Project 3 Documentation

Blight Souls(Project 3 Game) link - https://mrrobotioi.itch.io/blight-souls

What I made

I made a 2d endless runner game called Blight Souls. The player is chased by a Demon that creeps up on them slowly. If the player gets hit by an enemy, they take damage and the demon chasing them moves faster. The player collects red gems, points, and power-up points. The red gems restore health. The points bring the player closer to beating the game and the power-up points fill the power meter. When the power meter is full. The demon chasing the player gets slower or rather the player gets faster depending on how it's interpreted. The player is also able to jump, which they will be doing to collect items. To beat the game the player needs to collect 10 points. I added background music, sound effects that play when the player jumps, gets hit or collects an item, and animations for the demon, player, and enemies. In addition to the jumping and running animations, there is also a death animation.

Difficulties I encountered

One of the difficulties I encountered was trying to make certain actions happen when objects interacted. An example would be speeding up the demon when the player was hit. I found a way to do this using coroutines. The coroutines also had the WaitForSeconds() method that solved another problem I had which was playing animations after a certain amount of time had elapsed.

The Extra Mechanic

For my extra mechanic, I added a health bar and ways to diminish it which will make the player lose. In my game, not only is the player trying to get points to win but there are also two ways they can lose trying to do so. The first is that the demon catches up to them and burns them and the second is that they take enough damage from enemies that spawn reducing their health to 0. This means that the player needs to be cautious when jumping and that sometimes it's best not to jump to collect an item because there are cases where they will end up getting hit by an enemy that is close to the item.

Game Setting/Visual Style Direction

For the game setting/visual style direction, I was going for a medieval fantasy setting. I believe the sprites I used specifically the ones for the player, demon, and enemies along with the music are all fantasy-like.

Assets and Tutorials Used

Jump 1 by JDWasabi - https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack

Fruit collect 1 by JDWasabi - https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack

Hit damage 1 by JDWasabi - https://jdwasabi.itch.io/8-bit-16-bit-sound-effects-pack

Title Theme by xDeviruchi - https://xdeviruchi.itch.io/8-bit-fantasy-adventure-music-pack

The Final Of The Fantasy by xDeviruchi - https://xdeviruchi.itch.io/8-bit-fantasy-adventure-music-pack

Prepare For Battle! by xDeviruchi - https://xdeviruchi.itch.io/8-bit-fantasy-adventure-music-pack

CAMERA SHAKE in Unity by Brackeys - https://www.youtube.com/watch?v=9A9yj8KnM8c&t=72s&ab_channel=Brackeys

START MENU in Unity by Brackeys - https://www.youtube.com/watch?v=zc8ac_qUXQY&t=278s&ab_channel=Brackeys

How to make a HEALTH BAR in Unity! by Brackeys - https://www.youtube.com/watch?v=BLfNP4Sc_iA&t=620s&ab_channel=Brackeys

Coroutine tutorial by Unity - https://docs.unity3d.com/Manual/Coroutines.html

Particle Effect tutorial by Blackthornprod - https://www.youtube.com/watch?v=_z68_OoC_0o&t=308s&ab_channel=Blackthornprod

Hooded Protagonist by Penzilla - https://penzilla.itch.io/hooded-protagonist

Cacodaemon Sprites by Elthen's Pixel Art Shop - https://elthen.itch.io/2d-pixel-art-cacodaemon-sprites

Flying Demon by ansimuz - https://ansimuz.itch.io/gothicvania-patreon-collection

Hearts and health bar by VampireGirl - https://fliflifly.itch.io/hearts-and-health-bar

Forest Background by Digital Moons - https://digitalmoons.itch.io/parallax-forest-background

Mr. Junker MSX by Void - https://arcade.itch.io/mr-junker-msx

Kyrise's Free 16x16 RPG Icon Pack by Kyrise - https://kyrise.itch.io/kyrises-free-16x16-rpg-icon-pack