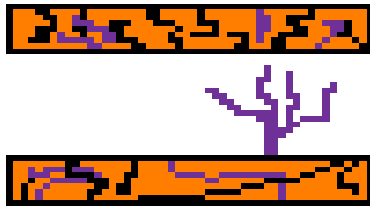Background 1#

Final Background

Platform

Character: Pumpkin Jack.

Your character and background design choices. I chose this Halloween background because it fits the theme of the game I chose, I also chose a Pumpkin as that also fits the vibe.

Which tools you used and why. I used the paint and fill tool because I needed to quickly fill some things efficiently.

How you exported/imported assets into Unity. I went into unity and uploaded assets and changed the layers, I needed some help with it but then I fixed it.

Any challenges you faced and how you solved them. I had some problems making the character and also the background, but I faced them with just using a different tool. Such as the bucket I found, that helped a lot.

PICTURES FROM THE GAME