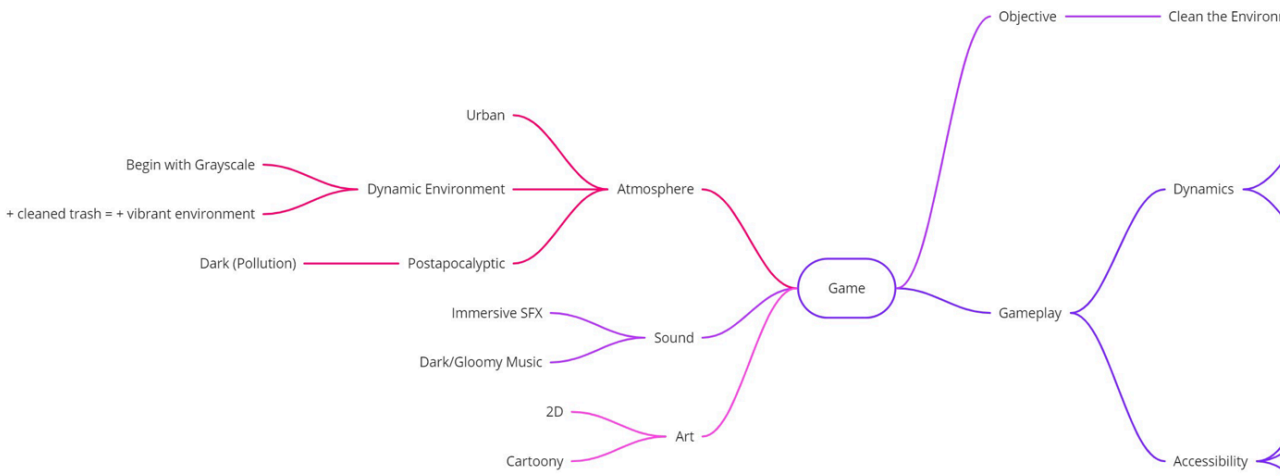
Successful Breda Application

Trash Been

With only one week to build a whole game from scratch, I had to create a very clear scope in the beggining and stick to it. Not only was I able to complete my project on time and test run it with people from the internet, but I was also able to update and improve its flaws.

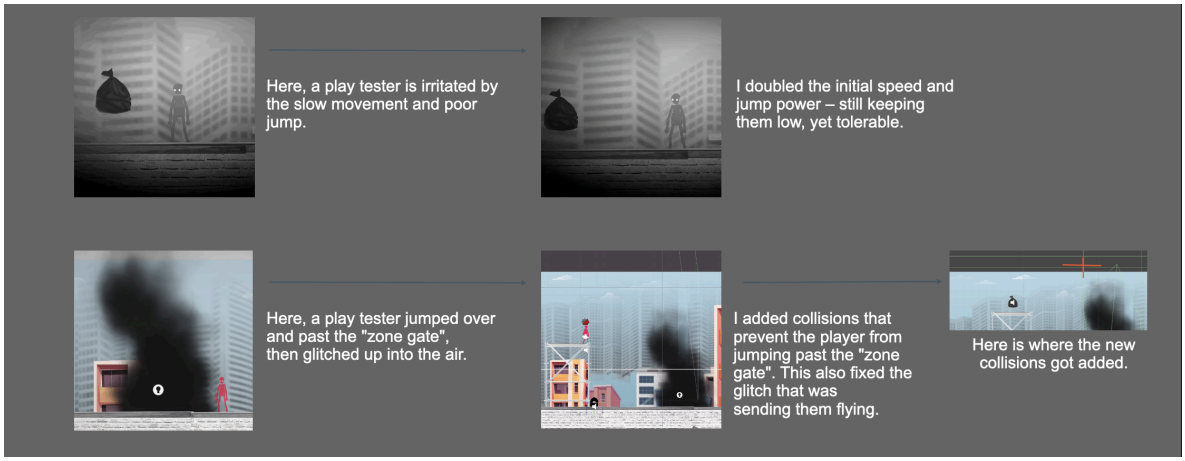
In *Trash Been*, players jump and run through a polluted city, collecting trash bags to restore its beauty. As trash is collected, the city transforms from grim to vibrant, and players gain speed and jump upgrades. Beware of enemy "globs" that try to slow you down. The goal is to clean the city and overcome obstacles to bring back its color and life.

View Live Project



Visualizing the gameplay, city transformation, and platforming mechan

In this video, the player is solving the zone's puzzle while AI enemy is trying to stop them.



QA and Testing

The most challenging aspect of this project was the programming, which required a deep understanding of game mechanics and scripting, made more difficult by the limited timeframe. I overcame these hurdles by leveraging visual scripting, reverse engineering templates, and seeking help from the Unity community. Despite the challenges, the most enjoyable part was watching others play the game and seeing how they engaged with the world I created. Given more time, I would enhance the game's replayability by adding features like a leaderboard and procedural generation, as well as animating cinematics to elevate the storytelling experience.


Trash Been | Young Tester