

Mint Pitassy

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For this week, I decided to make a simple platformer where the player can just kind of move around and do stuff in. For me, this was more or less just a practice run about what I can do and if I know how Unity works in regards to a platformer. I tried starting with an asset pack, but little did I know it was entirely in Korean. So instead, I found a tutorial on YouTube titled “How to make a 2D platformer - Unity Tutorial Crash Course” by bblakeyyy that helped cover the basics of platforming. I mostly added in some stock image assets for fun, and kinda made a meme of a game. I figured since the assignment was to create an interactive space, I would add in the things that came to the top of my head that would be funny. Such as a player character Patrick, and a random Ralsei smoking a blunt from *Deltarune*.

I very seldom used AI, except for the end, when I just wanted to incorporate a flipped sprite for Patrick's movement. I simply put my code into ChatGPT, asked it how I could make my sprite move, and it gave me a quick fix. I also encountered some issues with layering and order, but thankfully, I was able to mitigate those by changing the order of the layers. Along the way, I found myself getting the hang of things and even fixed the camera positioning script when it wouldn't track my y movements, although that was an easy fix using deductive reasoning.

Overall, I learned a bit more about collision in Unity and how the simplest of things can come together. Without the training wheels of Unity Playground, I feel like there is a realm of possibilities that I can do within the Unity engine that excite me moving forward. There are so many helpful tutorials online, and as such, it's made learning how to navigate and use Unity all the easier.