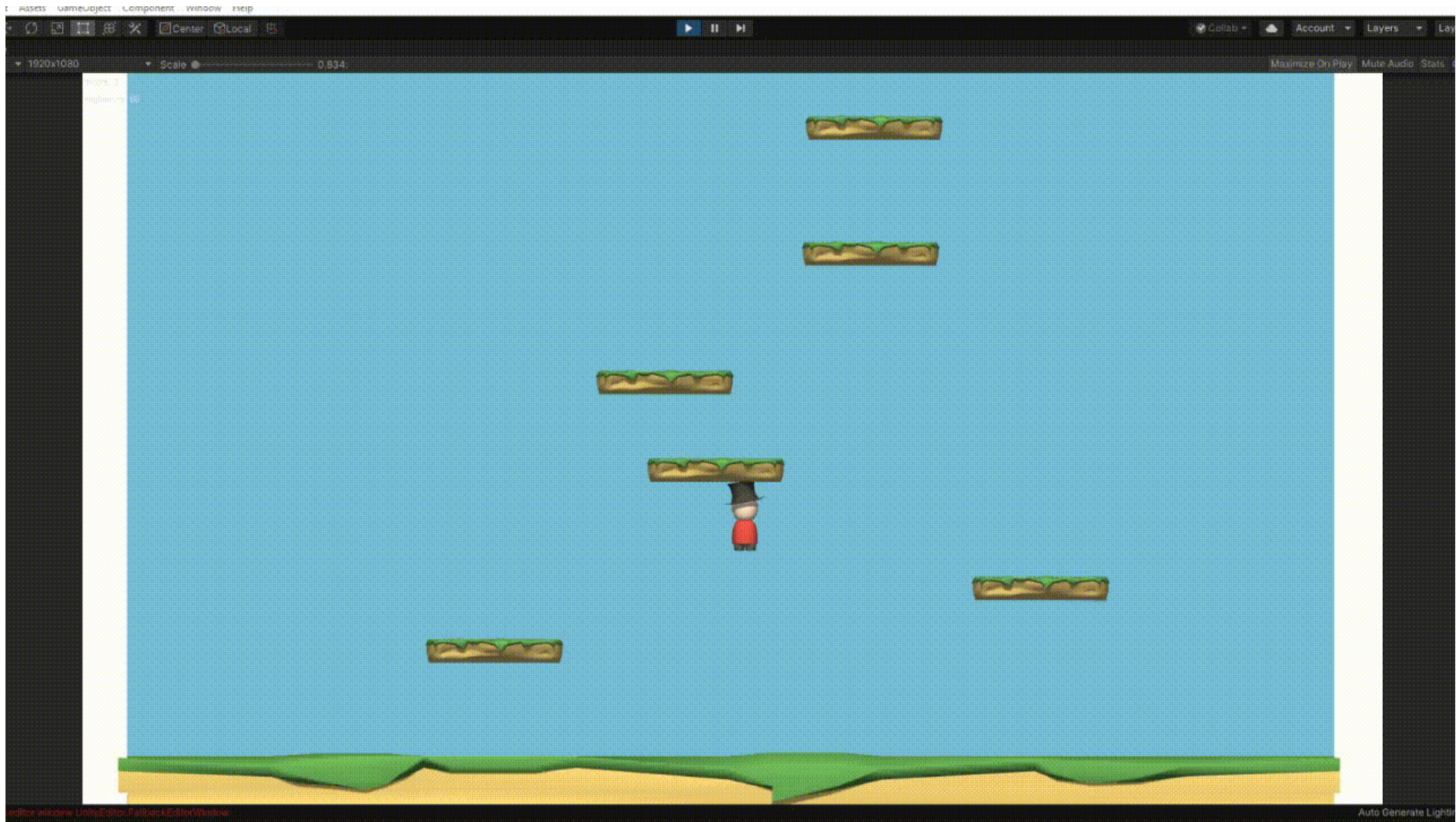# JUMP GAME UPGRADE (U2)

MUSTAFA CANDAN 21627059

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
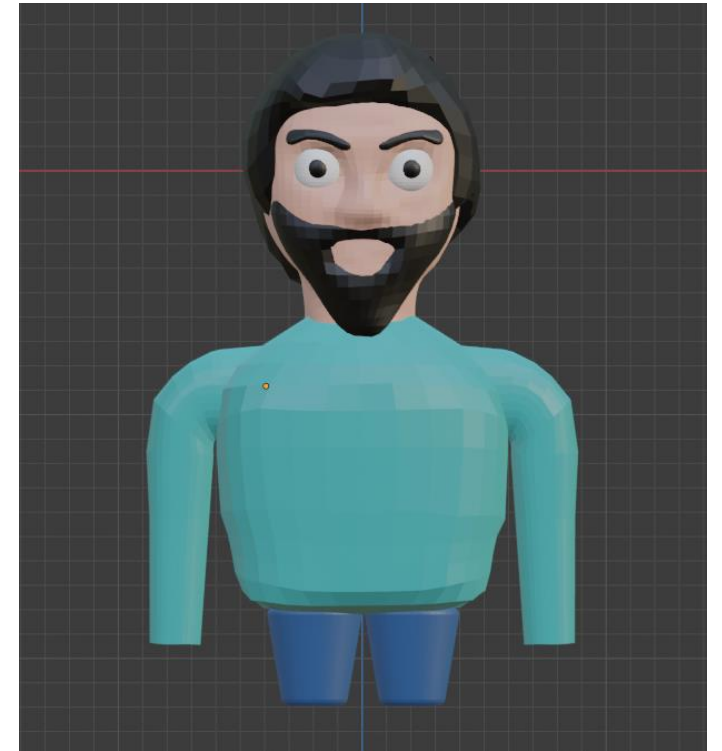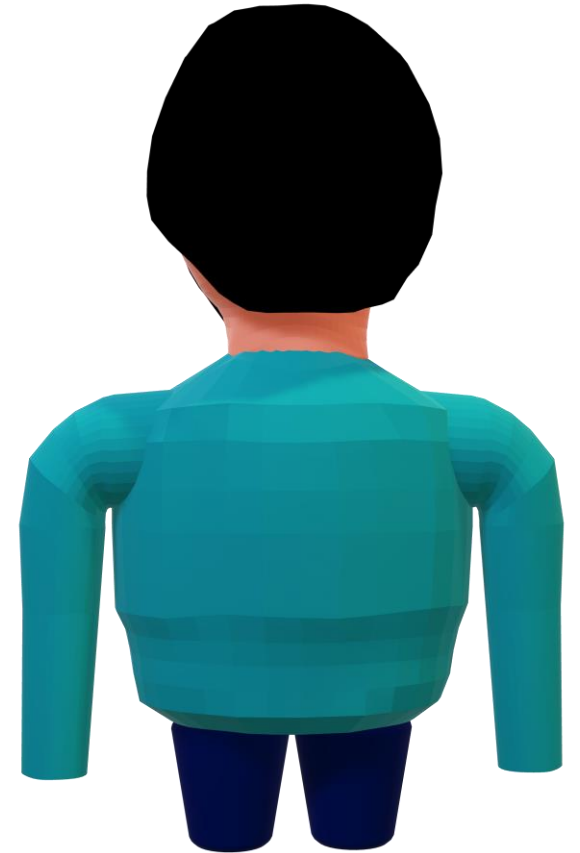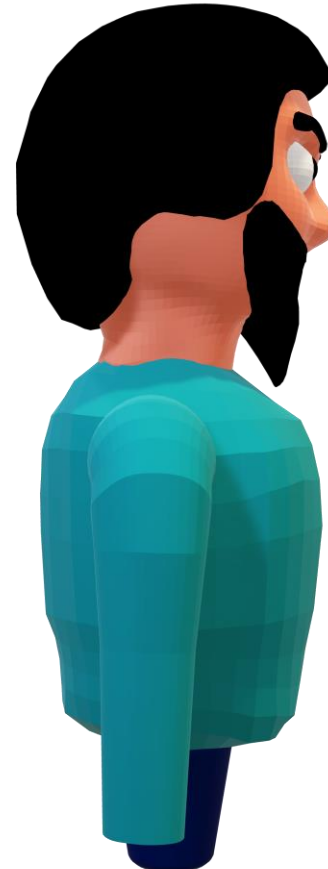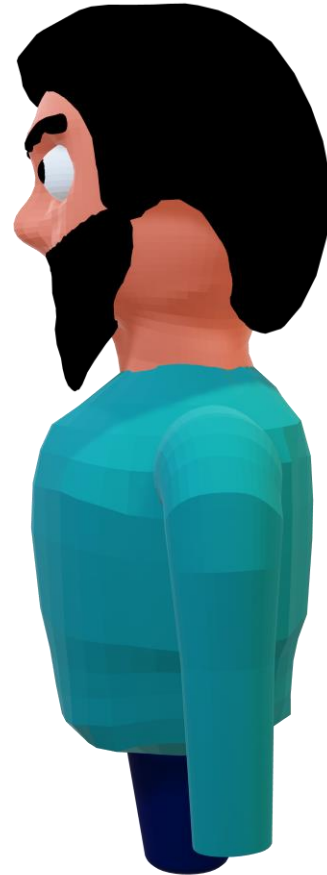
LET'S GET STARTED WITH CHARACTER

Given Version

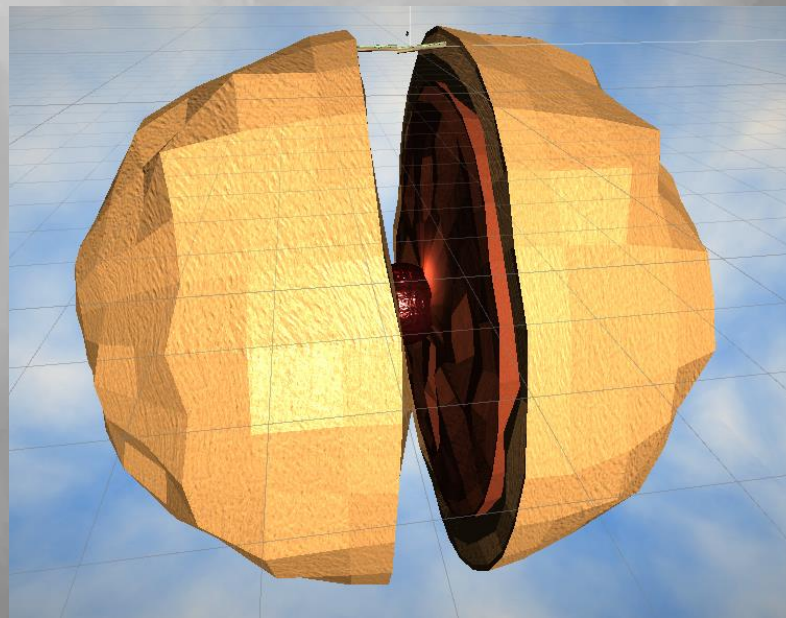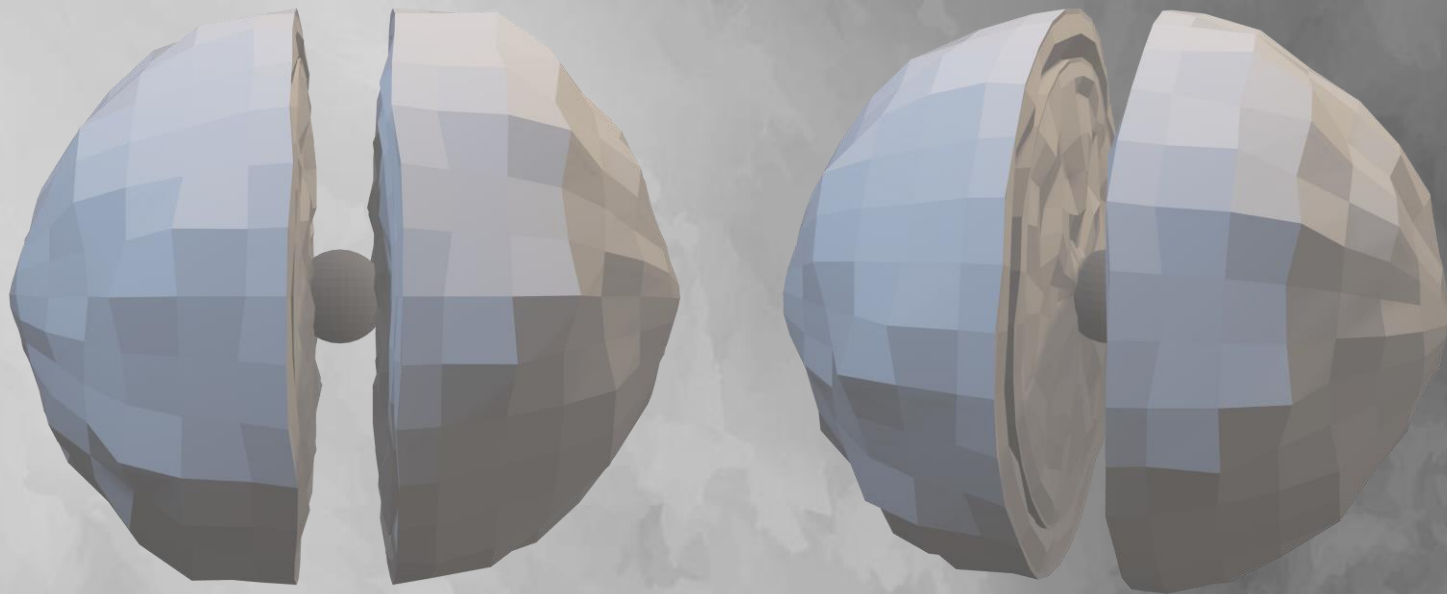My Blender Version 1.0

My Blender Version 2.0

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'

Score : 49

Best Score : 1616
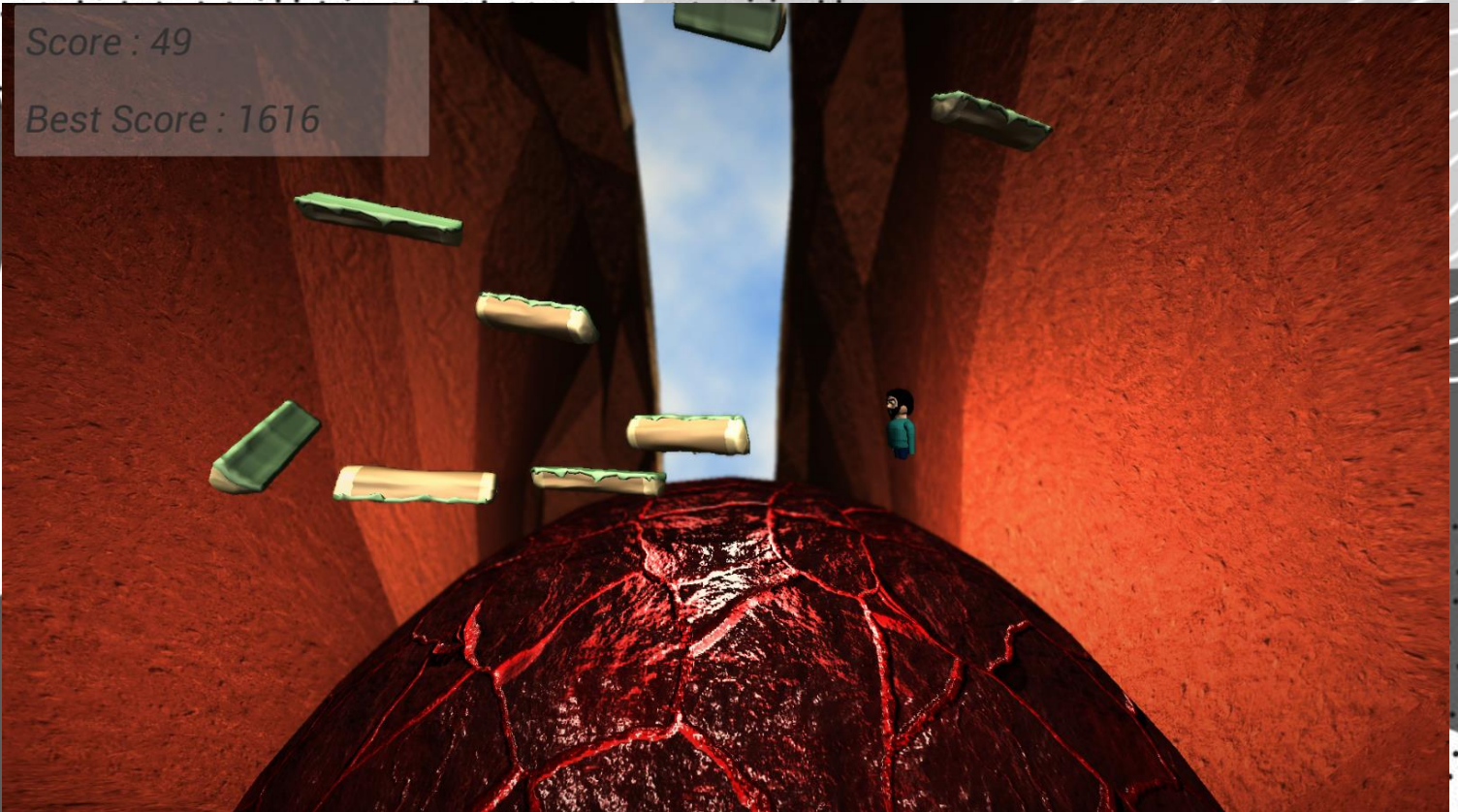
WHAT IS NEWLY ADDED?

SOUND EFFECTS

BACKGROUND MUSIC

CHARACTER CUSTOMIZATION

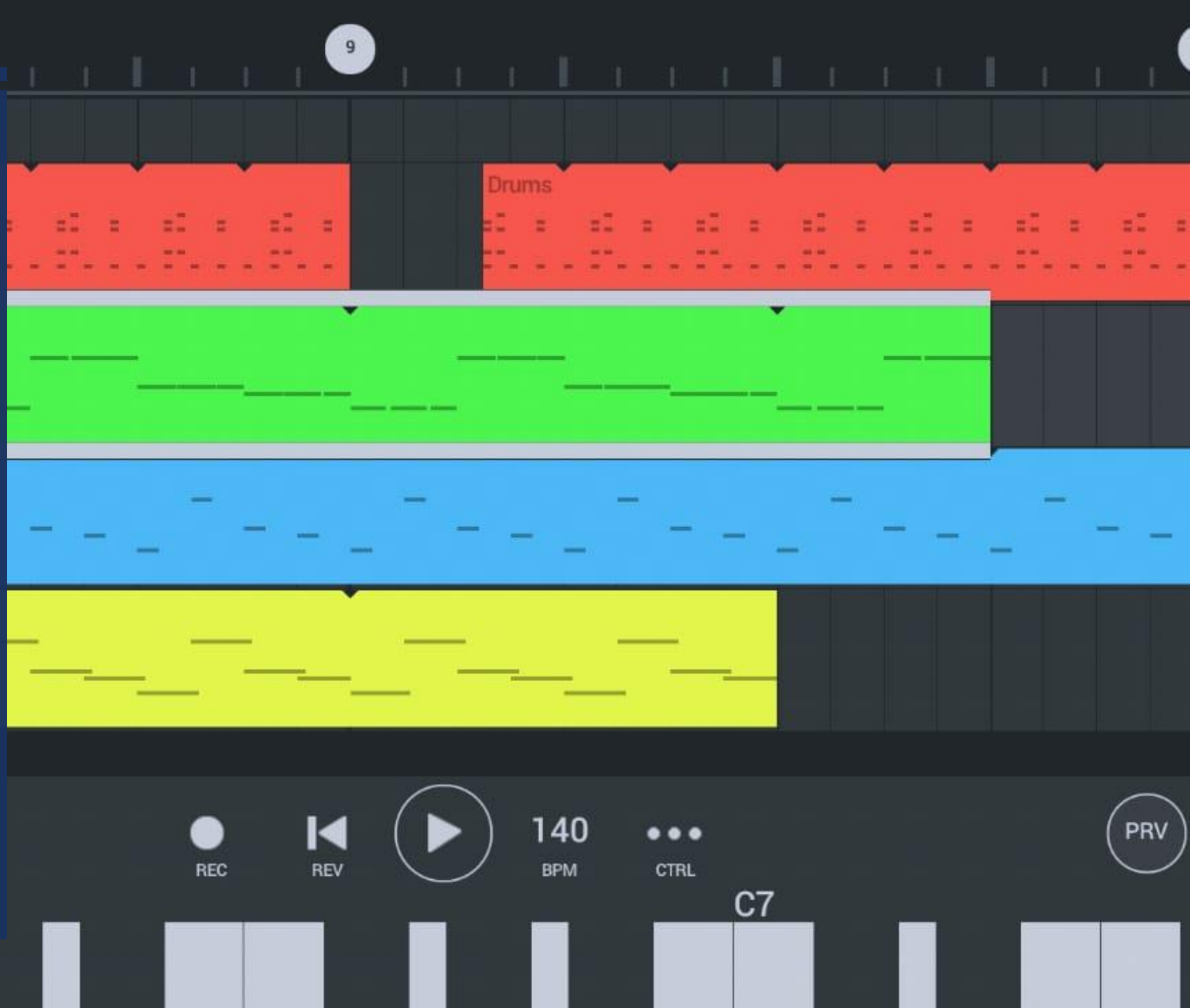CHARACTER ANIMATIONS + PARTICLE EFFECTS

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.
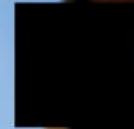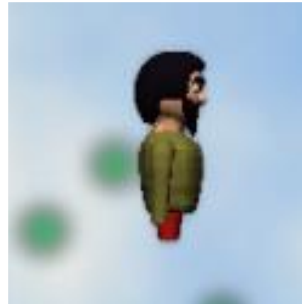
CHARACTER CUSTOMIZATION

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