Abstract – 150 Words

*Brief Summary of content and conclusions*

Introduction – 300 Words

*Project and its aims.*

This is a game which is inspired by Braid – taking the main game mechanic and adapting it into this project. One of the main game mechanics is to have the ability to travel your character back 20 seconds. I designed two different levels for the game – the game ends after the second level has been completed.

The main character is an adventurer, who is fully animated – with the ability to jump, climb, and run.

I did not create the original assets; sources are listed below. I meant this project to be a display of my skills within Unity and game creation.

The aim is to create a similar game in Unity, using 2D physics and tile maps.

Game Design – 1 page

*What makes this project a game? What sort of game is it? What will motivate someone to play this game? What will they get out of this? Describe the primary mechanic. How the mechanics fit together and make the user play?*

This is a side scrolling, platformer game. It revolves around an adventurer who must traverse ladders and platforms to reach the end goal. The camera follows the player - keeping it centred. This means that the focus on the player and allows for a complex and bigger screen.

People will play this game because it has a nice aesthetic, challenging levels and a variety of obstacles.

This project is game because it has a win and lose state. The win state is when the player reaches the flag – there is one per level. There are several obstacles such as falling rocks and spikes – they cause the player to die – ending the game.

The game also has a graphic user interface, in which you can restart and quit a level. The initial design of that is shown below.

I went through a few stages of designing levels – the basic level design is here though it needed a lot more testing when during the implementation stage.

Software Design – 4 pages

*Describe the principle components of the design. Describe how these components contribute to fulfilling the specification. Describe how the components fit together and contribute to the whole. Use UML diagrams to explain key points. What alternative designs do you consider (or try) and what are the pros and cons of these different choices?*

Testing – 1 page

*User testing or unit testing*

Discussion and Reflection – 1 page

*This section should answer the following questions: What are the primary strengths of your project? What are its weakness? What have you learned during this project? What would you do differently next time? If during self reflection you have identified an issue, e.g. time management, what actual steps could you take to address this issue?*

References:

* [*https://rvros.itch.io/animated-pixel-hero?download*](https://rvros.itch.io/animated-pixel-hero?download)
* *https://trixelized.itch.io/starstring-fields*