Go Home(2D Adventure Game) -Rawly finished

GGJ 2018 Guangzhou. Team project written with Unity3D. I was game designer and main programmer.

**Introduction:**

The game tells a story between father and son. The son suffers blindness after a war and the father needs to guide him home.

**Game Mechanism:**

Father character(the upper one on the screen) and son character(the lower one on the screen) face different obstacles and they cannot interact with each other. The sense of ‘guide’ in this game is that player can only control father character to move around, and the son character will copy the move of the father. There are three game states: None(no input), Start(player input action to father) and Action(Son copy actions from father). Strategies such as walking back or walking against walls are needed to make sure that both characters can both reach their destinations.

**Technical Point:**

Using FIFO Queue to store player’s input and apply it to son character.