



JUMP GAME UPGRADE (U2)

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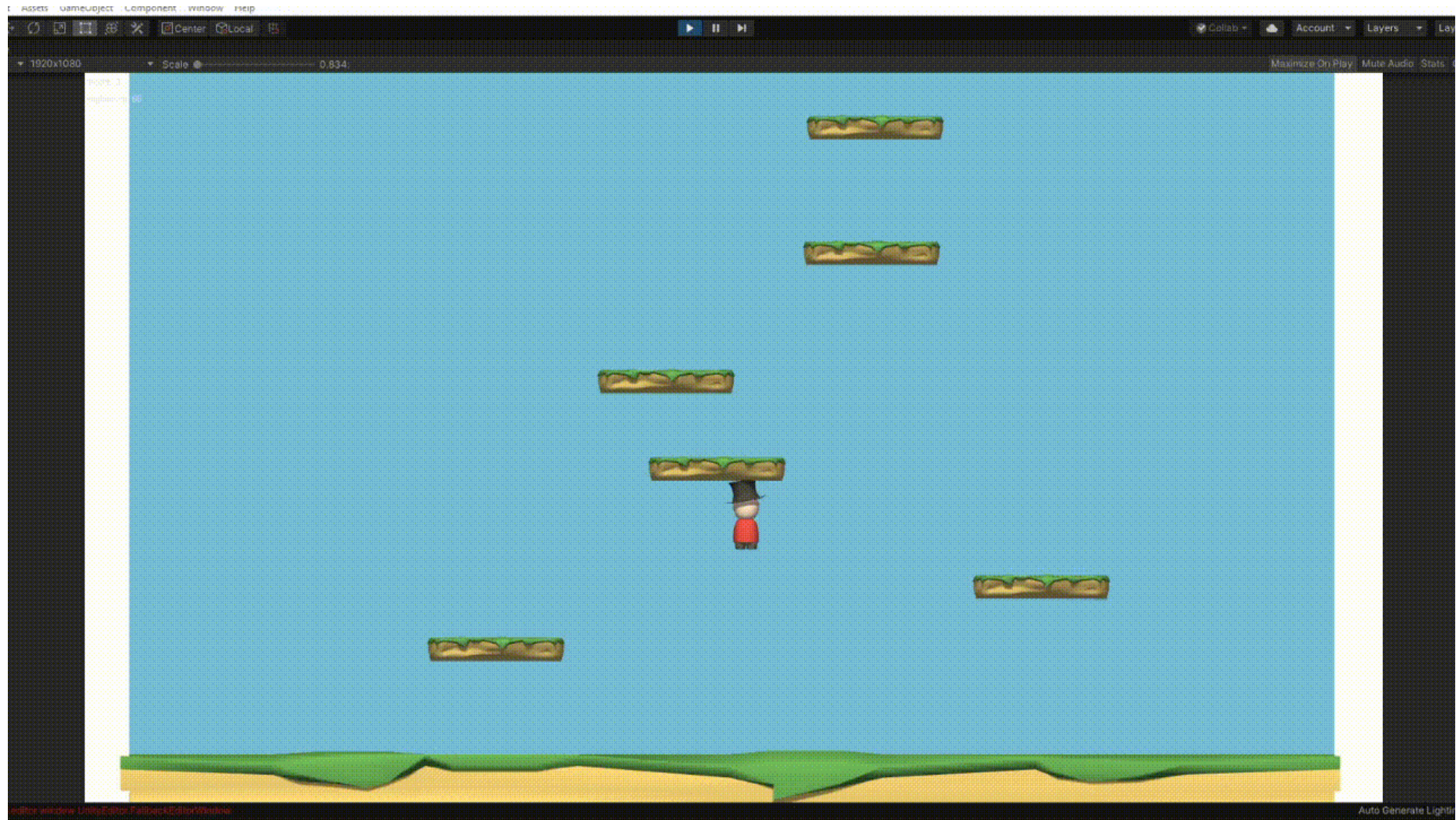
HOW UPGRADED

TO SEE DIFFERENCES AND WHAT IS
UPGRADED WE NEED TO KNOW
WHAT WAS THE GIVEN GAME

- INFINITELY UPWARDS
GAMEPLAY
- 2D
- PLATFORMS THAT DOESN'T
ALLOW PLAYER TO PASS FROM
BELOW. (WHICH CAUSES BUGS)
- BASIC UI



OLD GAMEPLAY



WHAT I WANTED TO ADD?

FOR THIS PROJECT, I WANTED TO ADD MYSELF. YES, YOU HEARD IT RIGHT. MYSELF... WITH THIS WAY I CAN UPGRADE MYSELF TOO...



My Own Character



My Own Voice



My Own Music



My Own Self

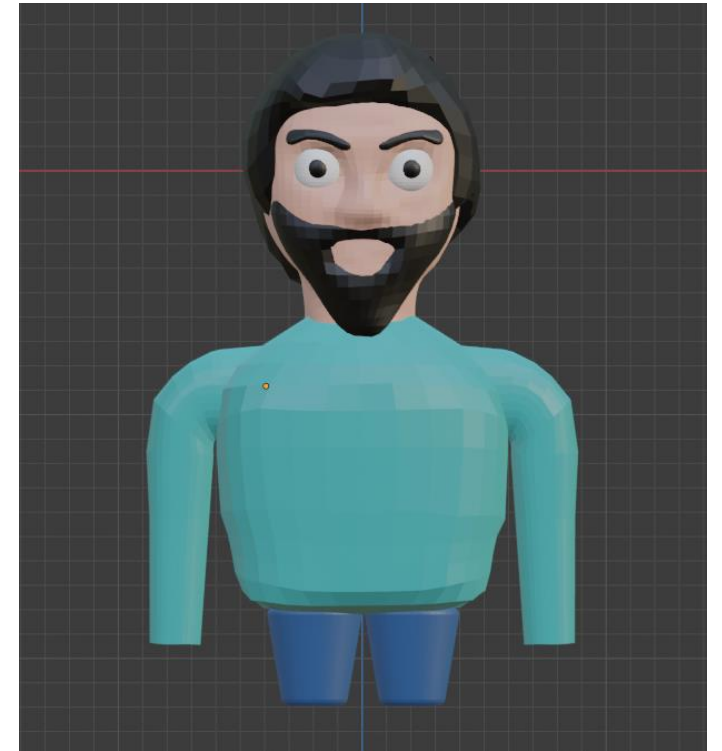
LET'S GET STARTED WITH CHARACTER



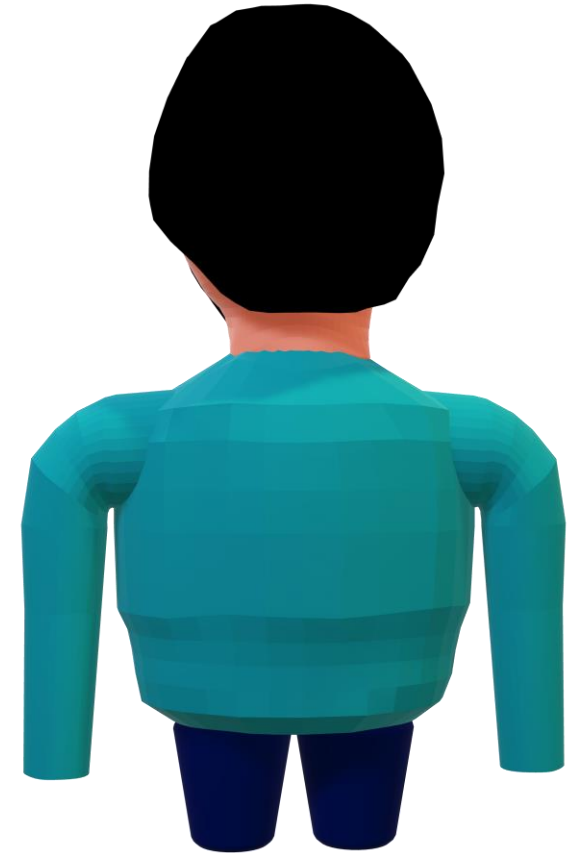
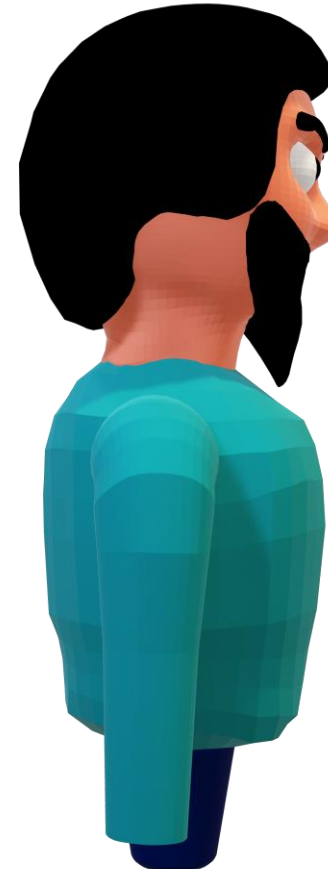
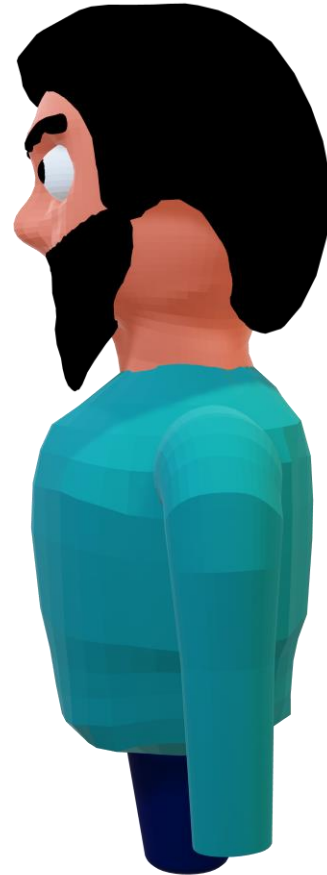
Given Version



My Blender Version 1.0



My Blender Version 2.0



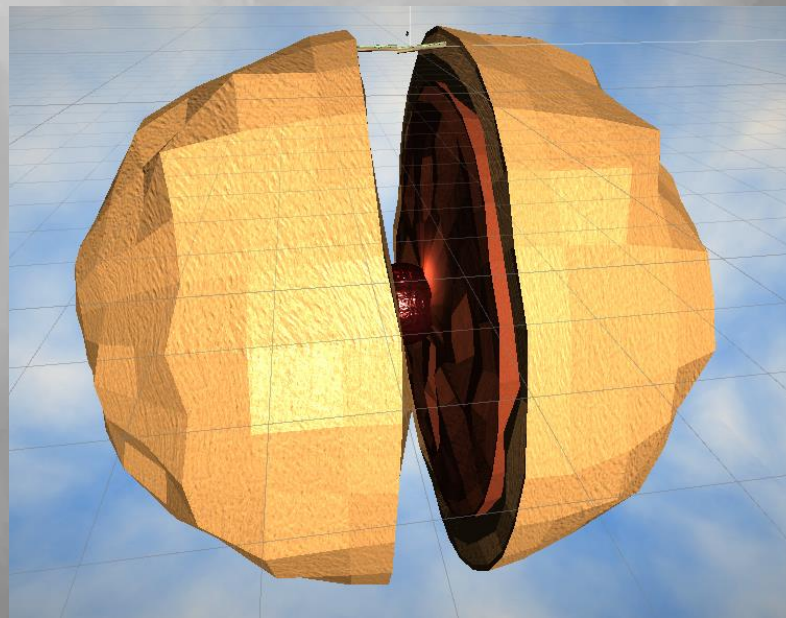
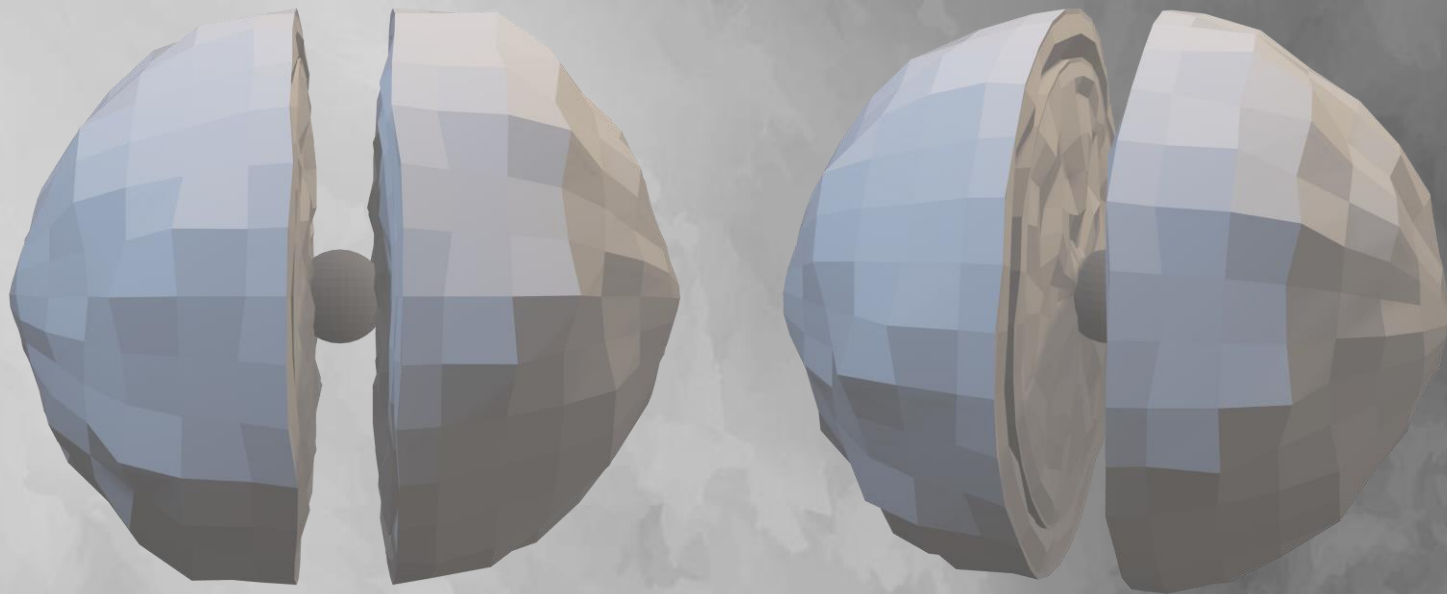
THE CHARACTER

What I learned from this : Basic Sculpting in Blender

THE THEME

DIRT PLATFORMS DOESN'T FALL
FROM SKY...

SO I CREATED AN EARTQUAKE
THEME WITH HALF CRACKED
WORLD



FORCES IN GAME

THERE ARE 3 TYPES OF
FORCES



-GRAVITY TOWARDS TO
THE EARTH'S CORE



-UPWARDS FORCE WHEN
JUMPING FROM
PLATFORMS



-FORCE FROM RIGHT AND
LEFT WALLS OF THE
EARTH, THAT PUSHES
PLAYER TO THE MIDDLE

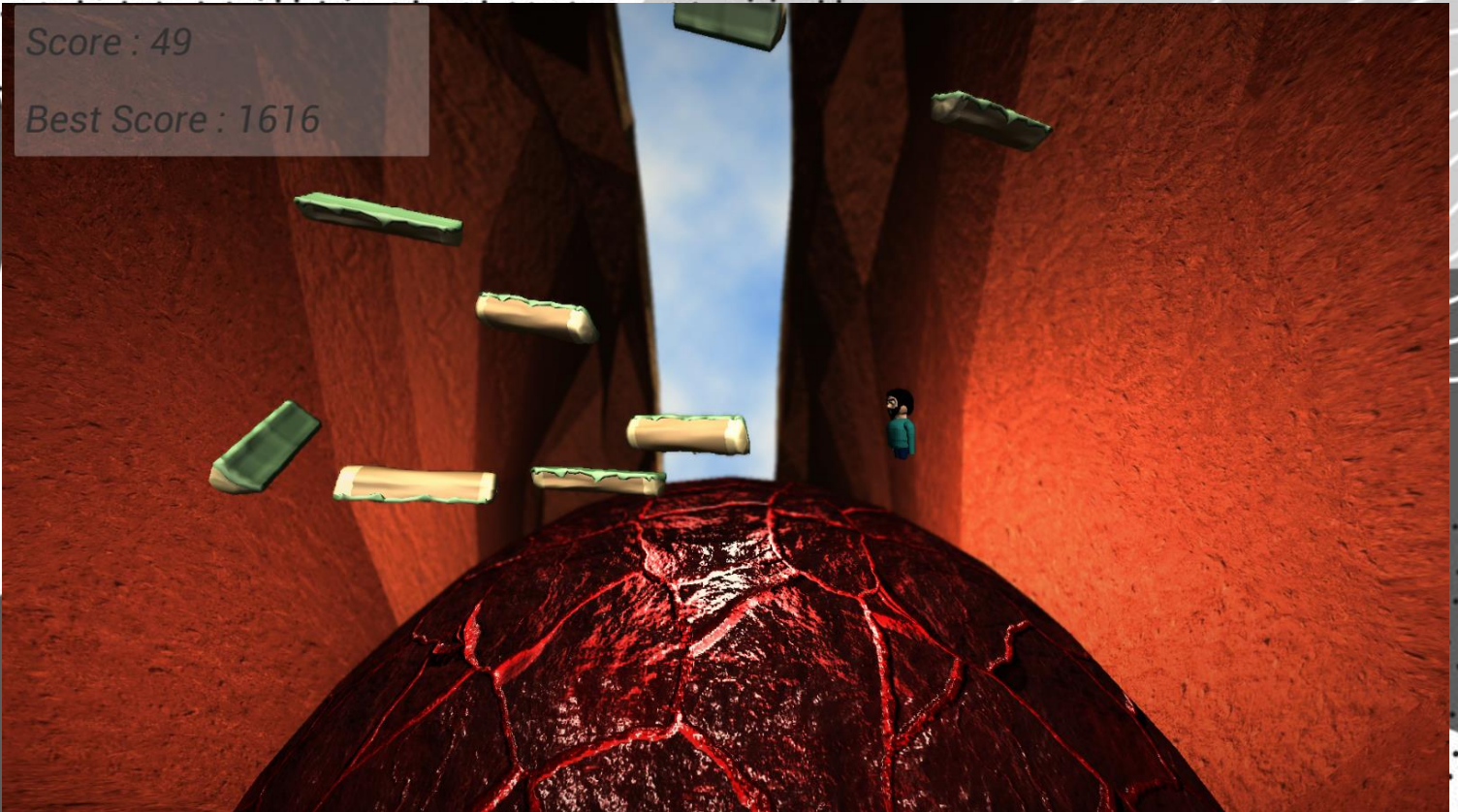
LIKE EVERYTHING, PLATFORMS ARE NOT PERFECT AS WELL...

THIS MEANS, PLATFORMS DOESN'T STAY STILL, THEY ARE FALLING TOO...

```
var euler = transform.eulerAngles;
euler.z = Random.Range(-20f, 20.0f);
transform.eulerAngles = euler;
this.GetComponent<Rigidbody>().AddTorque(transform.up * Random.Range(-0.1f, 0.2f) * Random.Range(0f, 0.5f));
```

SUMMARY OF MAIN UPGRADES

- URP ADDED TO THE PROJECT
- CHANGE FROM:
- '2D' TO '3D'
- 'ONLY UPWARDS' TO 'BOTH WAYS'
- 'STILL PLATFORMS' TO 'REALISTIC PLATFORMS'
- 'BUGGY PLATFORMS' TO 'PLATFORMS THAT LETS PLAYER PASS FROM BELOW'



WHAT IS NEWLY ADDED?



SOUND EFFECTS



BACKGROUND MUSIC



CHARACTER
CUSTOMIZATION



CHARACTER
ANIMATIONS + PARTICLE
EFFECTS

SOUND EFFECTS



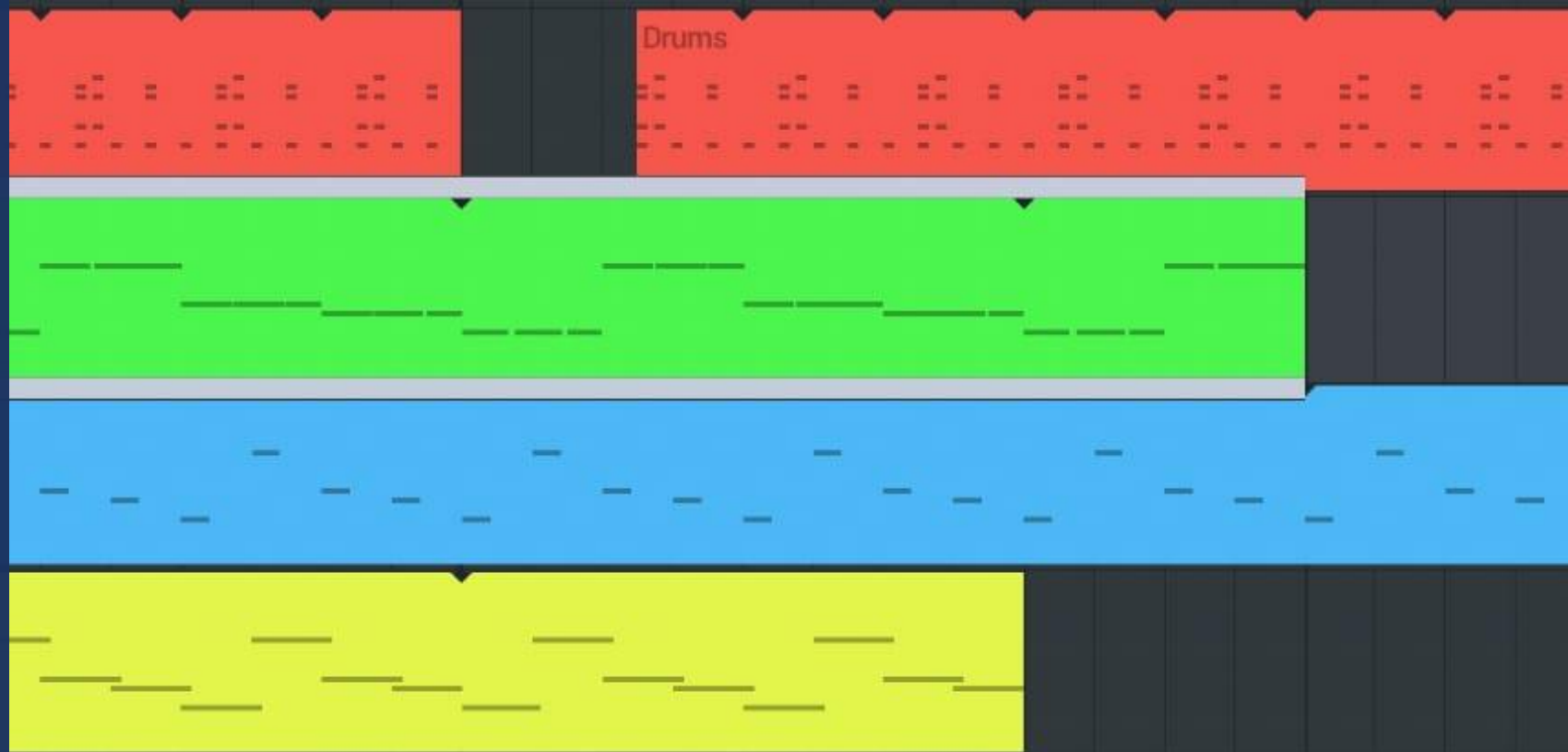
There are 5 different jump sound effects, recorded by myself.



I Looped a player background sound as well.

GAME MUSIC

- I created a simple music in FL Studio mobile.
- It plays on loop in game.



CHARACTER CUSTOMIZATION

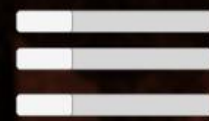
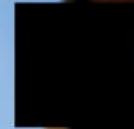


Hair



Beard

*Hair
Color*



*R
G
B*

*Shirt
Color*



*R
G
B*

*Pant
Color*



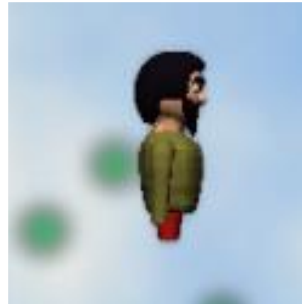
*R
G
B*

Menu

CHARACTER ANIMATIONS + PARTICLE EFFECTS



Character flips to the way you go.



Character raises hands when going up,
lowers when falling.



Particle effects Instantiated when
jumping from platforms and Platforms
are being destroyed in EarthCore.

IN THE BEGINNING I SAID
THAT I ADDED MYSELF, BUT
WHERE?

SO WHERE AM I IN THIS
GAME?

START CUTSCENE

- I added an experimental reallife cutscene.
- With this I learned how to add a video in a Unity Game.





THANK YOU

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EARTHQUAKE – JUMP GAME