

Recreation on my Gymnasiearbete (Final High School Project)

Prepared for: People who are interested in it Processed by: EH-Sora 30/10/2025

1.FRONT PAGE

Recreation of my Gymnasiearbete (Final High School Project)

A project to see what I remember and what I forgot from high school

2.GAME OVERVIEW

Game Idea

This “Game” or more benchmark project is just something to see how much I remember and how much I have forgotten since I did game development more actively (about 2018-2019)

The game's selling point and makes it unique is basically none existing, but if I had to say what the “games” selling point and makes it unique; A basic sidescroller that is a buggy mess and tests how annoying sounds or sounds in general affect your performance in game.

Genre or the type of the game

A 2.5D infinite side scroller

The target group

People how would be interest in it and a benchmark to see how much I remember and how much I have forgotten since I was in high school

The flow of the game Summary/diagram

The player moves through a basic 3D world (with the camera in 2D or isotopic view) through the X-axis on an infinite looping level and the player can jump.

The appearance and feeling

The game is a basic game using 3D objects in Unity and have the background moving (I might create some basic assets in Blender, like clouds)

3. THE GAME LAYOUT AND TECHNIQUE

The layout of the game

- How those the player advance through the game?

The player advance through the game by using the right and left arrow keys (as well the A and D keys) and space to jump

- Missions and the challenge (how it is structured)?

See how long you can go until you die

- What clues are in the game? And what answers for problems are in the game?

You will notice it when you die

- What are the goal, characters?

The player a stretched out cube

The enemies a red cube that kills the player on contact

- Describe the flow of the game.

I don't know, you move left to right and try to survive as long as possible with an annoying sound in the background

Technique

- The physics in the game – how those they work in the game world?

I don't know basic game physics I guess.

- What kind of different traits or movements those objects have in the game?

I don't know, it's a really basic game.

- How those you control objects in the game?

The player moves with the right and left arrow keys (or A and D keys)

- Who those objects reacts and what commands are used for different objects in the game. Both the relationship between different objects and the surroundings in the game?

I don't know, it's a very basic game

- If there are any fight or conflict. Describe the build up and model in the game.

I don't know, it's a very basic game

- Describe the game's economic system, point count and bonus.

I don't know, it's a very basic game

- How those the player get the feeling of achieving something in the game? Is there any visuals that are on the screen or for example the feeling/controller? Describe how.

I don't know, it's a very basic game

- Describe the flow of the environment. And how transitions to new environments happens and how are they connected?

I don't know, it's a very basic game

- What are the different alternative that exists in the flow?

I don't know, it's a very basic game

- The replay value and the saving that are in the game?

I don't know, it's a very basic game

4. STORYBOARD

The game world

A basic side scroller built up with basic 3D objects in Unity

Characters

I don't know, it's a very basic game

The player is just a stretched out cube and the enemies are cubes colored red

5.LEVELS

The development of the game

The game has only one infinite looping level until you die.

6. THE INTERFACE

Appearance and steering

- What controls and commands will be used in the game?

The controls are right and left arrow keys (or the A and D key) for movement and space for jumping

- How should the sound effects and music affect the experience in the game?

The entire point of the game is to see how long you can survive with an annoying sound playing in the background.

7. FRIENDS AND ENEMIES

Artificiell intelligens

- Who is the active enemy to the player?

Red cubes that kill the player on contact.

- The friends and objects that are working together with the player?

I don't know, it's a very basic game

8. TIMEFRAME

The timeframe of the project

- How much time does I have for this project?

I don't know, until I have reached a somewhat similar look and feel to the original with a few fixes.

- What does I want to include if I most restrict our idea?

I don't know, I guess the auto respawn the player three times with sounds and respawn the player three times without sound and the players score

- How can we continue working on the game or the game idea if in a different time?

Make it look more pretty.