Developer Press

Explanation of features:

The pictures shown are the screenshots of the game



As you can see in the picture, the screen includes two buttons of “Play” and “Quit” which acts just as their name suggests.



This screenshot is a brief tutorial of the game controls, on the bottom right corner will be a play button to proceed to the game.



The gameplay itself has many features including:

* The plants, flowers, and berry trees, that act as healing items
* The berry bushes that act as a healing zone
* The fungus spores and mushrooms that does damage to the player

All of which are randomly spawned constantly throughout the game, with an exception of the berry bushes which are randomly spawned immediately for a fixed amount and

* The UI which shows your current HP (Health Points) with your max HP and your scores with a pause menu on the upper right corner



The pause menu consists of a restart button which restarts the game, the menu button which takes you to the starting menu and the resume button which resumes the paused game.



Finally, the game over screen which shows when your HP reaches zero with a restart button to restart the game

Development Process:

The artwork of the game is all illustrated by me via the website [<https://www.piskelapp.com/>] the artwork is shown below

A picture containing object, clock, kit, ball

Description automatically generatedA picture containing drawing

Description automatically generatedA close up of a logo

Description automatically generatedA picture containing drawing

Description automatically generatedA close up of a logo

Description automatically generatedA picture containing drawing

Description automatically generatedA picture containing object, clock, drawing

Description automatically generatedA picture containing drawing

Description automatically generatedA picture containing object, drawing

Description automatically generatedA picture containing drawing

Description automatically generatedA picture containing drawing, table

Description automatically generatedA picture containing drawing

Description automatically generatedA picture containing drawing, food, flower

Description automatically generatedA picture containing room, drawing

Description automatically generatedA picture containing toy, drawing

Description automatically generatedA picture containing drawing, room, table

Description automatically generatedA picture containing clock, drawing

Description automatically generatedA picture containing drawing

Description automatically generated![A close up of a sign

Description automatically generated]()A close up of a sign

Description automatically generatedA picture containing object, drawing, table

Description automatically generatedA picture containing object, drawing

Description automatically generatedA picture containing drawing, hydrant

Description automatically generated

The codes used in this project are implemented from the ICT Playground package from [<https://github.com/ICT-Mahidol/MMDTech2020_ICTPlayground2D>], the Unity 2D Snake tutorial for random spawn items from [<https://noobtuts.com/unity/2d-snake-game>], the Simple Player Health by Gareth Fouche from [<https://hub.packtpub.com/simple-player-health/>], the Comprehensive Guide – Create a 3D Multi-Level Platformer in Unity by Pablo Farias Navarro from [<https://gamedevacademy.org/tutorial-multi-level-platformer-game-in-unity/>], the PAUSE MENU in Unity from [<https://www.youtube.com/watch?v=JivuXdrIHK0>], and the How to make a Health System | Unity Tutorial by Code Monkey from [<https://www.youtube.com/watch?v=0T5ei9jN63M>].

The font used in this game is Minecraftia by Andrew Tyler from [<https://www.dafont.com/minecraftia.font>]