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CS 485

Roll And Escape Project Report

Roll And Escape is a mashup game consisting of the timeless Roll A Ball as well as the first part of the critically acclaimed Escape the Planet Chronicles. Players are presented with a menu from which they can choose what game to start.

Within the included folder there should be a PC, Mac, or Android version of the game. On all platforms a controller can be used to control the player character, but only on PC and Mac can the player use a keyboard and mouse as controls as well. Menus can be interacted with using touch, mouse, or a controller. The game controls are built to the highest standards, making it capable of using (almost) any commercially available controller.

While the I took some guidance from the works cited below, no copying occurred as the sources only helped build the skeleton upon which I filled out to create each part of the game. I am responsible of all the art and icons in the game as the leading graphics designer.

I learned a lot during the development of this game. Before starting development, I had never used the C# language, now I consider myself proficient in its usage and applications. I also gained a lot of knowledge about the development process involved in making a game, making me better appreciate all the games I know and love.

In the next patch of Roll and Escape I plan to add more levels to both Roll a Ball, as well as add the second episode of the Escape the planet chronicles. I also plan to include more visual effects and aural effects to improve the quality of the game, as well as remastering the current character models with better versions.

Works Cited:

How to construct a simple First Person Controller with Camera Mouse Look in Unity 5

https://www.youtube.com/watch?v=blO039OzUZc

Can someone help me make a simple jump script?

http://answers.unity3d.com/questions/1020197/can-someone-help-me-make-a-simple-jump-script.html

[help]How to move an object left and right (looping)

http://answers.unity3d.com/questions/754633/how-to-move-an-object-left-and-righ-looping.html

How to access a variable from another script in Unity c#

https://gamedev.stackexchange.com/questions/118534/how-to-access-a-variable-from-another-script-in-unity-c

C# - Switch Statement

https://www.tutorialspoint.com/csharp/switch\_statement\_in\_csharp.htm

Making a Simple Game in Unity - Playing Sound Effects - Unity C# Tutorial (Part 9)

https://www.youtube.com/watch?v=u5DaPCiP0Xs

Unity Tutorial: Playing Audio (Music and Sound Effects)

https://www.youtube.com/watch?v=egxNXuwf0\_g

Creating a Start Menu / Main Menu in Unity 5

https://www.youtube.com/watch?v=FrJogRBSzFo

Unity 5 making a simple pause menu

https://www.youtube.com/watch?v=PyEmRVRHWL8

Unity Controller Controlled GUI Tutorial

https://www.youtube.com/watch?v=dkduVooA9tE

Sonic Adventure 2 Soundtrack

Throw it All Away.mp3

Grow Home Soundtrack

Star Plant Theme.mp3

HunniePop Soundtrack

Handsome Girl Cam School (Night #1).mp3

Minecraft

Minecraft-Pick-Item-Sound-Effect.mp3