

This small platformer game was made by Lucas Slunt (#31586522) and Lucille Walters (#45624871). Both of us created platforms, a player, and a player movement script separately to get a feel for unity, as we had never used it before. The finished product uses Lucas's movement script because it only allows the player to jump while on the ground. Coding rules for jumping was more difficult than writing the horizontal movement code, but Lucas had worked on something similar in a different language so it wasn't too difficult to reuse the same concepts in unity. The scoring system was difficult to create, the text worked fine on one computer, but on the other it was extremely blurry and didn't render in game mode. Lucy managed to prevail through the technical difficulties and create a score system that looks good and gets incremented whenever a player touches a coin. She also created the coins, and made them disappear when collected. Lucas created the enemies, and their movement script. We couldn't verify that the script worked until lots of troubleshooting later, where we implemented serialized fields to change the movement speed of enemies to a non zero value. The platform arrangements and some variables like speed and jump height were created through a group effort, in a way that we both felt was fun. We had issues with syncing our progress, because we are both quite unfamiliar with github and unity, so we ended up just retyping or emailing code snippets from computer to computer, which entailed lots of bug fixing for some reason.