Teddy Scare

Start Game

Load Level

Dominic Bär, Thomas Kunkel, Luzian Seiler

Concept

- 2D Jump'n'Run Sidescroller
- Bear mother searching for her stolen cubs
- Sneak or fight
- Danger Level
- Global Danger Level

What was (not) realized?

Realized

- Main Menu
- Two levels
- Level Changing based on User Interaction
- Global Danger Level
- Different enemies

Not Realized

- Story
- Different attack moves
- Sound
- More Levels
- (More Gameplay Mechanics)

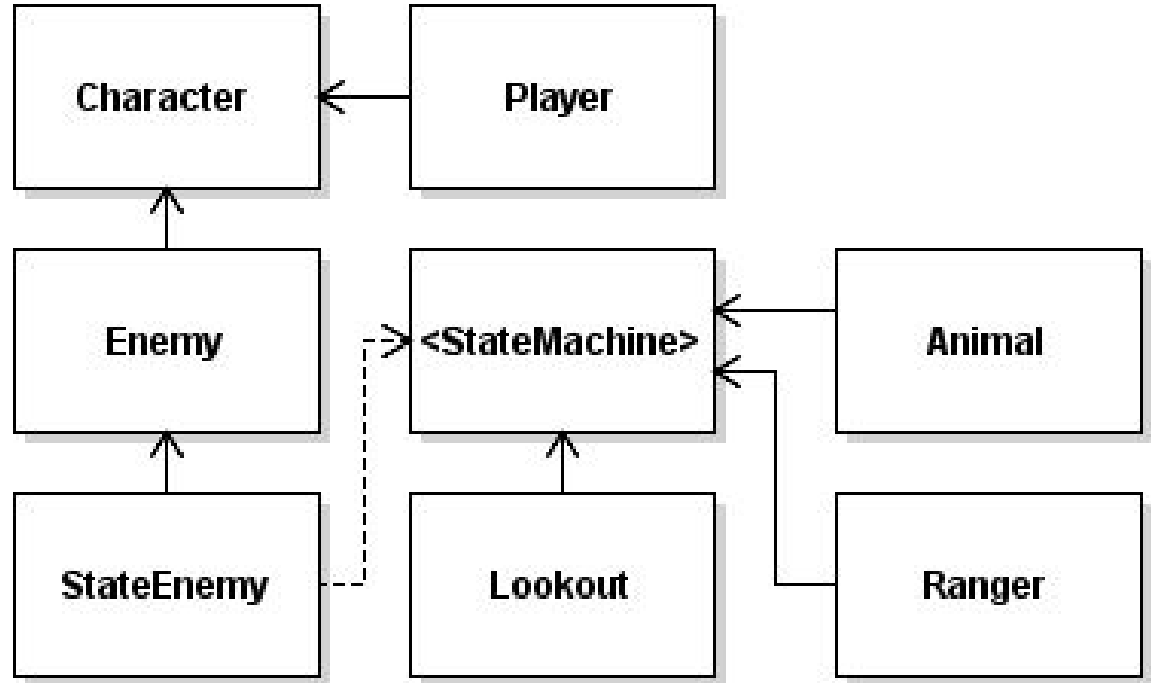# Created vs. Outsourced

Created

- All Scripts
  - Behavior
  - Character (AI)
- Menu
- Animations & Animation Controller
- Level Design

Outsourced

- Character & World Sprites
- Menu font

Challenges

- Refactoring
- AI Behavior
- Line of Sight checks
- Groundchecking
- Level Reset

Line of Sight


```csharp
public bool LineOfSight(Collider2D target, float muliplier = 1f)
{
    if (visible)
    {
        Vector2 direction = GetDirection(target);
        float angle = Vector2.Angle(facingRight ? transform.right : transform.right * -1, direction);
        Debug.DrawRay(transform.position, direction * lookingDistance * muliplier, Color.red);
        if (angle <= fov)
        {
            RaycastHit2D sightTest = Physics2D.Raycast(transform.position, direction, lookingDistance * muliplier);
            if (sightTest.collider != null && sightTest.collider.gameObject == target.gameObject)
            {
                return true;
            }
        }
    }

    return false;
}
```

Future Work

- More levels & Enemies
- Story: Intro animation / Cut scene
- New Assets - Better Animations
- Refactoring
- Game Balance
- Bug Fixes

Demo

QUESTIONS?