Pigeon Mission README

**About**

This project was a game that five other people and I developed for the 2018 Playcrafting Global Game Jam. The other people that worked on the game with me were, Rita Torsney Sullivan, Wei Lin who were the principal game designers; Adam Zmudzinski (https://github.com/Nova840) who was one of the main programmers, with me being the other; Art Abeleda who worked on art and UX; and Biker Helmkamp, who was the principle sound designer. The design of the game took place over three days, which was the time span of the game jam. The project was designed in C# using the Unity game engine.

**Game Details**

The game is a 2D game where the player takes control of a messenger pigeon with the goal of transmitting a message to the other side. While going to the other side, the player has to be careful not to come into contact with any obstacles. If the player does come into contact with any obstacles, then the game is over. When the player first opens up the game they will see the game’s instructions, buttons that can take the player to the levels of the game, a button for game options, as well as a button for displaying the game’s credits.

**Game Controls**

I will list the controls for the game for convenience. When at the title screen, in order to access the other parts of the game, one simply has to press the button corresponding to the part they want to access. When playing the game, the player has to press the space bar to go up, the player has to press the A button to move backwards, and the player ha to press the D button to move forward. In the options screen, there are sliders that control music and sound volume. All the player has to do is to slide the sliders to their desired levels.

**Executable Files Use**

I have put the executable and all the other necessary files into a zip file on google drive for convenience. To access the file, go to https://drive.google.com/open?id=1SdP\_6eaq7NyTR9cJs\_5df9laZTp3f3PX. Depending on your operating system, Windows or MAC, there are two different executables for each. To access the executable for your operating system first unzip/extract the zip file. Then go to Builds folder, and in the Builds folder, you will see two folders, Windows and Mac corresponding to each operating system. Open the folder corresponding to your operating system and open the executable file there. For convenience, I have provided the link to the zip file on my GitHub page.

**Copyright Notices**

I just want to make clear that I do not own any of the Unity APIs as well as any of the media files associated with this project. If anyone knows who the original author(s) of any of the media file sources, then please let me know so I can give credit where credit is due.

**Source Code Use**

The source code associated with this project is free for anyone to use. If one has found any bugs or has any suggestions/questions relating to the source code, please comment on the project page or email me at [rachidtelfort@gmail.com](mailto:rachidtelfort@gmail.com).

**Final Notes**

I hope that my fellow coders will find the source code helpful as well as gain valuable insight from it. I certainly learned much from it and hope to participate in another game jam in the future. I want to thank all the team members that I worked with as well as Playcrafting for hosting the game jam. If you have read this, thank you for looking at my GitHub page it is much appreciated.