Unity Bootcamp - Creating a 2D Game

Part 7 - Continue!

# Create some levels!

Now you’ve got everything you need to create a 2D platformer game. So take some time to build a level or two and play test it. Maybe even get a friend or close colleague to play-test it for you.

# Homework

Your homework is to continue working on your platformer game for next week. We’ll showcase the platformers next session and the best game will get a prize! (for real)

Feel free to collaborate with others and build a game together (best to work with people on different routes).

Here’s some suggestions:

Art:

* Create nicer environment assets, import them and replace the textures on the prefabs
* Create a background image
* Make the menu and end screen look nice

Design

* Design some good levels, with a difficulty curve
* Design another mechanic and implement it

Programming:

* Create a checkpoint system
* Create a coin pickup
* Implement another mechanic of your choice

Animation:

* Research how to and animate something in the scene, maybe an enemy other than static spikes

Audio:

* Create some foley and replace the sounds in the game with your own sounds

Writers:

* Write a small story and display it in Text *GameObjects* around the scene / on the menus.

*Side-note*: obviously it’s not required to do any of this, but it’s super useful to get familiar with this piece of software. Often people on routes that aren’t regularly working in-engine don’t see the importance of doing this stuff, but there’s a good chance that you’ll be using Unity to build games for the next three years (and hopefully beyond) and being able to work in-engine makes you extremely valuable to your team, both during the course (you’ll be organising your own teams in third year) and in the industry once you’ve completed the course. It’s not something you’ll pick up over night, but having a basic understanding improves the workflow of a small team ten-fold… and knowing how to use game engines makes you super popular and everyone wants to be your friend.