MOBILE APPLICATIONS DEVELOPMENT 2

Unity Project

Queli Renato Pereira Pinto Serrano
G00361469

Contents

The Project

My goal was to create a 2D endless runner game based on a character that would have to dodge obstacles while the also having to kill enemies. If the character gets hit by the enemies the game will end, also if the character gets out of the gameplay screen either by itself or by not dogging the objects the game will end.

The goal of the player is to survive as much time as he possibly can, with each second attributing to the player's final score at the end of the game.

The project was not modified in relation to the design document, but full implementation of the design document was not achieved therefore some of the functionalities mentioned were not implemented into the project.
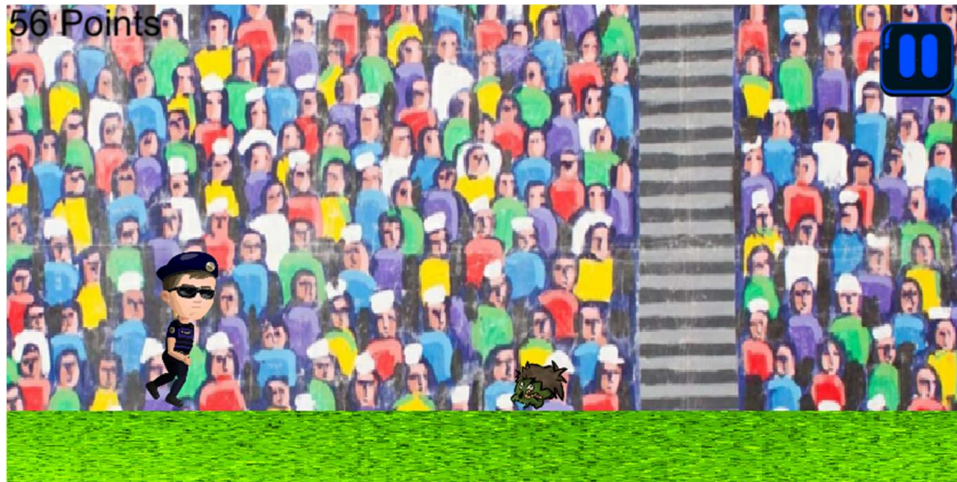
Menu

When starting the game, the player will have the main menu that allows him to jump into the gameplay.

Gameplay

Once in game the gameplay is simple, the player needs to avoid the obstacles while also killing the enemies that if not killed will result into the player getting killed. The controls for the game are also pretty intuitive the A and D keys are used to move to the sides, while the W key is used to jump, the player is also able to throw (shoot) red cards at the enemies which will make the enemies disappear.


Pause

At any point during the gameplay the player can press the pause button and will be prompted with a pause panel while the gameplay is stopped, the player can then quit back to the main menu or resume the game.

Game Over

If the player gets stuck on obstacles and ends up out of the screen it will result in a game over screen, also if the player gets touched by an enemy. In the game over screen the player can restart the game or go back to the main menu.
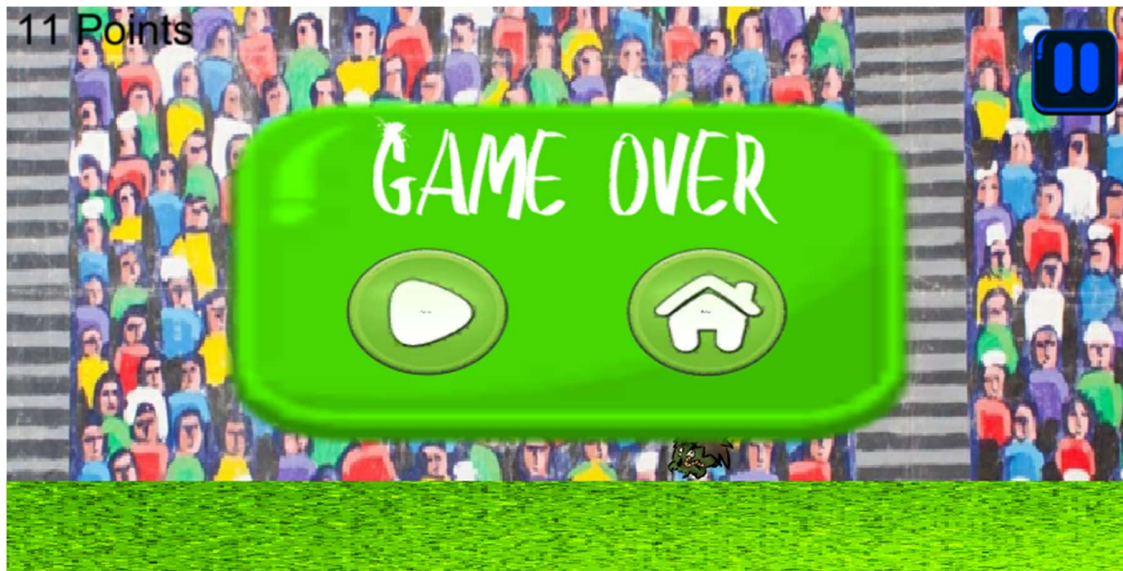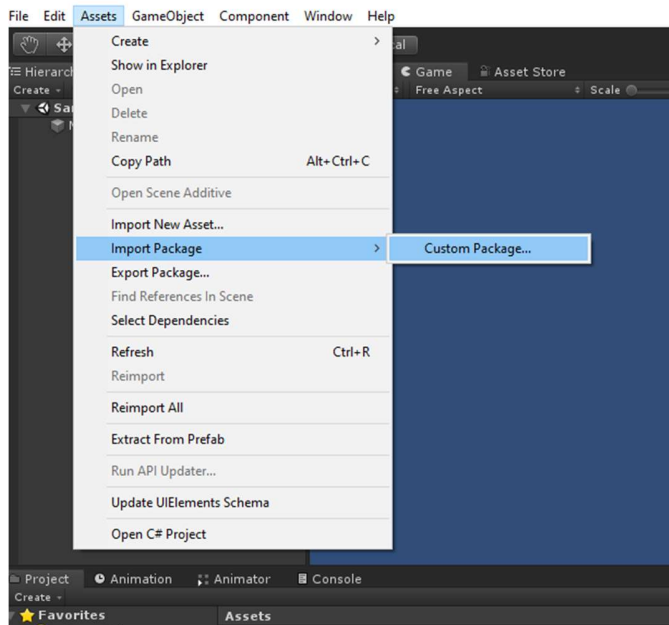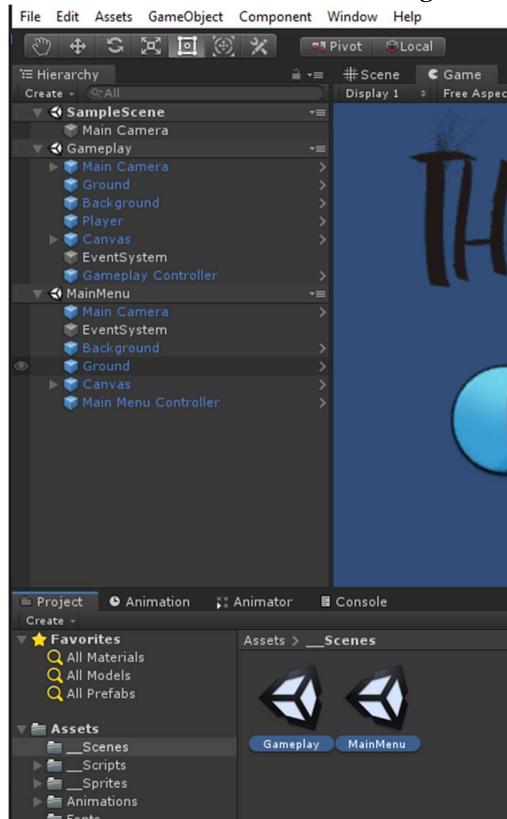
To run the game
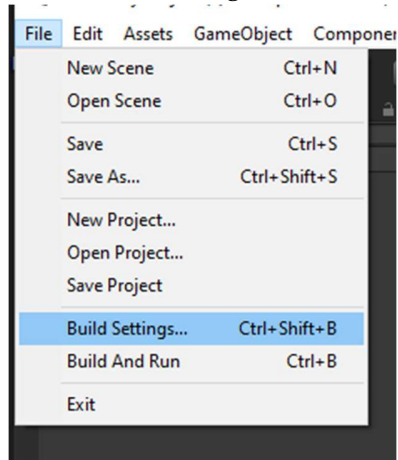
To run the game, it is required to have unity installed.

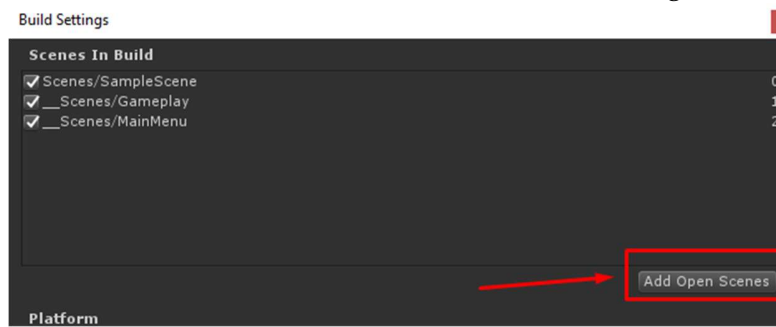1- Open a new 2d project in unity and import the unity package provided.

2- Go into the scenes folder and drag the scenes into the hierarchy.

3- Go to build settings.

4- Add the scenes to the build and close the build settings window.

5- Run the gameplay scene and then the menu scene.

6- Then finally open the Menu scene and run the game

References

Links to all the external sources used in this project including fonts.

- Game obstacles and enemies:
  https://imgbin.com/png/qjq0hWW9/sprite-football-player-2d-computer-graphics-cartoon-png

- Player character
  https://craftpix.net/

- Buttons
  https://pngtree.com/so/game

- Font
  https://www.fontspace.com/blow-me-font-f29702

- Unity Documentation
  https://docs.unity3d.com/Manual/index.html

- Sounds
  https://freesound.org/