

The Adventures Of Skelly

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Overview



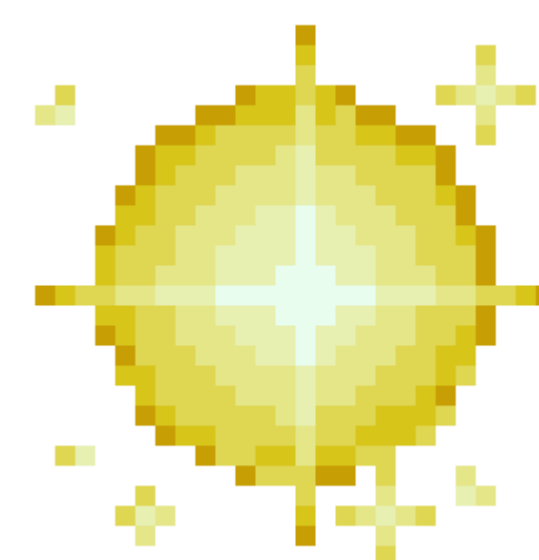
AIR



You are dead. Well technically undead. To be frank, I’m not entirely sure about your condition.

Fight through 3 fantastic Levels in The Adventures of Skelly which each feature their own and completely unique mechanics:

- Discover the ancient Power of Air with the Double Jump
- Change Gravity with the Press of a Button
- Dash your Way through Heaven as fast as Lightning



LIGHT

About the Game:

The game is a 2D Platformer created in Unity. The idea was to create a game in which every level features a different mechanic and then to build levels and art around that.

Every orb you pick up makes you gain certain abilities you need to finish the level. This makes the Game feel like something new with every stage and even after the first Playthrough, because some mechanics may be used in different ways to reach the end.

About us:

We are a Team of 4 who made this game as part of our first Semester studying Informatik: Games Engineering. All the Animations, Sprites, Designs, Mechanics and Gameplay you see featured in the Game were created by our team of 4 (except for the music, our Friend Tobias Berner did that).

We created our own mechanic to easily swap between different behaviours on our player to keep our Scripts clean and to create a base for future expansion. This also means that if there is a problem in one of our scripts it wont affect our other mechanics in game (eg. all the different player skills you get in a playthrough)



GRAVITY

Join us in a Platformer Adventure, featuring Skelly (hes dead... dont tell him)

Visit us and try the game for yourself!

