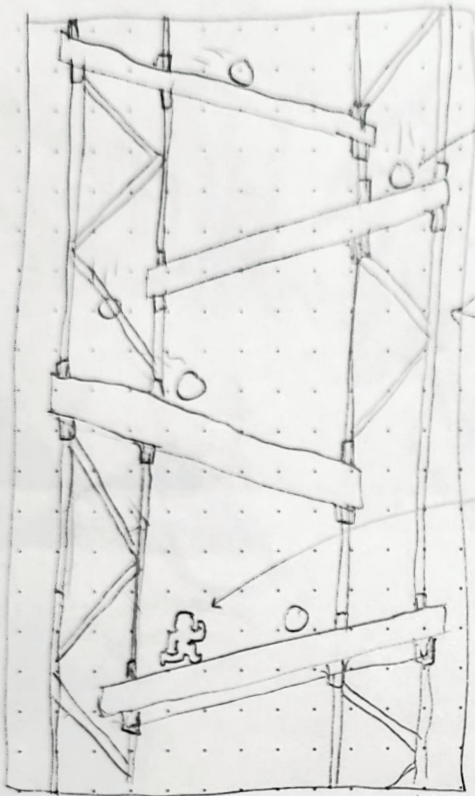


Game 10003 - Collaborative 2P game project

The basic idea for this project is to create an endless runner version of the original Donkey Kong. The player must ascend the tower, traveling as far as they can while avoiding barrels that roll down at them. Avoiding barrels will grant points while getting hit will remove one health point (out of three).

Window size: 600x1000 px.



Barrels

↳ Spin at top and roll down.

1. damage in contact with player.

Level:

to the repeating background that scrolls.

is styled after the original PK and industrial structures.

Player

### ↳ Plaster character

Is this more left or right.

: Jump

Edge of screen = death on contact

## Tasks

Group:

Jake K.

Daniel C.

Nate B.

Nick.S.

Zoe 5.

- Background & Character Art (+ Implementation)

- Collision

- Scoring & Game Over Screen

- Player and Obstacle Movement

- UI + Implementation

ITEM:

~~1~~ To - Do :

- Background

Player looking Left

Player looking Right

- Player Climbing

- Player Jumping

- Player Gets Hit

Barrel (3 variants)

## Boss Enemy

IMPLEMENTED?

$\square \longrightarrow 2 \text{ separate images}$

□ . . . . . → Platforms (Tileable)

□ ↳ Background Image

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# Collaborative 2D Game Project - Concept Art

## Player Character Exploration



## Final Design

DON'T TALK TO  
ME OR MY SON  
EVER AGAIN.

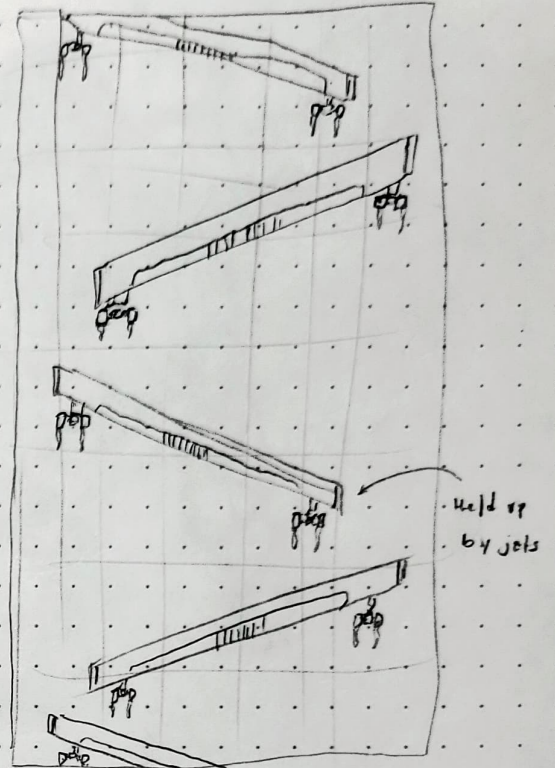
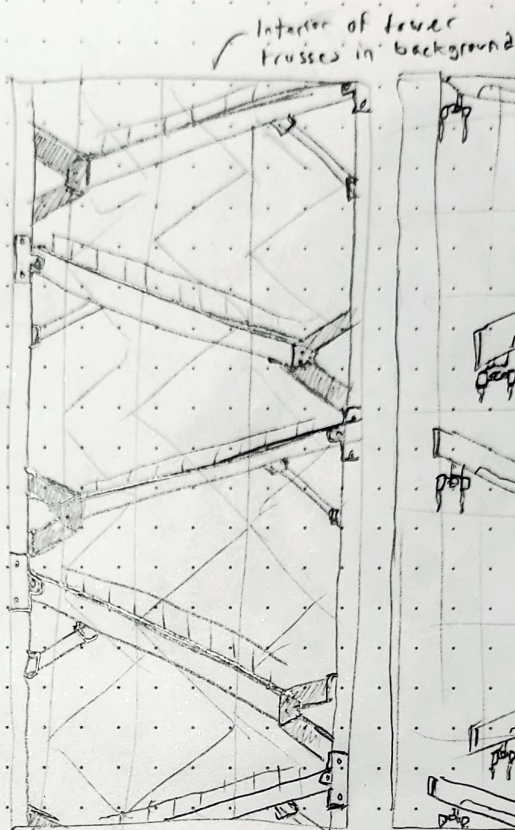
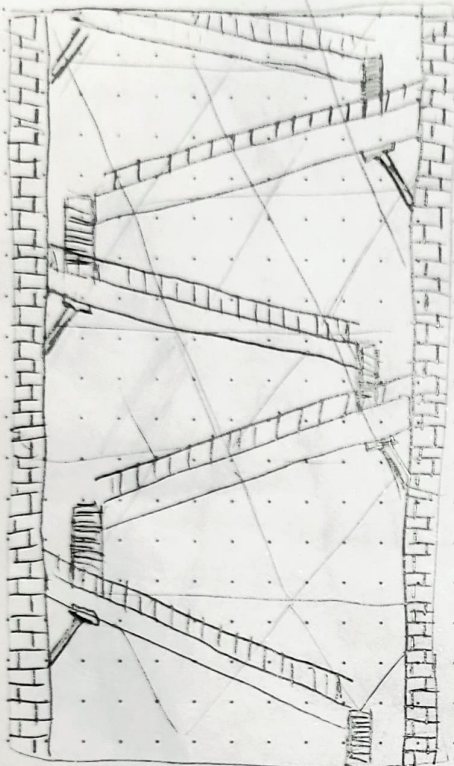


Proportions for  
in-game sprite



# Collaborative 2D Game Project - Concept Art

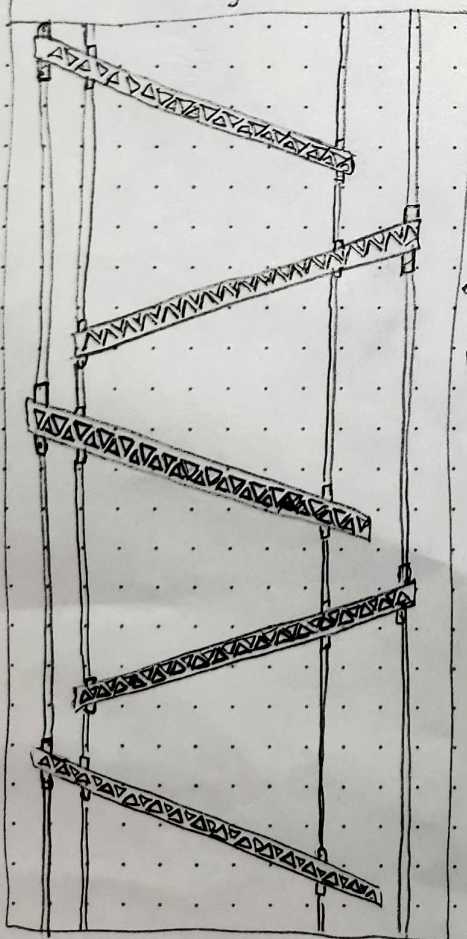
## Background Exploration



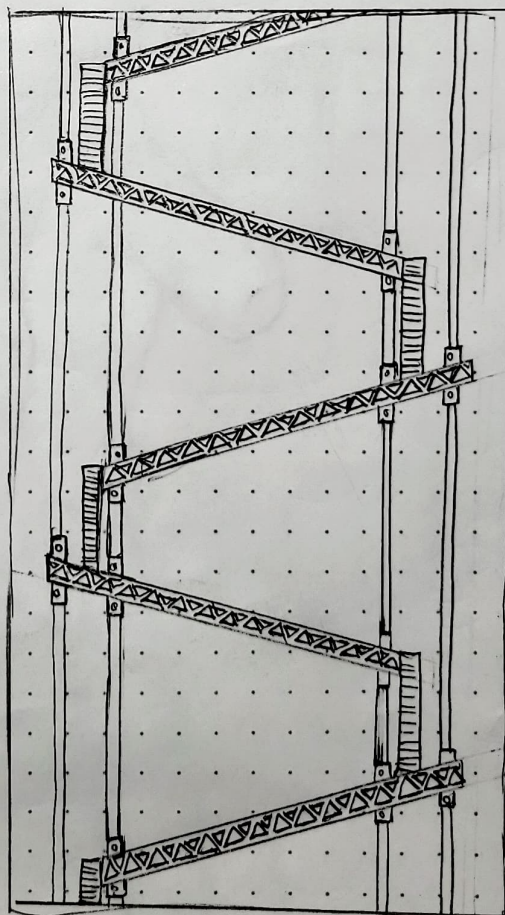
↑ concept for if we go with ladders?

Final Design

↑ skyscraper windows in background



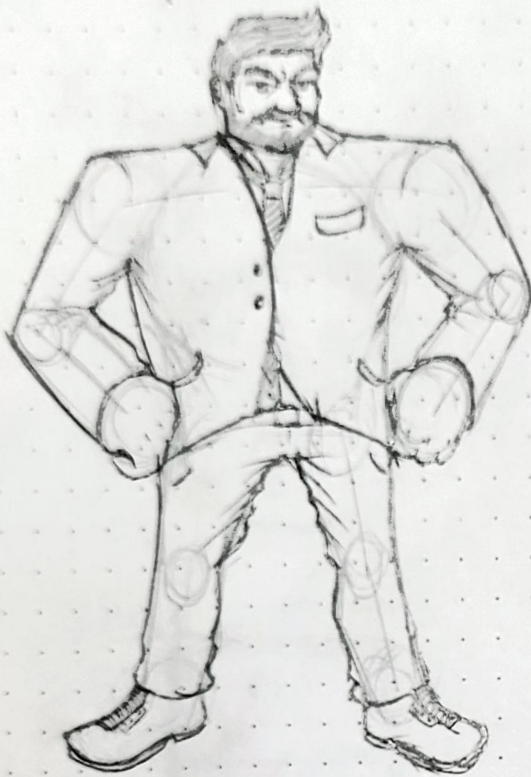
Industrial scaffolding.



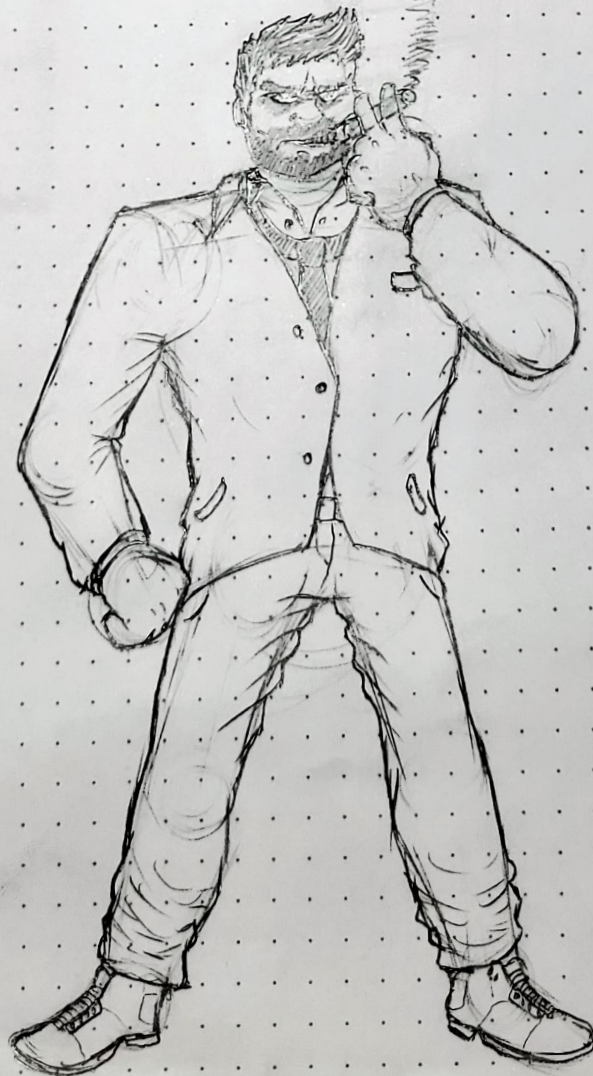


# Collaborative 2D Game Project - Concept Art

## Base Exploration



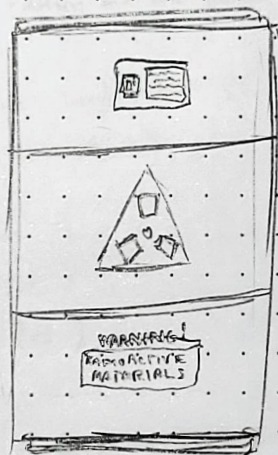
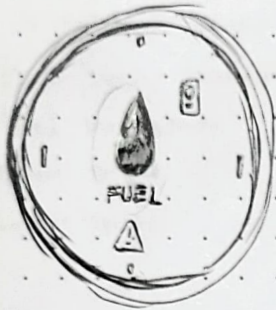
## Final Design





# Collaborative 2D Game Project - Concept Art

## Barrels



Oil Barrel

Radioactive  
Waste  
Barrel

Biohazardous  
Waste  
Barrel



# Collaborative 2D Game Project - Process Work

To start, I'm going to use two commands in particular to load the pngs.

↳ Texture2D [variable name] = Graphics.LoadTexture("file path");

↳ Graphics.Draw(texture variable, position)

◦ I have to implement several things here:

↳ ◦ Player Sprites (Right and Left)

◦ Level Background

◦ Barrel Sprites

◦ Ladder Sprites

◦ I am going to try to use the positions of the different objects to determine where to draw the sprites.

↳ Should look something like this?

Graphics.Draw(Texture Barrel, Player Pos);

Functions:

DrawBackground(.) (Barrel, Platform and Pole sprites are very similar)

```
{
Texture2D textureBG = Graphics.LoadTexture("../..:/Assets/TextureBG.png");
Graphics.Draw(textureBG, 0, 0);
}
```

public void DrawPlayer(Player Pos)

```
{
Texture2D PlayerRunRight = Graphics.LoadTexture("../..:/Assets/PlayerRunRight.png");
// (additional textures)
```

```
if (Input.GetKeyDown(KeyCode.RightArrow))
```

```
{
Graphics.Draw(PlayerRunRight, Player Pos)
```

↳ Repeat for each texture/button

```
}
```

else

```
{
```

```
Graphics.Draw(PlayerIdle, Player Pos)
```

```
}
```

Loads textures  
and then

Draws them changing  
on if keys are  
pressed.

Draws  
aren't  
idle stance if you  
pressing a button

# UNUSED BARREL TEXTURES

