

Changes

There are a few changes added to the game, as well as several additions.

- 1) Most importantly, some of the code was cleaned up so that new systems could be implemented such that older systems did not interfere too much with new additions. This is a tad hard to quantify so you'll just have to take my word on it.
- 2) New Sprites were added to the system, all hand-made. This includes a Water Tower sprite and the skeleton, spritemeshes and animation for the Younger boy. The younger boy was in the original as pieces but it took a while to assemble and rig. The Water Tower is a new obstacle at the end of the level.
- 3) Some Anima2D script lines were change to account for the new update
- 4) A new button was added to the control scheme, the "Left Control". This button corresponds to two new mechanics in the game
- 5) Two new mechanics were added: Sliding and Bracing for falls, both controlled by the "Left Control". Sliding allows players to reduce their hitbox and slide under certain obstacles. Bracing for Falls means players have to time the "Left Control" key right as they are about to land after a long fall or fall to their knees and be slowed down. Both added for realism and complexity
- 6) acceleration was added to the movement, now the character doesn't just toggle between speeds like he used to. This is added for realism.
- 7) a younger boy is added to the game, he cannot wall climb or slide, as he is inexperienced, as the player might be.
- 8) A switching mechanism was added to switch between younger and older boy, and later on to switch between multiple different characters. This allows for much more flexibility in storytelling. This is added about halfway through the level.
- 9) Some collision issues were fixed; collision boxes were tightened up to fix this.
- 10) Collision box on the Boy is no longer static, it moves as his animation changes, this will allow for different mechanics to be used for different obstacles.
- 11) the level was changed and the speed of the running was increased to increase difficulty and make the level a bit more interesting. This happens in the forest and the end city.