



# Lecture 15

## Announcements

- Parallax (depth in 2D games).
  - [How it looks in-game.](#)
  - [How it actually is within the scene.](#)
  - The parallax is formed of 3 layers (Mid, Mountains, Clouds). Each layer is a gameobject with a "Parallax" component with a different "depth factor" property (higher number means further away from main camera. [You can get this Parallax component here.](#)
  - There is one Singleton manager gameobject ("\_Parallax Manager"). [You may get this component here.](#)
- Why are grappling-hook core mechanics banned, by the way?
  - There is little novelty to grappling hook mechanics these days.
    - [Super Metroid](#)
    - [Legend of Zelda](#)
    - [Spiderman](#)
    - [Kim Possible](#)
    - [And many others](#)
- [The programming secrets behind the original Crash Bandicoot.](#)

## P3 Game Sample : Illuminate (replace with something else)

- [Play it here](#)

## Theming (continued)

- [Slides](#)

# Playtesting

- Why?
  - The success of your p2 and p3 will hinge largely on how well you playtest. That is, how well you inform your iteration.
- [slides.](#)
- [Replaying a user-input recording to review the user's session.](#)
- Data visualized automatically at unity.com  
([https://d2vansag56dj8u.cloudfront.net/ShareX/2020/November/04/11/24/39/684/3997077f-8d3a-40ee-8d9e-b04374484064/firefox\\_2020-11-04\\_11-24-38.webp](https://d2vansag56dj8u.cloudfront.net/ShareX/2020/November/04/11/24/39/684/3997077f-8d3a-40ee-8d9e-b04374484064/firefox_2020-11-04_11-24-38.webp))