

Title: Color Waves

Description

Player avoids walls and collects coins, while attempting to not get confused by changing environment. Level eventually becomes faster and faster.

Mechanics

Blue wall: player should avoid them

Yellow pickup: coins, worth 1

Orange pickup with arrow: Changes direction of level, worth 5

Idea

I was thinking about making a game where player avoids obstacles while getting distracted by colors and environment.

First I thought about using the line in the middle to also confuse player, but in the end I settled down for blended backgrounds, and changing direction.

Then I polished it a bit with some animations and effects. Most of the art was done in Unity, except blending backgrounds.

Challenges

Setting up different camera rotations was slightly tedious, because there was a lot of practically same prefabs, I think I could do that faster if I coded it.

I had a problem with horizontal rotated camera because player would fall off screen, so I had to remove that and settle just for vertical and diagonal directions.