FEUP-DDJD First Project - Stationery Beatriz: On The Move

Introduction

"Stationery Beatriz: On The Move" is a platformer game developed in unity for FEUP's curricular unit, Design and development of digital games. In this game, the player "Dona Beatriz", an employee of FEUP's stateonery shop. Your objective is to reach the end while trying to not get caught by teachers and cleaning ladys. To do this you can make use of different power ups as well as interactive environment.

Team

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Instalation

To install this game, please access the following link: [Inserir link do itch.io]. After doing so, download the executable and run it.
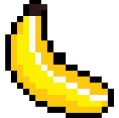
How To Play

Controls

- Movement: A/Arrow Left, D/Arrow Right;
- Jump: Space;
- Climb Ladder: W/Arrow Up;
- Descend Ladder: S/Arrow Down;

- Throw Banana: Right Click;
- Throw Pen: Left Click;

Enemies

Enemy Sprite	Description
	Cleaning Lady: Walks back and forth inside a designated area. If the player touches her, the player loses. The player can distract the cleaning lady by throwing a banana inside her cleaing area.
	Door Professor: Peeks through the door from time to time to see if it can detect the player. If a box is pushed in front of the door, the door will not be able to be opened.
	Thrower: Periodically throws pencils in a predifined range.

Power Ups

Power Up Sprite	Description
	Disguise: Gives the player a disguise to not get caught for one time.
	Banana: Gives a banana to a player to distract the cleaning lady
	Pencil: Gives a pencil to the player to throw it at enemies.

Assets

Sprites

All used sprits were made by the team.

Sound effects

Some Highlights

Since all sprites used in the development of the game were made by the team, the game features never seen before art. On top of that, every sprite is coupled with a set of animations to give a more accurate visual feedback to the player.

Development Highlights

The initial development was a bit slow as the team did not have much experience with unity, however, this did not last too long as the team grew accustomed with the platform relatively fast. To make designing new levels and adjusting the enemies to their conditions, the enemies ranges and some other details were mais "Serialized", this means, these aspects could be editedfor each individual enemy. For example, the door enemy. The range in which the player is detected by this enemy can be adjusted for each instance of this enemy and the indicator above the door will also self adjust to match the new range