

Assignment 2 – A Cooperative 2D Platformer Game

Scenario:

Another client comes into your company with an idea for a game. He wants you to create a **two player 2D Cooperative Platformer Game**. He is fine with it being a two-player game on the same computer, but you'll have to make sure that both players have something significant in their roles in the game.

The problem is this client has some strict requirements and constraints, outlined the following:

- No combat! The most players can do is block each other's path.
- Players cannot do special physics-based platforming skills. This includes wall-gliding, wall-hanging, and double jumps.
- Each player must have a different role in the game. (E.g. one player can be collecting coins, while another can be doing something different)
- The platformer game levels should be tile-mapped.
- The game will go beyond just a single screen.
- WIN OBJECTIVE: Both players must reach the destination, after collecting all the pickups in the game.
- LOSE OBJECTIVE: One of the players get killed. (Either the whole game will restart, or bring both players to a checkpoint)

Core Requirements:

- Platforming Controls for Both Players: Movement and Jumping.
- Win and lose conditions Implemented
- Level is tilemapped
- All important information must be displayed on the screen as a Unity UI.
- Static Game Resolution: **1920x1080**
- Camera Movement that follows one player
- Animation Sprites implemented
- Cooperative Mechanics Implemented
- Level is fleshed out and can be played from Start to End with enough obstacles/challenges.
- Bug-free and error-free game.

Notes:

- Remember, this is a prototype! Focus on core gameplay!

Deliverables

- The **Unity Project** uploaded to Omnivox (no need to upload a build)

Marks Breakdown

#	Criteria	Mark	Total
1	Basic Mechanics and Objectives of the 2 player platformer game is implemented (jumping, running, collecting, win/lose conditions)		30
2	The Cooperative Game Mechanics are Properly Implemented and are Distinct and Engaging for Two Players to use their roles to their advantages.		25
3	The Level Design is well-made, and the Tile Maps are properly used to create the platforms.		20
4	Game runs on 1920x1080 Window Size		10
Above and Beyond			
B1	Game looks aesthetically pleasing. Art assets are used, beyond just the tile maps to make the world come to life.		10
B2	Any other game implementation that are beyond the scope what we learned so far, and are properly explained during Presentations.		5
Penalties			
	Bad Scripting Practices (depending on severity) Miscellaneous bugs not related to criteria above (depending on severity)		
Total			100