|  |  |
| --- | --- |
| Maxime BACONNAIS | HW1 3/28/18 |

# Repository

The game can be found on my GitHub: <https://github.com/Maxou44/TheLondonerDad>

# The Londoner Dad

The Londoner Dad is a free game I have created for a contest (Create a game in a week end), the original game wasn’t developed with Unity, this assignment was a good opportunity to switch to this engine.

You take your son to visit the Tower of London, but here he is lost in the torture tools room. It's up to you to save him from the cellar.

Use arrows left/right to move your character, use space to jump, to interact with switches, use “N”:

For a lever press it one time, to catch the rope keep the key pressed.

In the future I will add new levels and import more assets.

# What is new since the last assignment?

* Remove Unity tutorial
* Better music management
* Adding a new trap: Spike door
* Adding a new trap: Circular saw
* Adding level 4
* Adding level 5
* Adding level 6
* Import the newest title screen
* Import the win screen
* Bugfixes

# My contributions

* Import assets from graphists
* Animations configuration
* Level design
* Create the scripts for the game

# I learn…

* How to create a simple 2D platformer
* How to import and manage assets
* How to create animations

# Resources

* All the visuals and sounds assets was created by friends.
* Thanks to <https://docs.unity3d.com/>
* Thanks to <https://stackoverflow.com/>