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As mentioned before, the reason I chose to design a zombie side-scroller came from the inspiration from video games that inspired my pursuit of a computer science degree and my genuine love for zombie folklore. The purpose of picking a 2.5-dimension style of gameplay refers to the games simulating a mix of 2-dimensional camera angling while the character assets and object models inside the game possessing a 3-dimensional animations and artistic style or vice-versa. I honestly chose this direction as I feel it would be relatable towards my audience which as of now is my classmates. A lot of the earlier developed games that peaked during the early 2000s were made in a 2.5D style. A couple example of this style can be seen in games such as Mario, Kirby, Donkey Kong, DOOM, LittleBigPlanet, Mortal Kombat and in Rayman Origins series to name a few.

While researching many of the methods recommended in the creation of the 2.5D side-scroller it occurred to me that unity asset store provides much of the content at some extent to assist developers. These options range from the animation style, audio bites, sprite management, level design, particles and effects and visual scripting. I have not decided if yet how much of the content I would utilized permanently, if I would use some of the assets early as placeholders until I managed my own or if the whole project will be developed from the ground-up entirely as my own due to some of the assets stores content requiring money. On the development side, all my coded scripts will be done in C# for flexibility purposes and for gaming performance. It is also the only language (besides UnityScript which share syntax to JavaScript) that unity supports for cross-platform and mostly in general. The challenge will be learning how to 3D model or deciding if 2D sprites will be a more plausible option for feature abilities and time consumption during development.