CIS 350 Final Presentation

Collin Toth: Unity/Git Integration, Level Design, and Enemy Design
Mary Benton: UI/Menu Design
Benjamin Brown: Systems and UI Design

High Level Overview

- Unity-based 2D platformer

- Primary mechanic of attribute randomization on player death

  - Health

  - Movement speed

  - Jump height

- Classic platformer mechanics

  - Avoid falling in pits

  - Avoid horizontal contact with enemies

  - Jump on enemies to kill them

Time Goals and Adjustments

- Time goals were largely met, with some changes

    - Creating level geometry and acquiring assets were combined into one step (tile-mapping)

    - Implementing level completion was done near the end

    - Not as much "starting from scratch" was needed as anticipated

- The order of our development steps was not strictly followed

    - Asynchronous development and personal schedules to blame (not a bad thing, though!)

Changes Since Midterm Presentation

- Removal of stock microgame level

- Music acquired for new levels

- Three new levels implemented

- Various menus implemented (main, pause, level selection, and control)

- Health system implemented

   - Knockback and period of immunity when colliding with an enemy

   - Respawn the player if health is one when colliding with an enemy

- Level transitions implemented

- New enemy type implemented

- Health display implemented

Demonstration and Installation

Portable executable which can be run in place (Windows (64-bit) only)

    - Download link:

https://github.com/CollinToth/GVSU-CIS350-Pitfall-Games/releases/tag/v1.0.0