Nemo Escape-readme

## Release

Because mp4 videos are limited to 100mb, the demo video we sent in the form had to be compressed, the 480p quality is not good. We uploaded this 720p video to youtube at 23:50 on 7/3. Hope the judges accept it!

Watch the demo here:  
[[UET-Techspark 2025] - Nemo Escape](https://www.youtube.com/watch?v=oKWPQRpqeIo&t=3s)

How to install: You just need to download the .zip file on the right side of the screen, unzip it and run the .exe file. The game will open in full screen mode.

## Story

## A strange fish (main character) was caught from the sea and put into an aquarium. It needs to eat everything around it to grow bigger and return to its old home - the sea.

## How to play:

Players will play the role of Nemo - a clown fish, controlled in a 2D environment, moving with 4 keys W, A, S, D

If you encounter a movement error, please switch to Unikey English

You need to eat fish with the same level or lower than you to gain experience. When the experience bar is full, your level will increase by one and you can eat a new fish species

Danger: big fish will eat you if you are chased and caught by them, or you accidentally stand too close

Goal: reach the ultimate level, which means you are at the top of the food chain

## Resources used:

Unity3D: a versatile, cross-platform game engine and real-time 3D development platform, used to create 2D and 3D games, interactive simulations, and experiences for various platforms, including PC, consoles, mobile devices, and the web.

Aseprite: 2D drawing software

C# : programming language

Visual studio code: source code editor

Support from two of my friends: Le Minh Quan-coder, and Nguyen Anh Hao-artist. And finally, the great support from professional advisor “ChatGPT” is indispensable.

## Code structure

You can find my code in Nemo-Escape project/Assets/Scripts