

Hung Quach

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There are a lot of things that I was not able to implement. The initial idea of Runa is for it to be a story driven 2D platformer. I planned for the player to be able to collect moon fragments and learn more about the lore of the world as they continue their adventure. Needless to say, I was unable to make these features happen. I was not able to add the moon fragments, which I planned to be a core part of the mechanic as its purpose was to unseal Runa's power and her memories. I never got to the seal part either. Right now, the game is as bare bones as a platformer can get. I was able to implement a tutorial level, one main level, and a boss fight. For the controls, I was able to implement most of what I wanted. I did not have time to implement a menu system such as a respawning screen when the player dies or an ending screen for the end of the game. There is also not a way that the player can heal, making the game a one-life attempt. What I am proud of though is the assets that I was able to find for the game. The atmosphere, thanks to the music and background, is quite dark and serious. While this was not what I was going for, I turned out to like it. Overall, this was a really good experience. I am currently debating whether to finish the game. I guess time will tell.