Lab2 Evaluation

The intention of our is for the player to roam the map collecting stamps objects without running in to the security guard’s flashlights. The narrative is that there is a criminal snail that runs around with a spear trying to steal stamps. The mechanics include moving around the map, collecting stamps, a camera trigger that momentarily gives the player a better view of the portion of the map that they are about to enter, and the ability to destroy a security guards with your spear if you get to them without running into their light. We also have a sign that tells the player the basics of the game. The aesthetics of the game include audio, a start screen that lerps in and out, a trail renderer on our snail that represents its slime, Personalized sprites for the snail and the security guards (different ones depending on the direction they move), a tilemap, and dialog.

This project was honestly a lot. The videos were helpful, but there was a lot that we wanted to implement outside of what we learned in class, so it took some time for that as well. There were a lot of struggles including making the stamps have dialog before they were destroyed and the previously mention camera trigger which is an empty game object with a collider that lerps the camera back and forth. There was also many joys in creating this game, primarily the creative freedom that we had in making it.

Jonathan: Designed the World, created the stamp collection mechanic with dialog, the scoring system, the gui, and all other dialog.

Matthew: Designed the sprites, Made the security guards and all of their aspects, camera trigger, player and its movements

Attributions:

Snail movement sound: https://freesound.org/people/qubodup/sounds/211605/

Background music: https://freesound.org/people/zagi2/sounds/277681/

sign:https://opengameart.org/content/lpc-sign-post

Font: [https://www.dafont.com/digital-disco.font?l[]=10](https://www.dafont.com/digital-disco.font?l%5b%5d=10)

Tile Map: <https://opengameart.org/content/the-mana-world-woodland-indoor-tileset>

Spear Snail: Matthew Kalahiki

Security Guard: Matthew Kalahiki

Stamp: Matthew Kalahiki