

Casual Game Go

GAME OVERVIEW

Philosophy of the Game: This game serves as a testing ground for Unreal Engine 5, as well as for evaluating development skills and understanding game design principles. The main goal is to create a project that encompasses all key aspects of game development, from mechanics to final optimization. The project combines elements of platforming, puzzles, and a combat system. It aims to occupy the niche of test products, offering players a few hours of enjoyable gameplay with simple mechanics and light references to other games.

FREQUENTLY ASKED QUESTIONS:

What is this game?

The game is a combination of simple gameplay mechanics. It includes platforming levels, item collection, basic combat with easy enemies, and exploration of a dark maze.

Why create this game?

This project demonstrates the full cycle of game development: from concept to the final product. It's an opportunity to test different mechanics, integrate animations, materials, and lighting, as well as optimize for smooth gameplay. The complexity of the core mechanics is intended for educational purposes.

What can the player control?

The player controls a character who can perform several actions needed to progress through the game. Jumping and crouching are used for platforming, attacking for combat scenes, and interacting with objects is required to navigate the maze.

What is the focus of the game?

The focus is on testing different game elements: mechanics, animations, smoothness of camera movement, and controls. The project is designed to optimize gameplay and analyze how various mechanics are perceived by the player.