Up and Down Side to Side

Game Jam, 1ZHERV

Jan Kvapil, xkvapi19

Topic: Evolution

- Platformer
- Character evolves as it collects tokens
- Jump higher, move faster
- Tokens are needed to complete levels
- Approx. 2.5-3.5 minutes of playtime
- Timer included – Speedrunning possible

Major Challenges

- Lack of experience with game development and Unity
- Lack of experience with Game Jams
  - „Am I doing enough?"
  - „Is this an acceptable outcome?"
- Timer positioning
- Some parts of the code were tricky to implement
- Really bad at graphical design
  - I did not make most of the assets because they would look horrible
- Sound synchronization

Credits

- Assets and some functionality: Unity 2D Platformer Template
- Inspiration:
  - Bounce Tales (Nokia game, platformer, 2010) – overall look
  - Portal and Portal 2 (reset arches)
- Sound effects for reset arches: Freesound
- Mechanics, Level Design, Idea, Collection Sound Effect, Asset editting: Me

Layout

Thank you for your attention.