PIERRE
BEGOUT

Bordeaux INP
ENSC

HENRY'S BIG ADVENTURE

2D Platformer Game

FEATURES

ANIMATED ENEMYS WITH IMPLEMENTED AI

INNOVATIVE LEVEL DESIGN

GREAT REPLAYABILITY, IDEAL FOR SPEEDRUNS

CHALLENGING YET ENTERTAINING

About the game

The main goal for the player is to finish the whole game with the fewest deaths possible. Each level consists of one screen, with a start and an finish. The character, Henry, is an explorer similar to Indiana Jones. The game takes place in numerous different environments, such as a desert, mountains and a futuristic factory.

Designed with Unity 3D
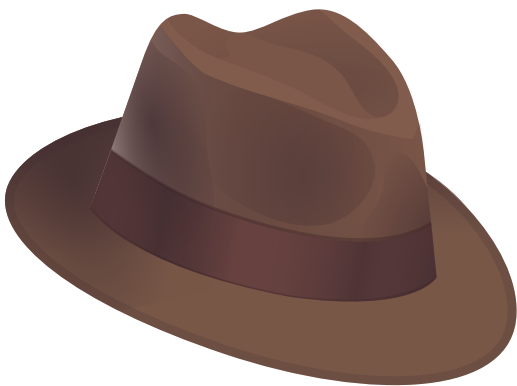
Unity 3D is a cross-platform game engine developed by Unity Technologies. It is used to develop games for PCs, consoles, mobile devices or websites. The scripts used to animate the characters and objetcs are written in C# language.

DATASHEET
27/04/2017

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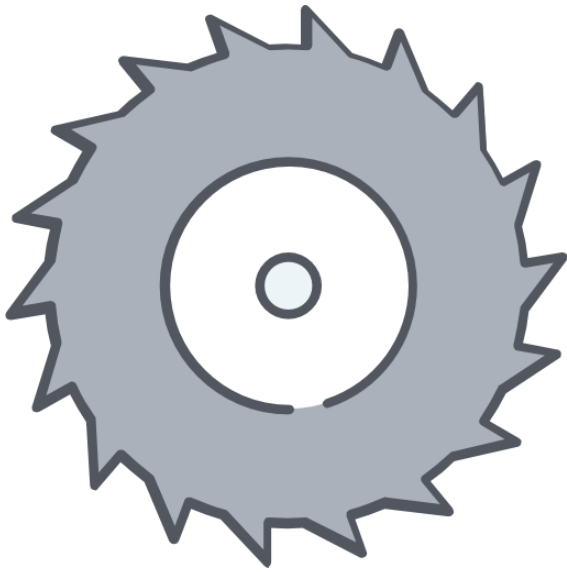
Animated enemys with AI

Numerous enemys are static objects that kill you on contact, but some of them have an AI. They will move from left to right, or up & down. Be careful of snowmen, they are way more dangerous than you think . . .

Initial expectations & Final results

The first goal was to create five levels for each environment, and to design character based enemies. Unfortunately, due to a lack of time, I had to review my expectations downwards. There are only three levels per environment and the enemies are objects and not characters. Furthermore, there are only few sounds in the game. More will be added in the next version.
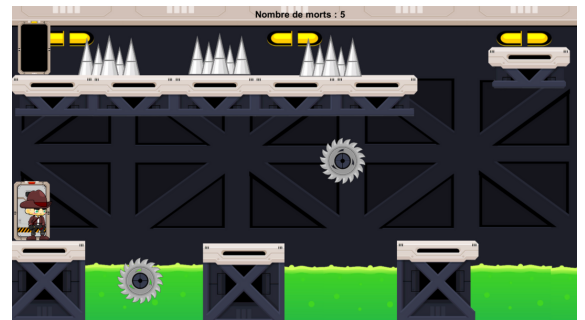
How to play

The game is user friendly. To select the level you want to play, use the mouse. After that, you only need to know 3 inputs. Up arrow to jump, left arrow to go left and right arrow to go right. If you want to go back to menu, just press escape.