Project 2

Platformer game in Unity 2D.

Game Control

1	Click on the **"Play Now"** button to start the game.
2	To go in Right direction, I **Right** Arrow
3	To go on left direction, I used **Left** Arrow.
4	For Jump Up Arrow.
5	Jump in right or left direction Up Arrow + Right/ Left.

Note :- Please start from Start Manu level

Game Rule

This is simple 1 player game

In this game there are 3 level

Level 1 Task :-

- ⇒ **In level 1 player have to grab the coin**
- ⇒ **After collecting all the coin, he has to collect Flag.**
- ⇒ **When player start his journey he will face difficulty such as killing wall, the hill, valley and all those stuffs.**
- ⇒ **The camera will move with the player**
- ⇒ **Player can jump on Vertical wall by pressing up arrow with right or left key**

Score count

- ⇒ **1 coin= 1 Point in Score**
- ⇒ **When the player collect flag then the 100 points will be added in the final score**
- ⇒ **The time is also consider in final score**
- ⇒ **So the final formula for final score is as follow**
    - **Score = Coin score + Flag score + Mass – (time taken by player *10)**

Level 2

- ⇒ **In level 2 the difficulty level is high**
- ⇒ **In this there is no coin but player have to reached at his goal which is flag.**
- ⇒ **Here the dangers are shown by circle in below fig**
- ⇒ **The player have to press the button and have to open the Red door so his way is clear and he can easily reached to the flag.**
- ⇒ **Press the button which is in black circle to open the door of flag**

⇒ **If the player pass through danger zone which is red circle then player may loose his mass**

⇒ **And as we know mass is one of the important factor in score**

⇒ **If Play loose game once his coin score will be zero. Though he another try to complete level.**

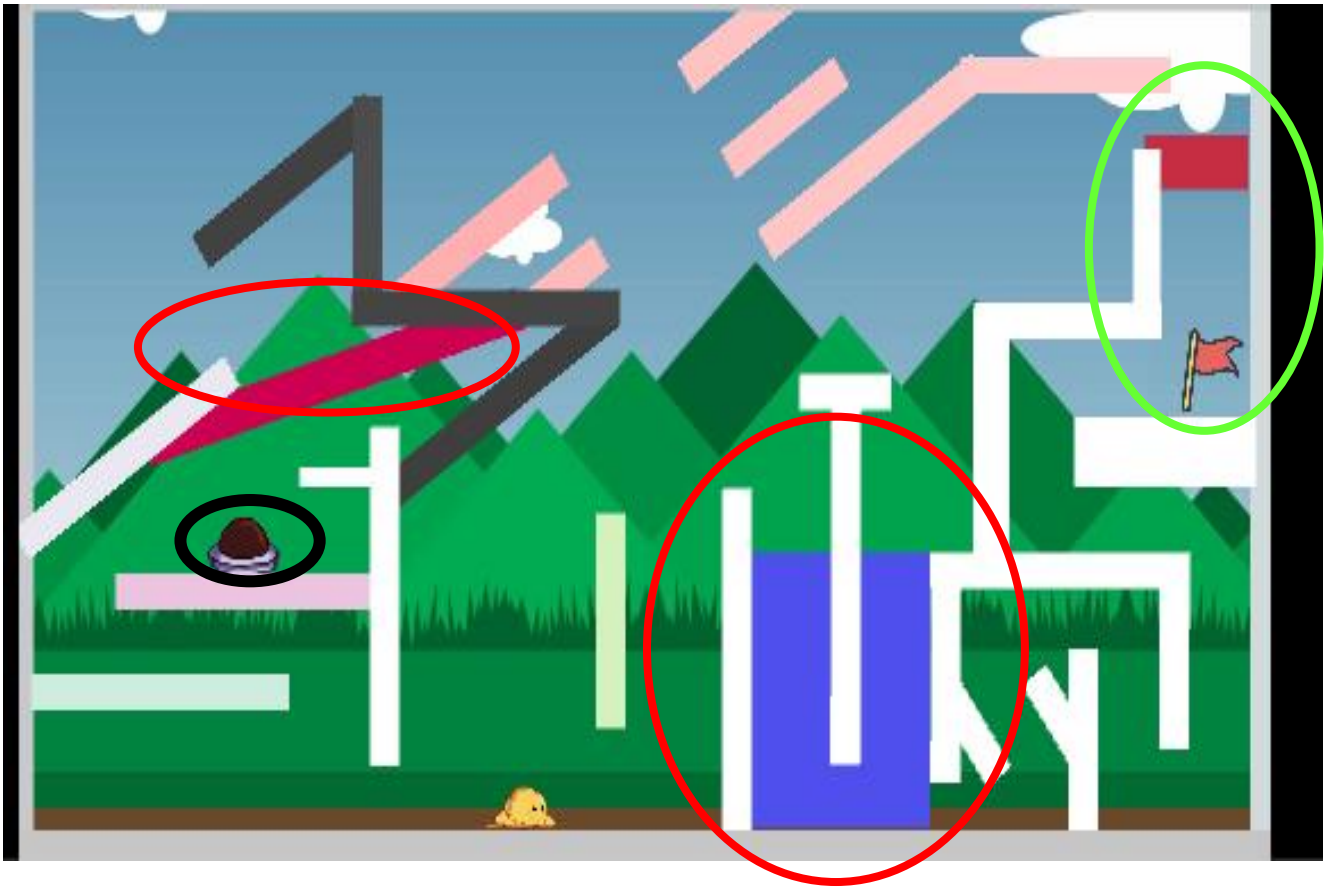
⇒ **The Red color circle is Danger zone**

⇒ **When player touch this zone then he will losses his mass gradually**

Winning Secret

1 Player have to press the button and open the door and reach to the flag

2 Player can fall in to water wall and it will reduce his Mass so he can easily climb and reach to the flag



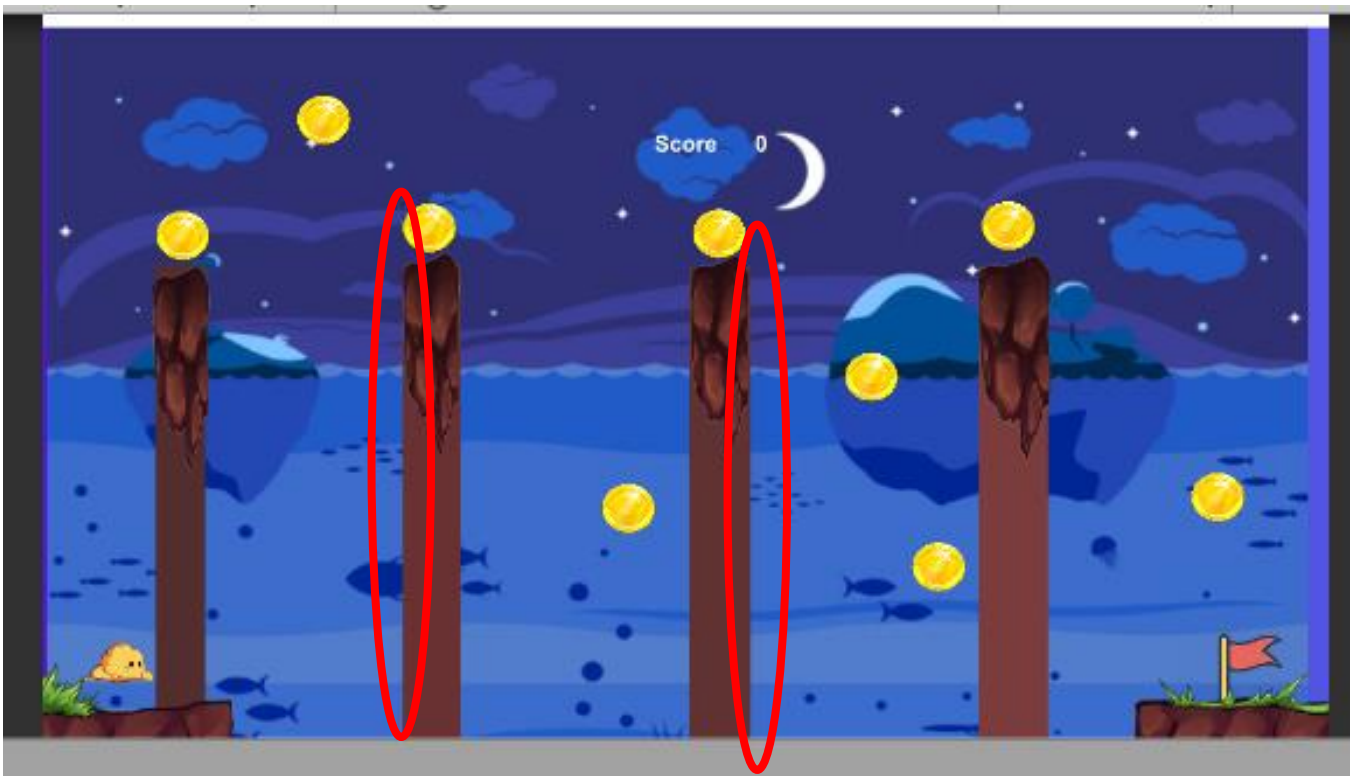
Level 3

Level 3 is having more difficulty then 1 and 2nd level.

In this the player have to collect coin and reach to the flag.

As like level 1 level 3 have some difficulty.

- ⇒ **If in case player loose the level ones then his game score will be zero (though he got another try).**
- ⇒ **The danger is shown by red circle**
- ⇒ **All the column wall is danger.**
- ⇒ **When player touch this zone then he will losses his mass gradually**

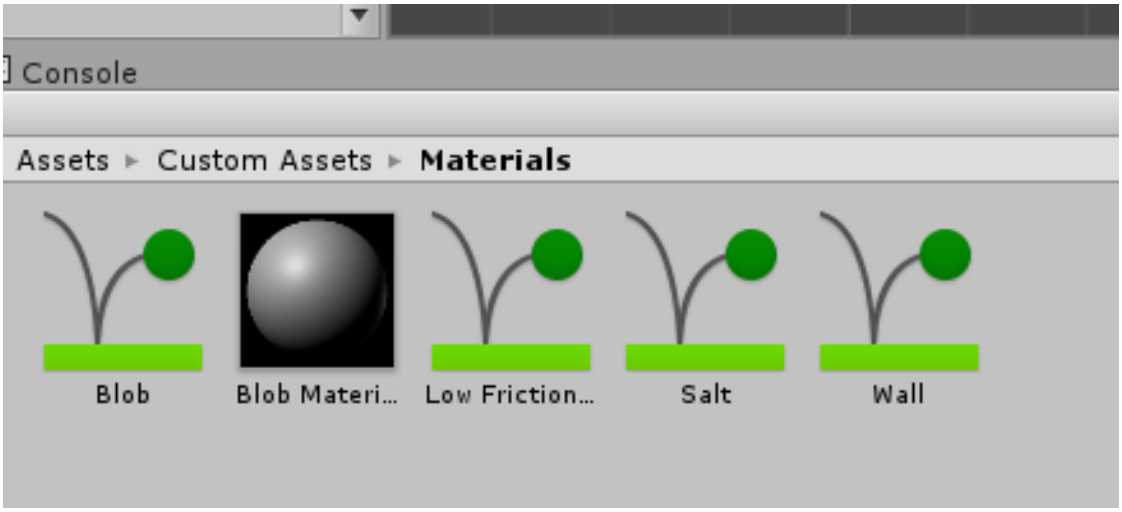


Those walls are killing walls and it will not let the player go.

When the final 3rd level is completed the final screen will display and it will also says Player's final score.

My Sprite Special jump

In this code I gave Special jump and walk to my sprite which is like below

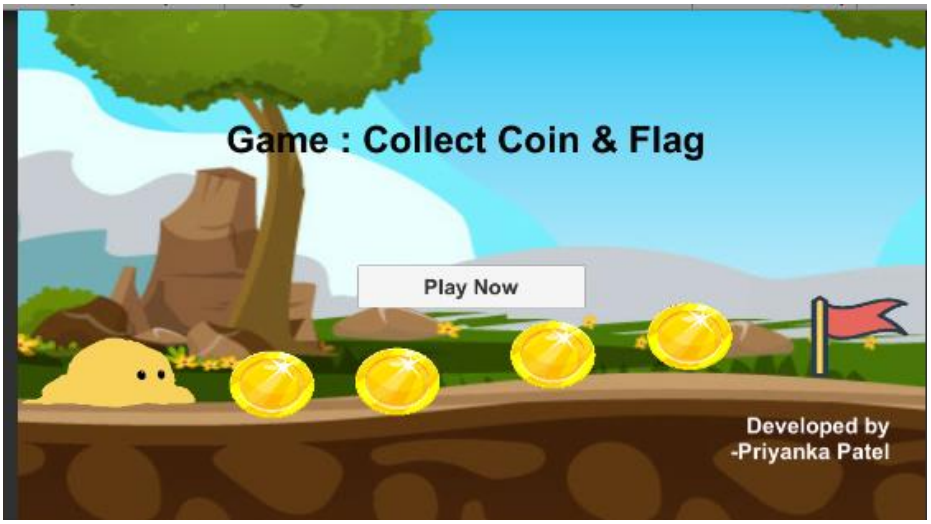


Normal jump is like simple jump but when the player jumps on the wall it will go back. Because of above type of jump.

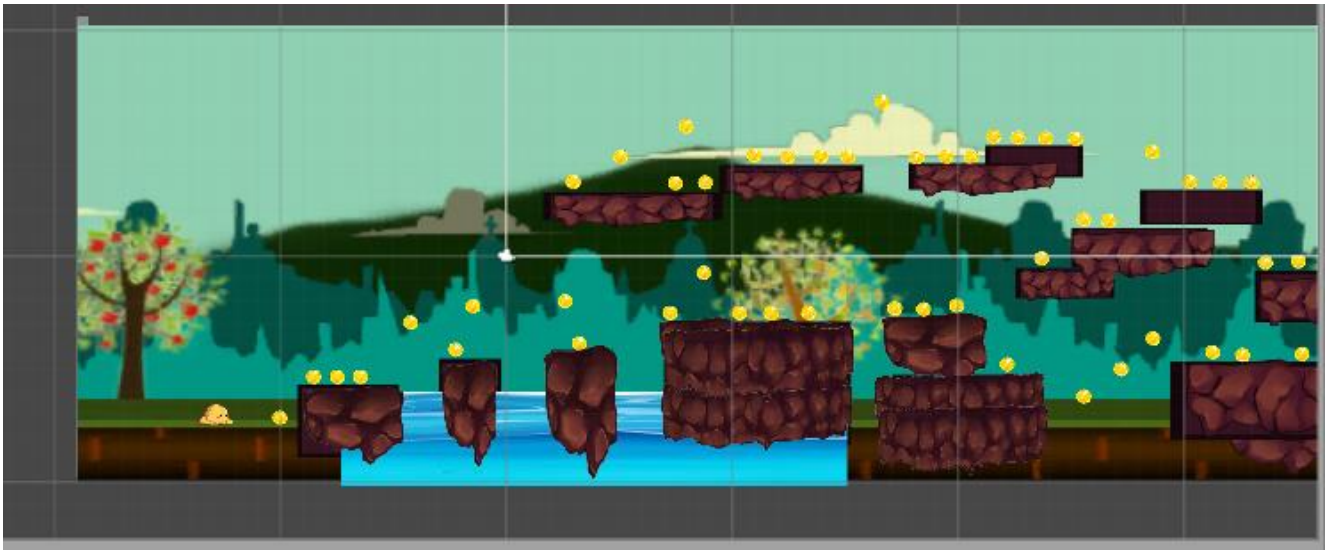
Output

Please Start game with Start Menu

Press play now to play



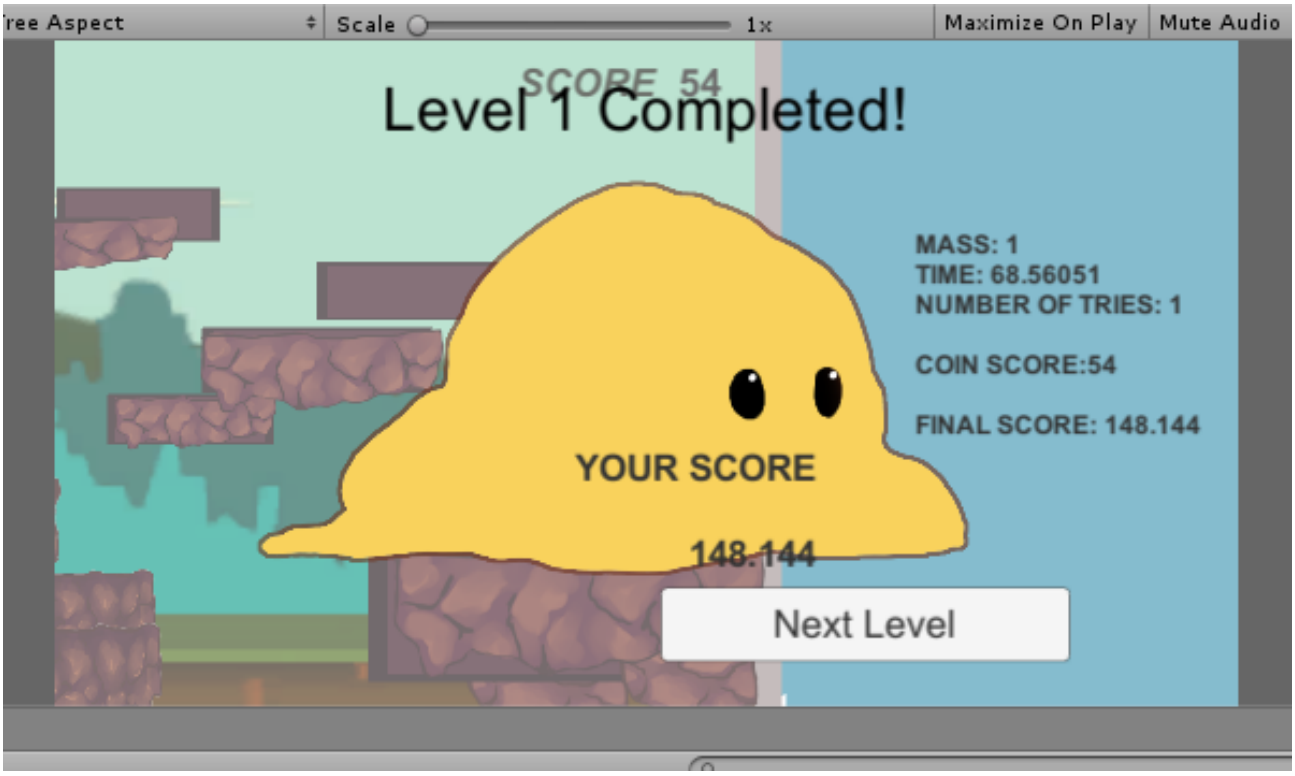
My 1st level look like this



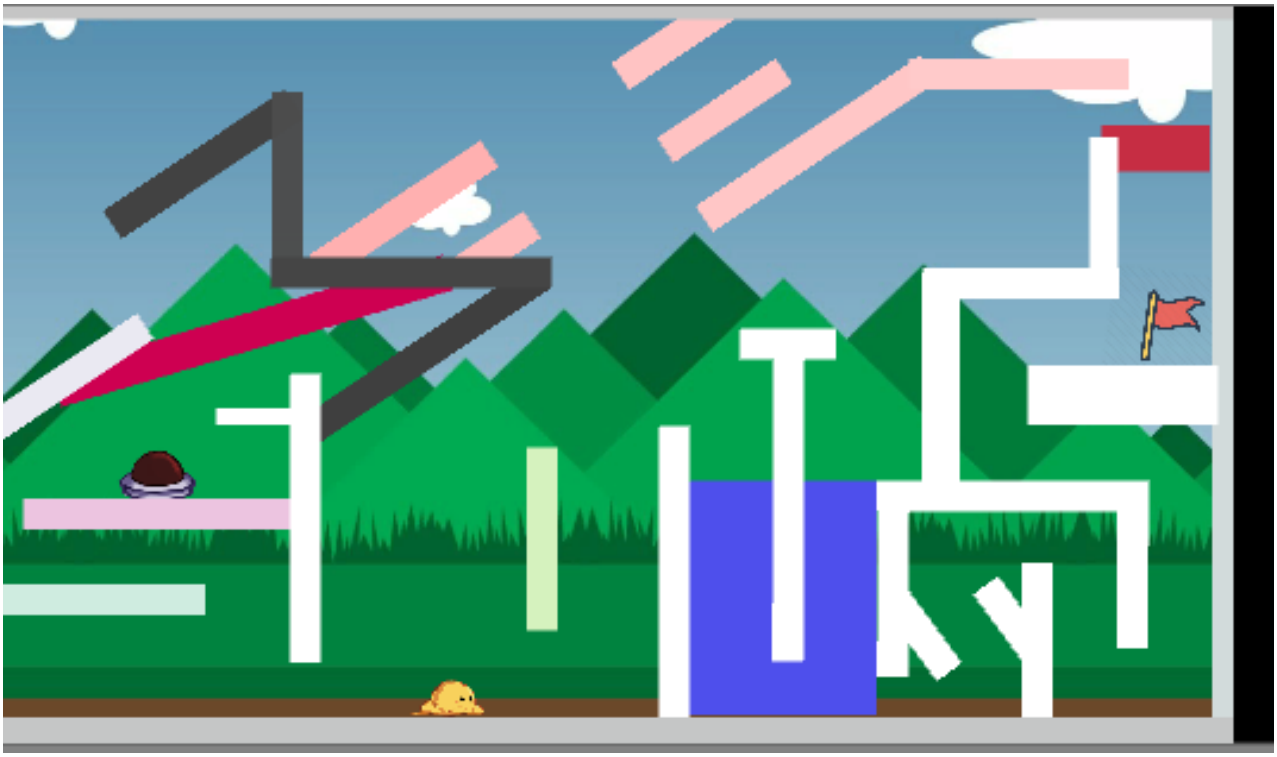
To cross this level player have to reached at flag and collect it.

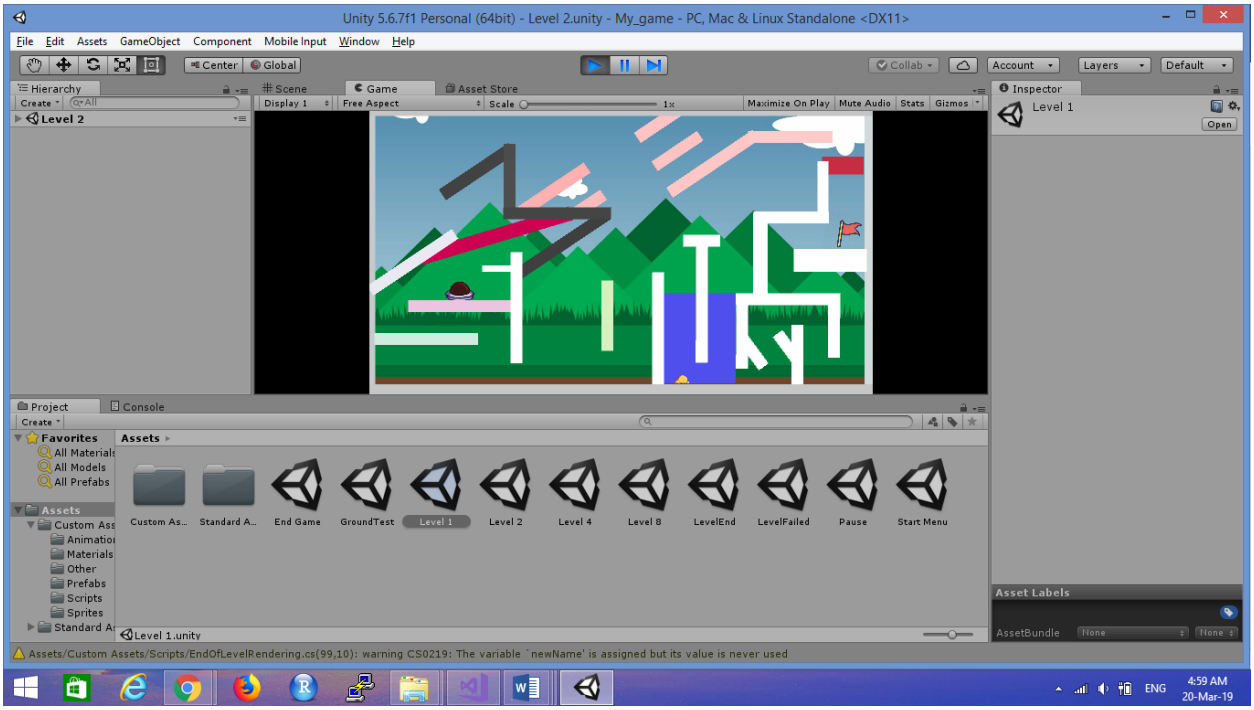
Level 1 Output

SCORE 11

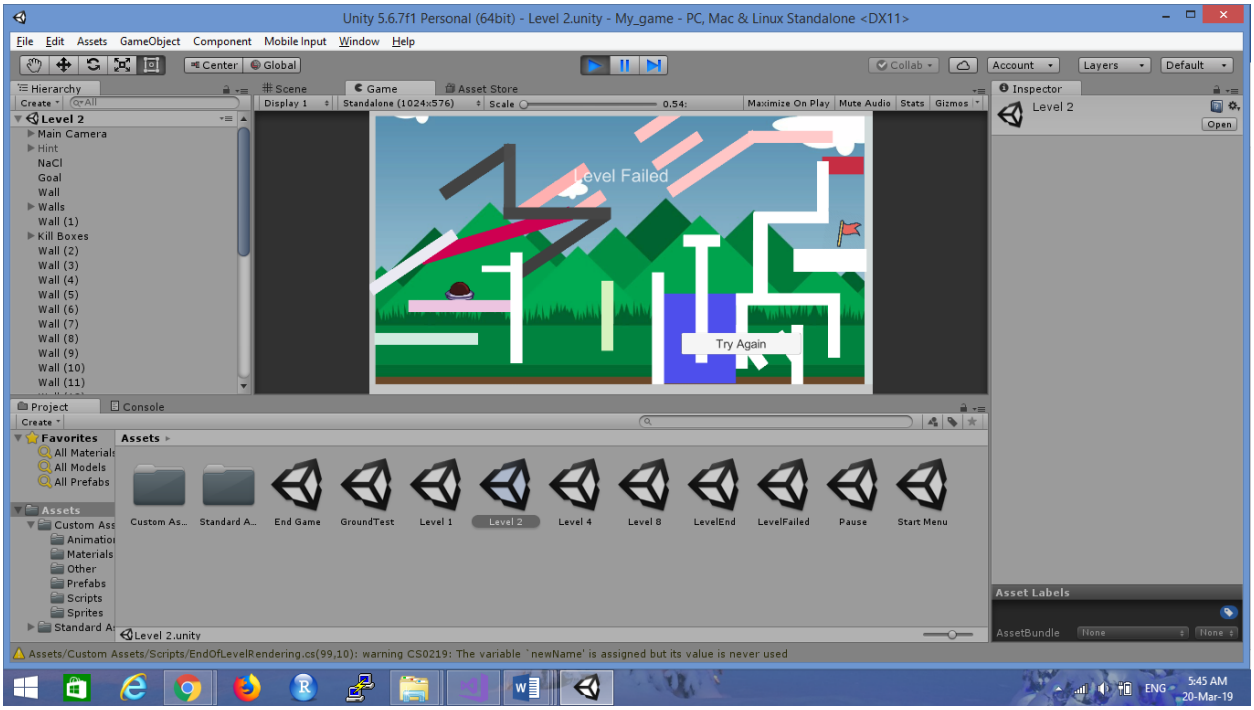

ree Aspect
Scale
1x
Maximize On Play
Mute Audio
SCORE 54
Level 1 Completed!
MASS: 1
TIME: 68.56051
NUMBER OF TRIES: 1
COIN SCORE:54
FINAL SCORE: 148.144
YOUR SCORE
148.144
Next Level

Level 2

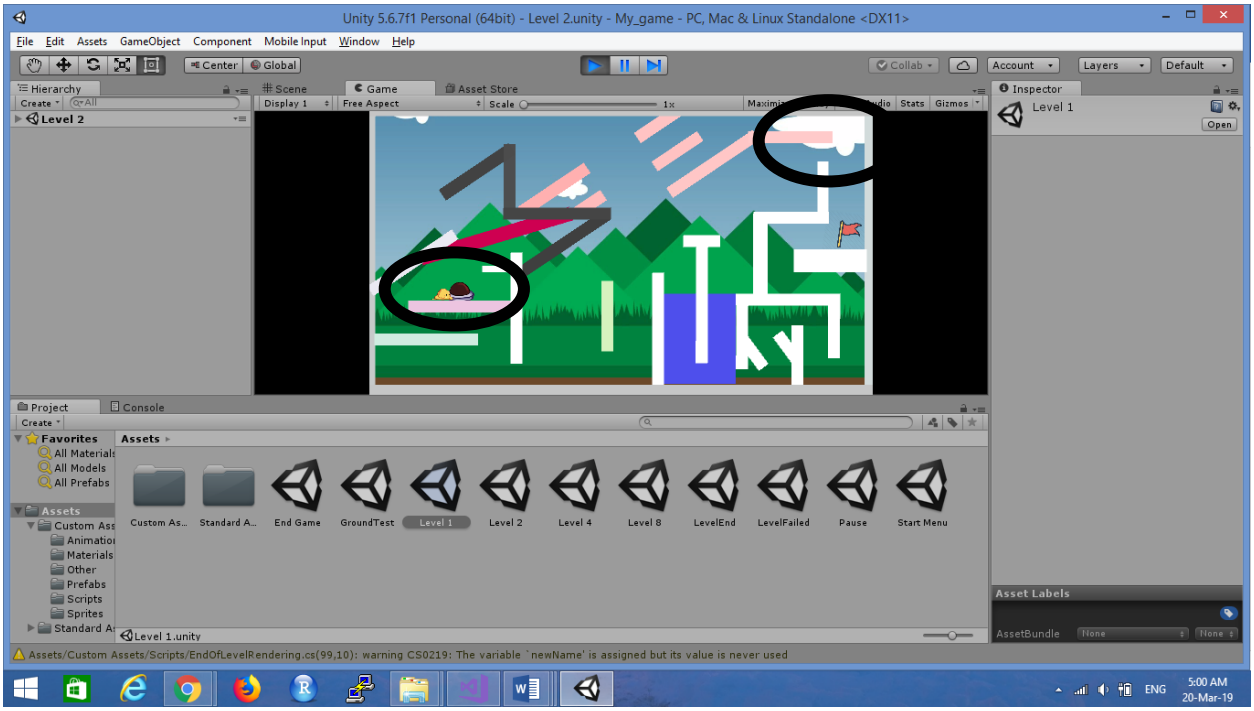



Unity 5.6.7f1 Personal (64bit) - Level 2.unity - My_game - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Level 2
Scene
Game
Asset Store
Inspector
Level 1
Project
Console
Favorites
Assets
End Game
GroundTest
Level 1
Level 2
Level 4
Level 8
LevelEnd
LevelFailed
Pause
Start Menu
Asset Labels
Level 1.unity
Assets/Custom Assets/Scripts/EndOfLevelRendering.cs(99,10): warning CS0219: The variable `newName' is assigned but its value is never used
4:59 AM
20-Mar-19

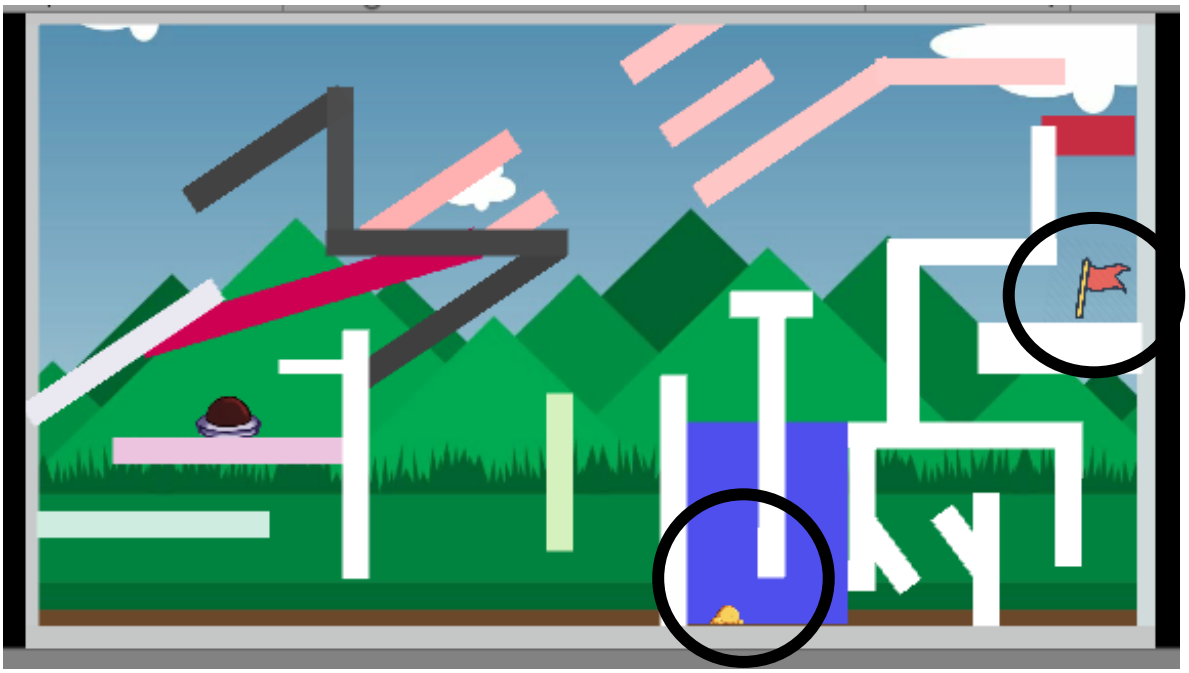
If You Fail the level then it will asked for try again

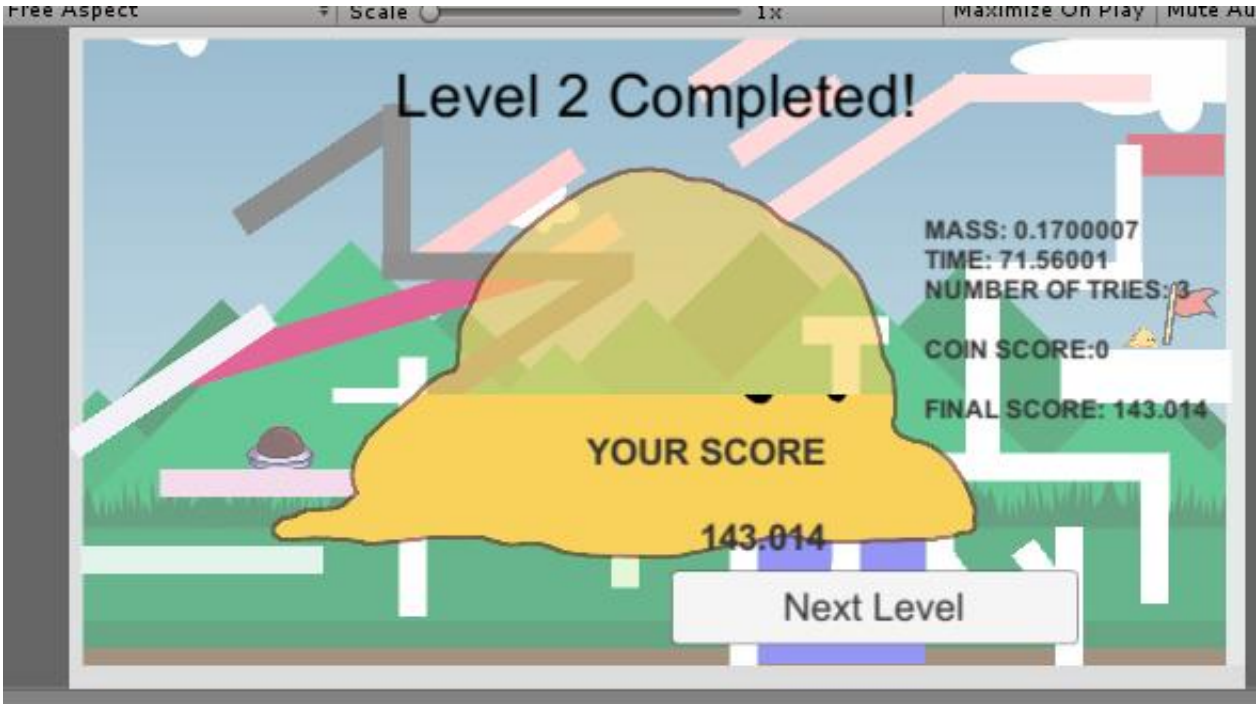


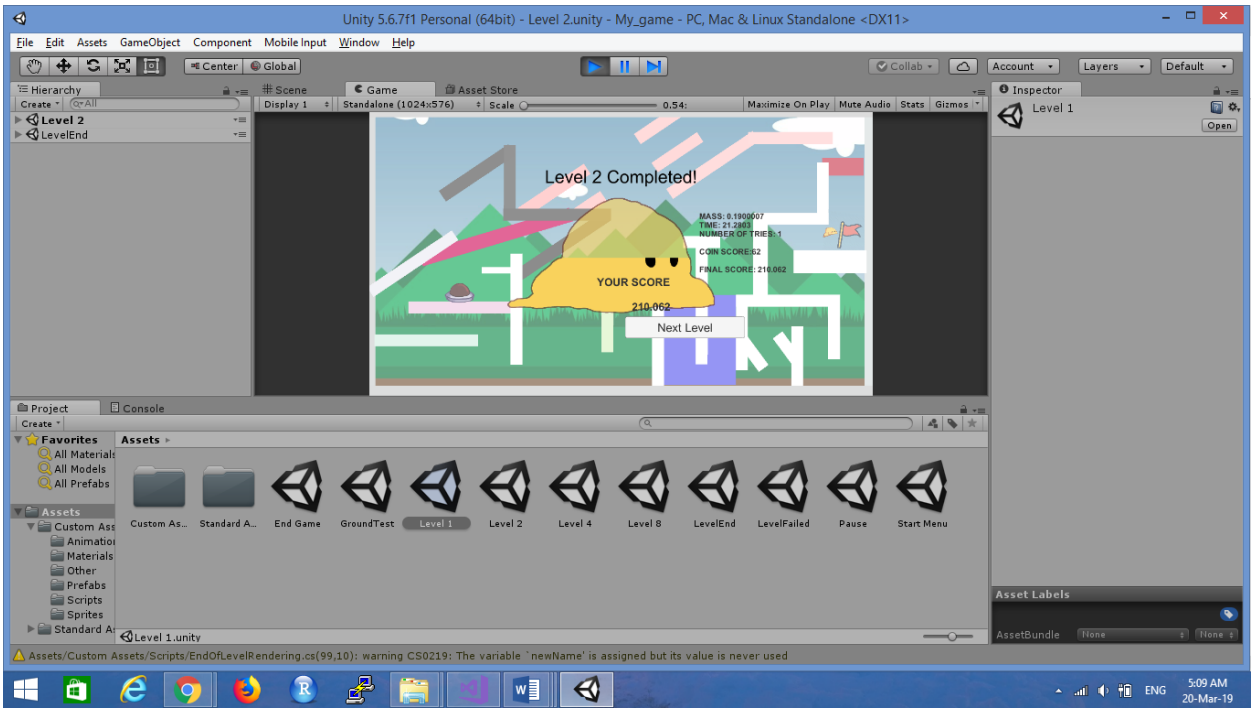
Press the button which is In red color to open the door which is goes to flag



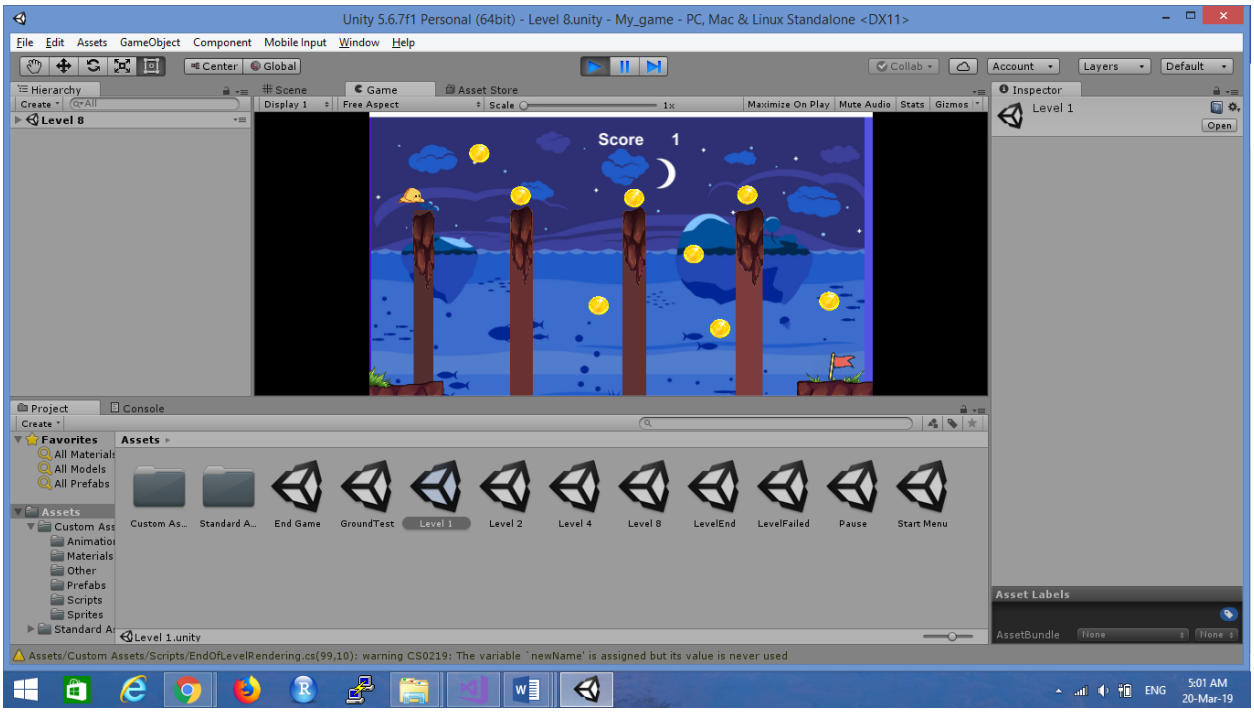
You can also complete this level by loosing mass and falling in to wall whish will reduce player mass so player can easily jump to the flag but this will affect on score






Unity 5.6.7f1 Personal (64bit) - Level 2.unity - My_game - PC, Mac & Linux Standalone <DX11>
Level 2 Completed!
YOUR SCORE
210.062
Next Level

Level 3

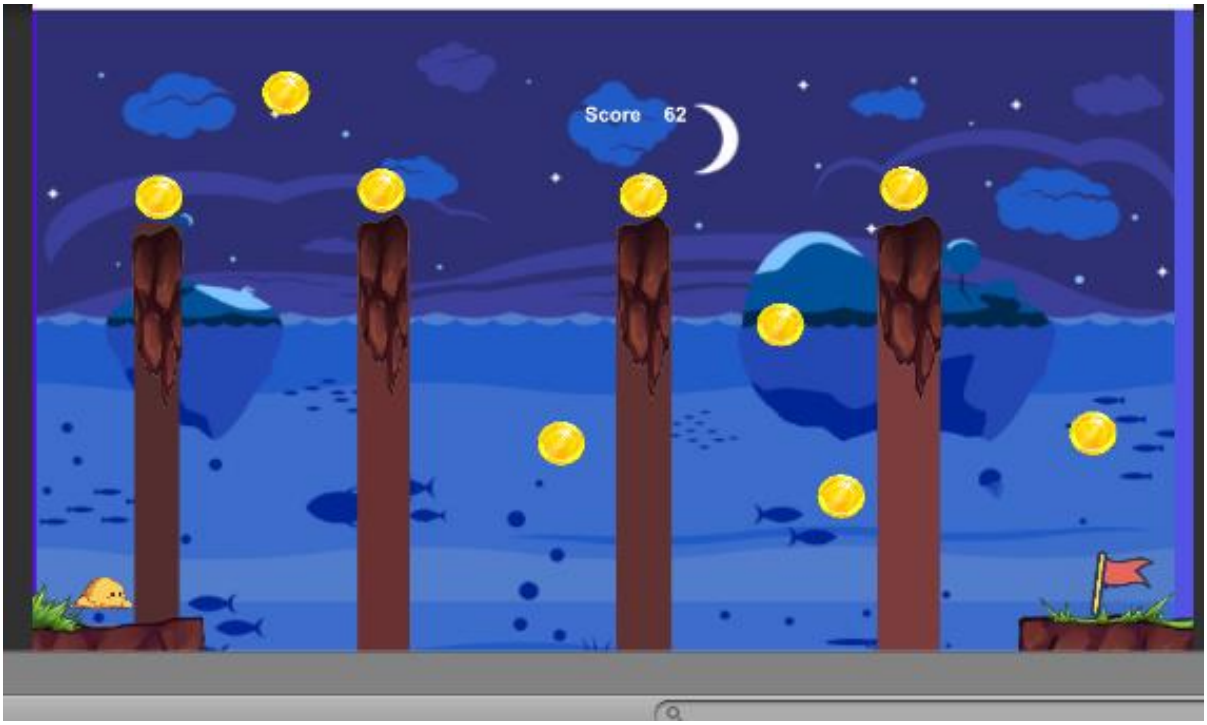

Unity 5.6.7f1 Personal (64bit) - Level 8.unity - My_game - PC, Mac & Linux Standalone <DX11>
Score 1

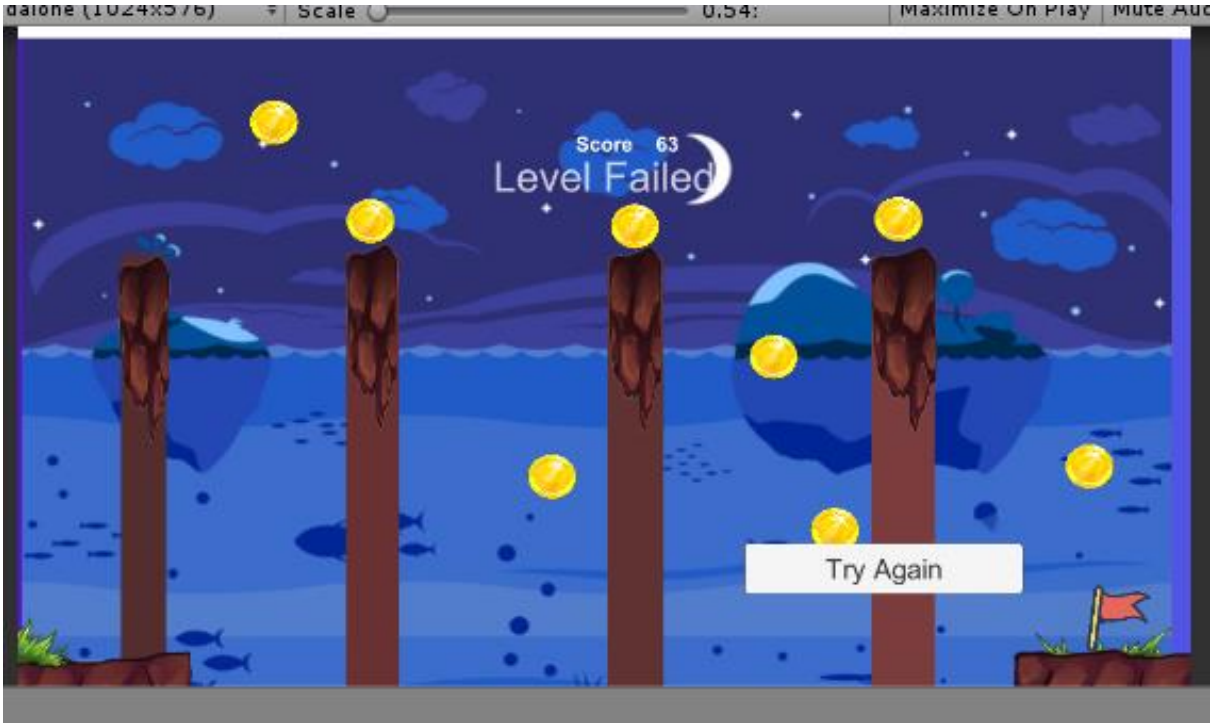
When you successfully completed all the level this screen will display which shows the final winning score with other important information.

Output 2

When level 1 is completed the following screen will display

We can see the coin will be keep adding in each level. But once you fail and do try again the coin score will get Zero.





Here we can see the coin score is only 4 Because Player did try Again and due to that He redeem his coin score. And due to that he have to start from Zero to collect the coin.

Without any fail the final output (within a single try)