

Zense Project Report

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1 Why I came up with this Idea?

I always really wanted to make cool games and when I discovered engines like Unity and Unreal , I saw **Unity** as an opportunity to make a cool little game,and Hence I came up with idea of making a *retro mario style* **2D Platformer game**.

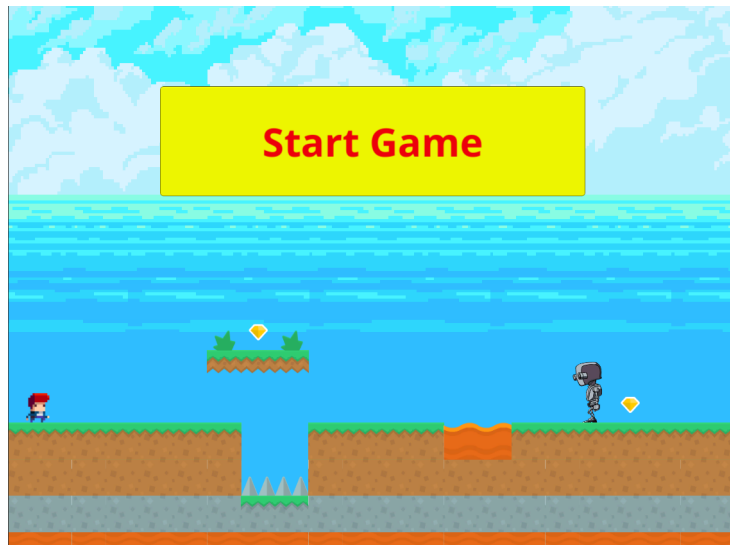


Figure 1: The Main Menu

2 Project Idea

The game is a **2D Platformer**,in which the *player* has to cross levels in increasing order of difficulty with various hazards and enemies to dodge and also collect coins along the way,the ultimate goal of the *player* is to reach the ***Legendary Gold Dungeon!***

3 Tech Stack

The making of this game involved extensive use of the **Unity 2D Engine** , which required using many libraries involved in the Unity Engine such as the *UI*, *SceneManagement* and *CrossPlatformInput* Libraries. The Scripts for this game are all written in **C#** so it required me to get a basic understanding of it in order to make the game.

4 Progress of the Project

The game is finished at the basic level, The game runs fine with little to no bugs, but many more levels and different environments can always be added to make the game a bit more longer.

5 Future Prospects

I look forward to taking this game to the next level, possibly add more levels and try to bring this game to Android and maybe even publish it on the Play Store but at the same time I look forward to trying out new softwares and programming languages.

6 Videos and Pictures

The video and pictures are included in the Repository under the folder named *Media*.

7 References

- <https://docs.unity3d.com/2018.4/Documentation/Manual/Unity2D.html>
- <https://forum.unity.com/forums/2d.53/>