

PLATFORM ADVENTURE DEMO

2.5 D Game

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Document for the Demo
version of the game.

Rules

Platformer:

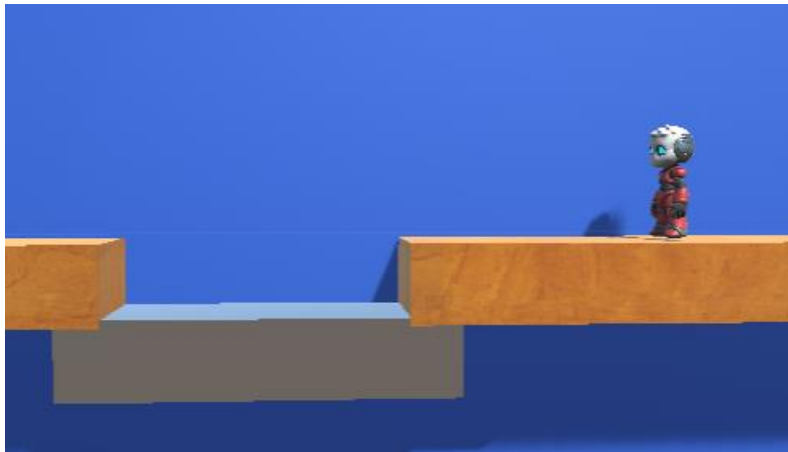
The Main objective of the game is to get to the checkpoint with the best score possible.



This is you. The main character.

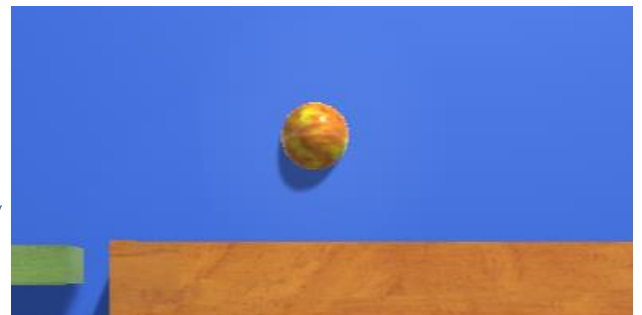


These are the enemies. If you hit them you will die.

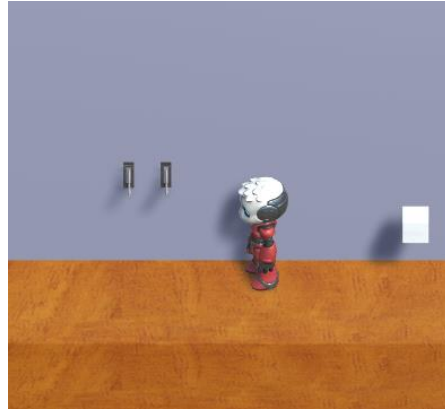
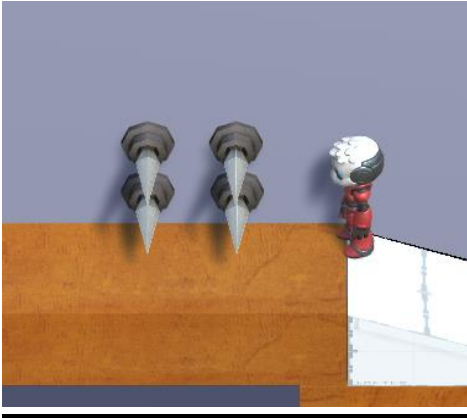


This is a death zone. If you fall into it you will die.

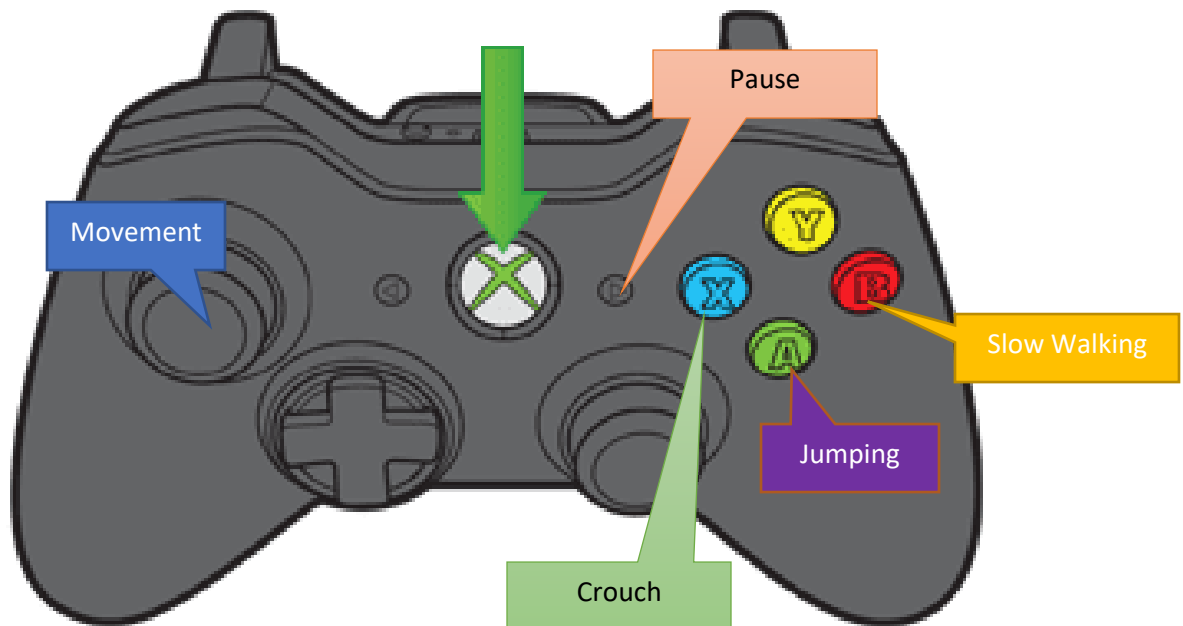
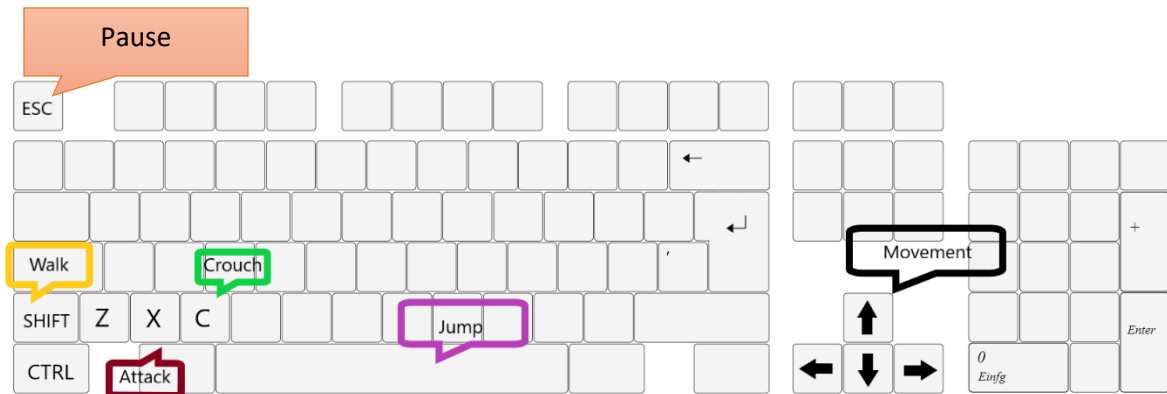
This is the level complete check point. Reaching this checkpoint will take you to the next level.



The Obstacles such as arrows, blades that can kill you in the game.



Game Controls



Copyright and Sources:

Tutorials and Help:

- Brackeys tutorials: <https://www.youtube.com/user/Brackeys/videos>
- <https://www.turbosquid.com/Search/Texture-Maps/free>
- Health Bar. Retrieved from https://www.youtube.com/watch?v=BLfNP4Sc_iA&t=694s
- Character Movement script based on standard assets Unity
- Documentation from Unity Website
- Pause menu idea. Retrieved from <https://www.youtube.com/watch?v=JivuXdrIHK0>

Art assets:

- Animations: <https://www.mixamo.com/#/?page=1&query=run+left>
- Models - Animations Enemy, Button, and Lever by Fabian Condori
- ProBuilder for terrain
- Chibi Characters unity assets for main character and variants
- Medieval weapons unity asset for weapons
- Dungeon Traps unity asset for traps.