TILT A STORY
MAKING GAME DEVELOPMENT A BREEZE

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INTRODUCTION

TILT-A-STORY IS A 2D MOBILE GAME FOR CHILDREN THAT PROVIDES THEM WITH AN INTERACTIVE AND FUN WAY TO LEARN ABOUT COLORS, SHAPES AND DIFFERENT KINDS OF OTHER OBJECTS.

OVERVIEW

- ❖ PROBLEM
- ❖ OUR SOLUTION
- ❖ WORKING
- ❖ COMPARISON
- ❖ OBSTACLES
- ❖ DEMO
- ❖ FUTURE WORK

PROBLEM

❖ BUILDING DIFFERENT GAMES WITHOUT DIGGING INTO CODE BASE.

❖ BUILD APIS FOR GENERIC GAME COMPONENTS.

❖ REUSABLE CODE.

❖ ENABLE DESIGNERS TO DEVELOP GAMES WITH MINIMUM CODING.

OUR SOLUTION

❖ CREATED A GENERIC API FOR
      ❖ ACCELERATION OF OBJECT
      ❖ CREATING PICKUPS
      ❖ ADDING ROTATION TO OBJECTS BY ATTACHING A SCRIPT
      ❖ CHANGING LEVELS
❖ DEDICATED FOLDERS FOR DIFFERENT ASSET TYPES.
❖ PLAYMAKER TO BUILD FSMS.

WORKING
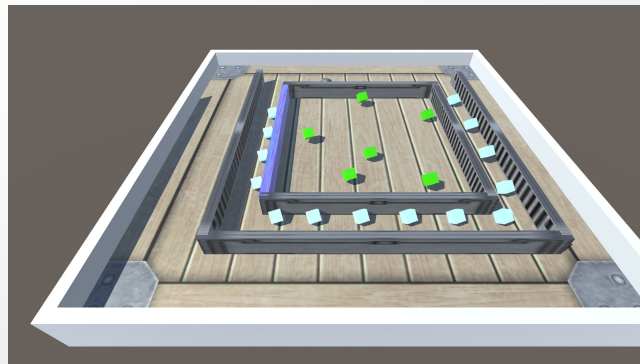
COMPARISON

- ❖ MODULARIZED GAME COMPONENTS TO REUSABLE BLOCKS
- ❖ ADDED SUPPORT FOR MENUS IN THE GAME.
- ❖ STATE TRANSITIONS ARE PRE CODED USING PLAYMAKER.
- ❖ IMPLEMENTED LEVELS AS INDEPENDENT PLUG AND PLAY SCENES.
- ❖ SUPPORTS DEVELOPMENT OF MAZE GAMES.

FUTURE WORK

- ❖ SUPPORT CUSTOM SETTINGS
- ❖ SUPPORT MORE INTERACTIONS IN THE GAME
- ❖ SUPPORT 3D GAMES
- ❖ ADD MORE VISUAL EFFECTS

THANK YOU

QUESTIONS?