**STARFLY**

You play as Starfly, a butterfly with the power of the cosmos. The stars are falling on a cold autumn night and Starfly must collect the falling stars in order to fix the sky.

In-game you have 10 seconds to move around the screen and collect as many falling stars as possible. Moving offscreen will have the player wrap around to the other side and failing to collect five stars in the time limit will force the player to restart.

The game was made in Unity 2D and only has a 10 second time limit, with 2 more seconds for the title and win/loss screen each. The player is controlled with WASD and will "win" the game if they collect five pickups in the time limit.

The game's audio was taken from Free casual sfx pack by Dustyroom, and Casual Game BGM #5 by B.G.M. in the Unity Asset Store. The audio from these packs were used for the game's background music and SFX when collecting each pickup. The intro and endings also have SFX. I originally intended to make all assets myself, but I was unable to make something to my satisfaction in the time allowed and so I resorted to the Asset Store.

All visuals were drawn by me using Clip Studio Paint. The background and animated player sprite, as well as the menu and particle effects were designed and drawn specifically for the game. The only exception is the UI timer and score text, which used the default Unity Text.