Mobile Applications Development 2 Project Supplementary Documentation

Source code - https://github.com/Darren-B312/MAD2-Project

Play in browser - https://darrenb312.itch.io/retrun-2094

Hoy to Play

You can run the game in a web browser on the itch.io link provided at the top of this document. Use WASD to move, left and right arrow keys to shoot, and space bar to dash. Note: The game was only uploaded to itch.io at the last minute and as such has a few bugs not present in the pc version.

Deviations from Original Spec

Many aspects of gameplay have changed since the project's inception. However, the game is still at its core, a 2D Top-Down Shooter and homage to 80's arcade games of old (albeit with a rejuvenated aesthetic). Below I will outline the main differences in the finished product and detail my reasoning behind these design decisions.

Moving to Aim & Rotating to move – These features were both scrapped in lieu of more traditional up, down, left, right movement controls because the initial prototypes were sluggish and awkward to use. Instead I attempted to implement more responsive controls for player movement.

Shooting Controls – I moved Shooting controls to the left and right arrow keys. This means the game is to be played with two hands on the keyboard (like how one might play a classic arcade game). The player can also shoot to the left or right at any time regardless of where they're facing, this was done to enable the player to retreat and fire at the same time.

The Name – purely for cosmetic reasons, I changed the name of the game from TrigWars to Retrun2094 because I think it sounds slicker. It's also more on trend with other recent games and movies having similar naming conventions (Blade Runner 2049, Cyberpunk 2077).

Assets References

The following is a list of all assets included in my submission that I did not create.

- Main Menu and Gameplay Background Image/Animation – RoyaltyFreeTube - https://www.youtube.com/watch?v=pvomDfQmhWQ // I downloaded this video and striped out individual frames, but I used unity myself to loop the frames into an animated scrolling background
- ShareTechMono Font - GoogleFonts - https://fonts.google.com/specimen/Share+Tech+Mono?query=share+tech+mon // I used this font throughout the application

- Main Menu and Gameplay Background Music (Blipotron & Club Diver) - Kevin MacLeod
  https://incompetech.com/music/royalty-free/index.html?isrc=USUAN1100514
  https://incompetech.com/music/royalty-free/index.html?isrc=USUAN1200020
- All non-music sound effects (UI clicks, enemy explosions, lasers etc.) -
  https://opengameart.org/content/512-sound-effects-8-bit-style