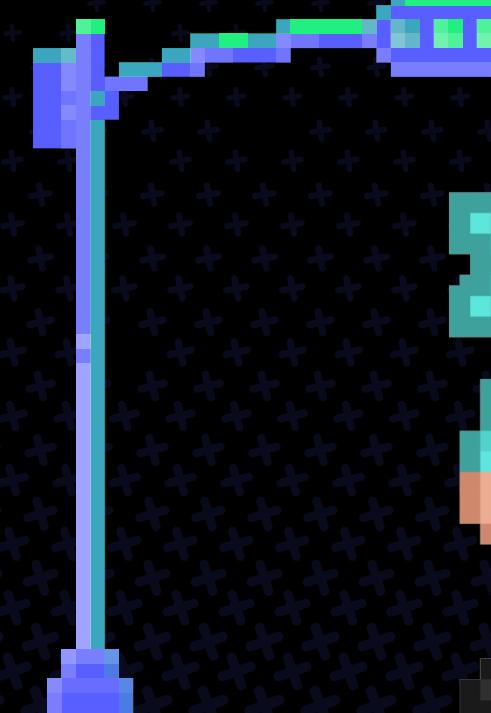
Score: 0

JUMPOCALYPSE

START

MENU

SIGN IN



MENU

➡ 01

♦ 07

★ 12

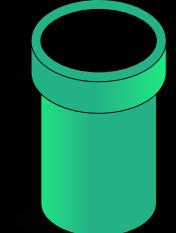


AGENDA

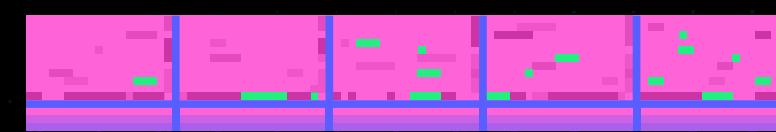
◆ TOPICS COVERED



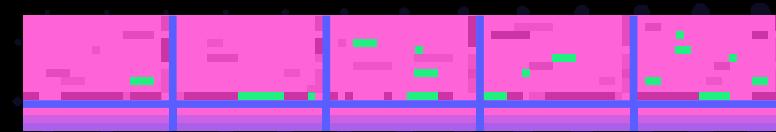
INTRODUCTION



NOVELTY



TECHNOLOGY



CONTRIBUTIONS



MENU

→ 01

◆ 07

★ 12



INTRODUCTION

- Developed a captivating 3D game using Unity
- The main character encounters and overcomes diverse obstacles.
- The character faces challenges like avoiding dangerous mushrooms, escaping rotating fireballs on its journey.
- Players navigate through different levels, earn rewards as they progress through the game.



**BACK TO
AGENDA PAGE**

[BACK TO AGENDA PAGE](#)

🗡️ 01

💎 07

⭐ 12



NOVELTY

⬅ DYNAMIC MUSHROOM INTERACTION

⬅ ADVANCEMENT TO SECOND LEVEL

⬅ QUESTION BLOCK ENGAGEMENT

[BACK TO AGENDA PAGE](#)

🗡️ 01

💎 07

⭐ 12



NOVELTY

⬅ EXPLORATION THROUGH PIPES

⬅ MOVING PLATFORM & ROTATING FIREBALLS

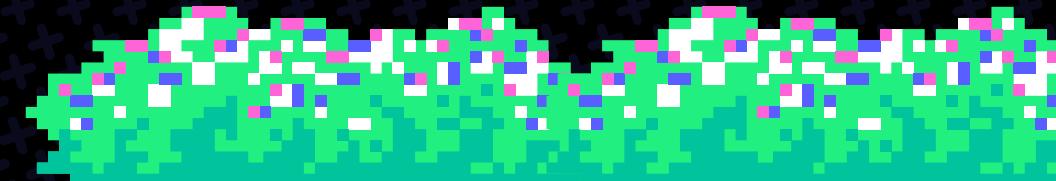
SIGN IN



BACK TO AGENDA PAGE



TECHNOLOGY

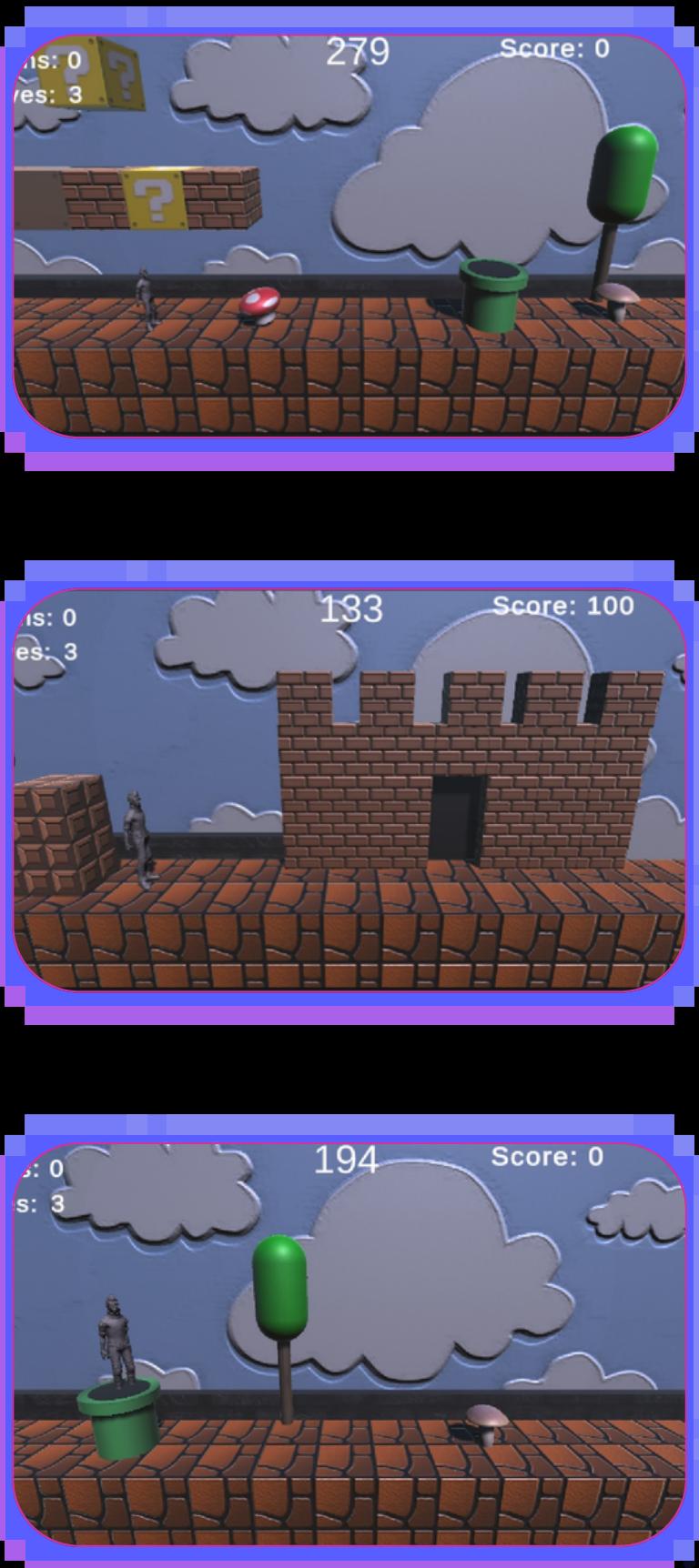


MENU



UNITY

[BACK TO AGENDA PAGE](#)



◆ Powerful and widely used platform for creating and developing interactive 2D and 3D content

◆ Comprehensive set of tools, Asset Store, a user-friendly editor, quality graphics, and collaboration features.

◆ Facilitates the integration of C# scripts, handles graphics, physics, audio, and other essential components.

◆ Cross-platform capabilities allow our game to reach a wide audience, whether on desktop, mobile, or other platforms.

MENU



C# LANGUAGE

[BACK TO AGENDA PAGE](#)

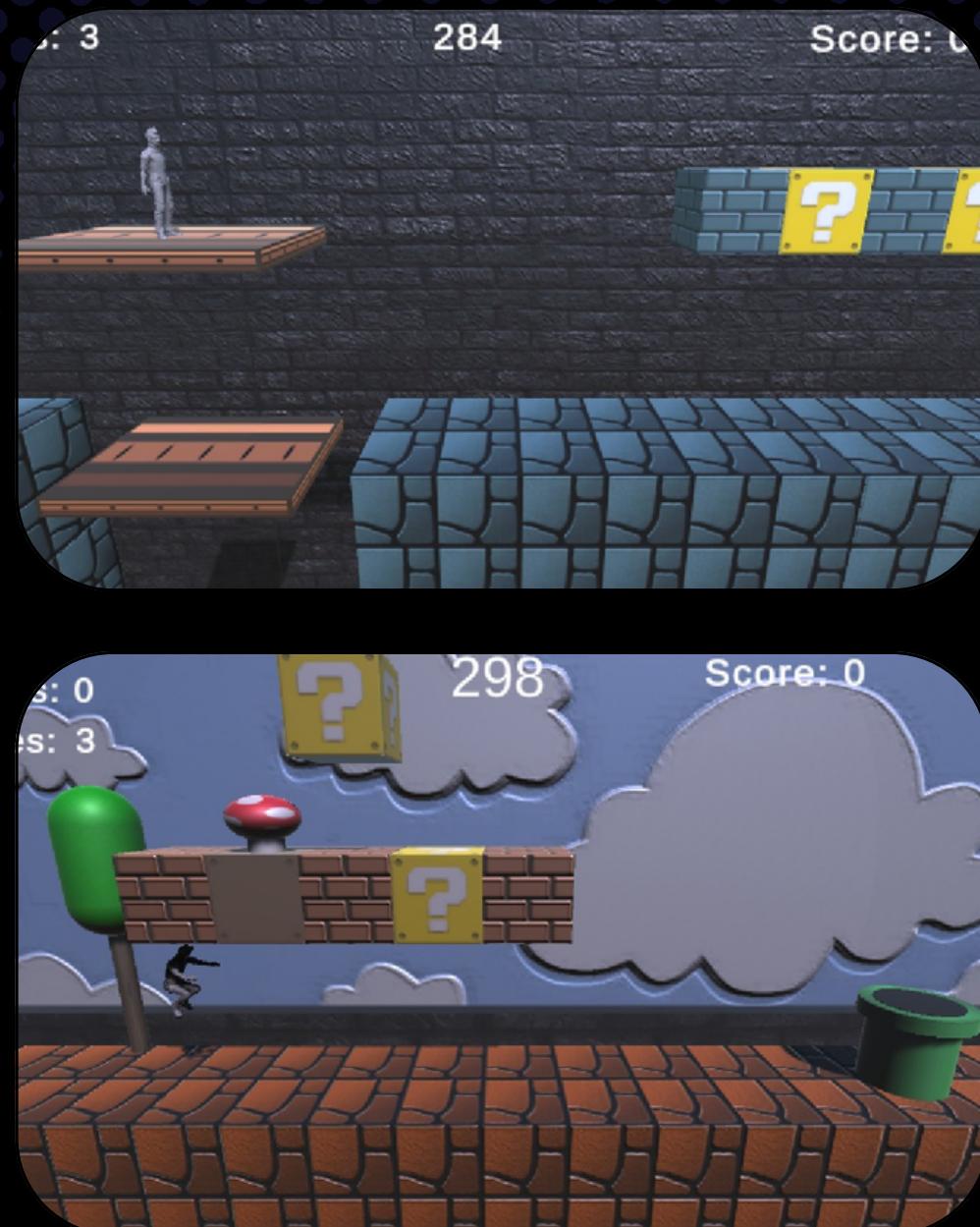


- Scripting language, providing the logic and functionality that brings our game to life.

- Versatile and object-oriented programming language, and its usage in our game ensures robust and efficient code.

- Creates complex gameplay mechanics, handle player inputs, manage character behaviors, and implement various features that contribute to the overall gaming experience.

PLAYER 1



◀ SOME PICTURES FROM OUR GAME

**SIGN IN**

INDIVIDUAL CONTRIBUTIONS



DEVELOPED LEVEL 1 OF JUMPOCALYPSE, CREATED THE PPT AND REPORT

AMISHI KUMAR



DEVELOPED LEVEL 1 AND 2 OF JUMPOCALYPSE

BHAVYA GUPTA



DEVELOPED LEVEL 1 OF JUMPOCALYPSE, CREATED THE PPT AND REPORT

ANAVI SRIVASTAVA



DEVELOPED LEVEL 1 AND 2 OF JUMPOCALYPSE

ARYA SINGH

