

ASSIGNMENT 5

INTRO, PURPOSE AND GOAL

1. To make a 2D platformer game
2. To see the various ways of making 2D games
3. To use advanced camera controls
4. Inspiration: <https://www.youtube.com/watch?v=QQVk6wmaqAs>
5. Inspiration: <https://www.youtube.com/watch?v=ia8bhFoqkVE>

HAND-IN

Hand in before Wednesday 20th March, by pasting the URL to your github project next to your name in this sheet:

<https://docs.google.com/spreadsheets/d/1rekEFkgqSKu9matm9qia9eLW68W9Ph06gJlogIDCJ68/edit#gid=0>

USEFUL RESSOURCES

1. A non-coding game kit, don't just clone this but maybe take inspiration from this - <https://unity3d.com/learn/tutorials/s/2d-game-kit>
2. A Super Mario clone, don't just clone this but maybe take some inspiration- <https://github.com/sltutoriais/unity-super-mario-clone>
3. Another tutorial - <https://unity3d.com/learn/tutorials/topics/2d-game-creation/creating-basic-platformer-game>
4. Cinemachine, a neat way to control the camera - <https://blogs.unity3d.com/2018/07/17/cinemachine-for-2d-tips-and-tricks/>

ASSIGNMENT

GREEN (MINIMUM REQUIREMENTS & CURRICULUM)

1. When starting the new project in Unity, make sure to use the 2D template!
2. Now make a 2D platformer of your choice, it could be a Super Mario clone, a Commander Keen clone or whatever you want.
3. The player must move with arrows or WSAD
4. Make the camera follow the player
5. The player character must be animated, meaning that as a minimum the player character must change between at least 2 sprites when running.
6. The player can jump onto platforms
7. There must be at least one powerup, like super speed, extra health, invulnerability
8. There must be enemies that kill you instantly or make you loose health
9. Make at least 1 element "juiced", for example a nice visual effect when you pick up the power up or when you win.

YELLOW (GO FOR IT)

1. Make enemies patrol back and forth on the platforms
2. Make the player able to shoot the enemies and/or jump on their heads to kill them

3. Make the player able to pick up guns/ammo in order to shoot.
4. Make some proper level design – a level that is not too short, easy or hard.
5. Upgrade your camera to Cinemachine, see “Useful Ressources” above.

RED (CHALLENGE YOURSELF)

1. Make multiple levels
2. Make doors and keys, for example play must find the red key to open the red door.
3. Make an inventory
4. Make your own camera system that replaces Cinemachine, so it follows the player smoothly