

Game Engine Task 1

Our game story is about a glitch character that is trying to break the game by going against every rule. The more the character progresses through the game, the more damage will be made, thus leaving everything to be broken and glitched.

The base that the character must move on, will be made out of lines and codes. The background will vary between a simple screen wallpaper to pop up errors and other similar elements. The character itself will also be made out of error elements to represent what the game is all about. We took inspirations from the games Geometry dash and Default Dan. In Geometry Dash the player only has to jump to avoid obstacles and the main character can change different skins. In Default Dan the character dies every time he touches good objects such as coins and safe ground.

In our game the base that the character must move on will be made out of lines and codes. The background will vary between a simple screen wallpaper to pop up errors and other similar elements that represent something went wrong. The character itself will also be made out of errors to represent what the game is all about.

- o Week 1 - Level Design
- o Week 2 — Character Design
- o Week 3 – Character mechanics
- o Week 4 – Building the level
- o Week 5 – Testing the interaction between the character and level
- o Week 6 – Aim to finish the game

Jump Script
Makes the character jump in order to progress and avoid obstacles
This interacts with the platforms the player will always land. Also it interacts with the death script if the player dies.

Death Script
This script is attached with all the green objects in the game such as lines and bots.
This script is attached with all the green objects in the game such as lines and bots. It interacts also with the character because if the character makes contact with it, he will die and restart

ScreenLoader
This makes the menu interact with the buttons such as back, quit and all the other options.
The script is attached to the menu and the menu is attached with the death of the player so each time the player dies the menu appears.

