

Sean Goldson capstone project. Period 4

my project will be a 2D platformer that will have the player navigating through a level via jumping on platforms.the goal will be to make to the end of the level without dying while avoiding pitfalls

And fighting enemies.the software I will be using to make this game will be unity.the challenges that I expect to face are designing interesting enough levels that are both challenging and fun.I will meet these challenges with trial and error as well as possibly using existing levels from similar games as a reference. As far as tentative designs go I have only thought of one so far,and that would be a feature in which you could replay a level you have already beaten except this time it would be played upside down.something that would make my game unique would be it's aesthetic I would give the game a feudal japan theme to it I will also include a game mechanic where the player can only get health from defeating enemies.

Milestone 1 create game board

Milestone 2 design first level

Milestone 3 create character idle animations

Milestone 4 create character walking,attack,jump animations

Milestone 5 create enemy walking,attack,jump animations

Milestone 6 create feature in which player receives health from defeating enemies

Milestone 7 design first level place platforms, pitfalls ect.

Milestone 8 create collision layer for platforms

Milestone 9 create exit point for first level

Milestone 10 create health bar for player

Milestone 11 create start screen

Milestone 12 create pause screen

Milestone 13 handle death of player character and respawn,as well as create death screen

Milestone 14 create boss enemies for the end of each level

Milestone 15 create boss enemy animations

Milestone 16 create boss enemy health bar

Milestone 17 create separate area for boss fight

Milestone 18 start work on next level

Milestone 19 place platforms for next level and exit point

Milestone 20 begin work on upside down feature