

GAMES PROJECT TEMPLATE

Itch.io link: <https://rubennhez.itch.io/maze>

Core Mechanics - Use Arrow keys for movement and reach the exit that takes you to the next level throughout the levels you will need to collect a key number of keys for the exit to be unlocked and whilst doing that you need to not be touched by enemies, lasers, cannon bullets and spikes each enemy has its own movement pattern and speeds so they player needs to think about their moves and timing so that they don't die. and if you are touched you die, after all levels are completed, game is over and player wins.

Issues

- The main issue I had I'm not sure if it is my laptop but when I clicked play sometimes my game would lag a lot and the player went through the walls but if I purposely died in the game the issue would fix but I also added a restart button in the levels just in case else I had a few spelling issues such as forgetting to put a capital letter in Certain's function or other things, and I just had to double-check my scripts e.g., capital letter in GameObject etc or checking the gravity for the spikes to fall as I accidentally had it on 0.

Initial thoughts

- I thought of initially doing packman, but I saw a game in the list that we were given for old games called Tower Of Druaga so I thought of doing something like that.

What I learned

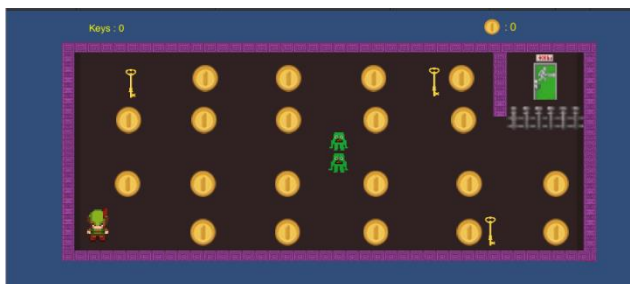
- I learned how to add create a maze with enemies, lasers, cannons with bullets and spikes, make player, enemies and coin animations, learned about particle effects lastly added sound to my game through YouTube tutorials and class lectures.

Menu



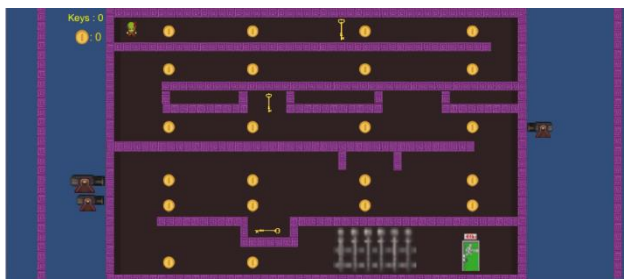
- 3 Options – Play, Options and Quit

Level 1



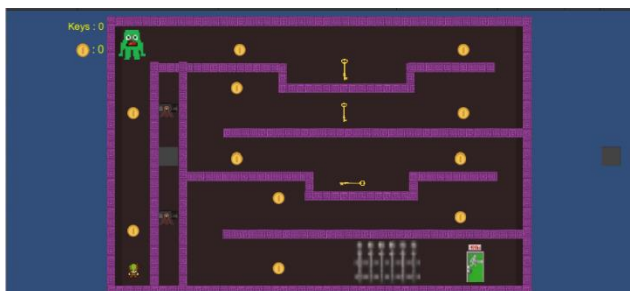
- 3 Keys, Coins, 2 Enemies

Level 2



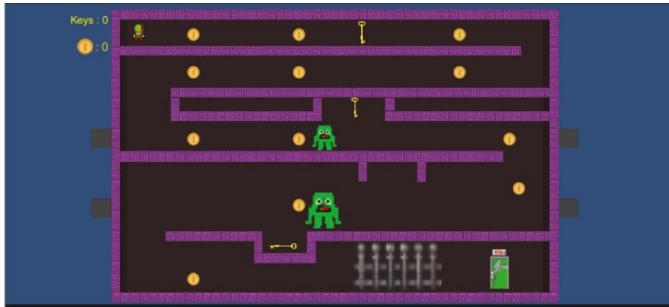
- 3 Keys, Coins, 3 Cannons

Level 3



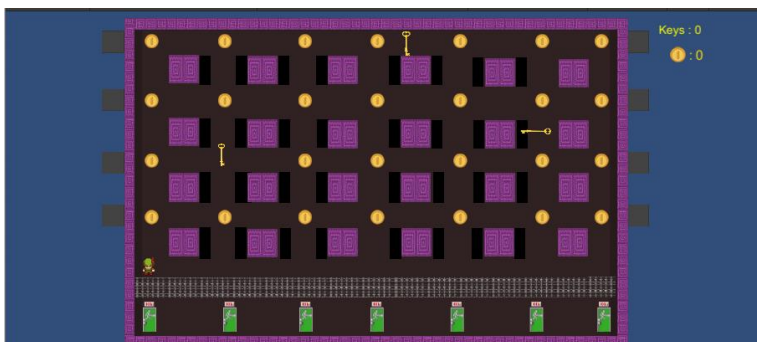
- 3 Keys, 1 Enemy, 2 Cannons, 1 Laser

Level 4



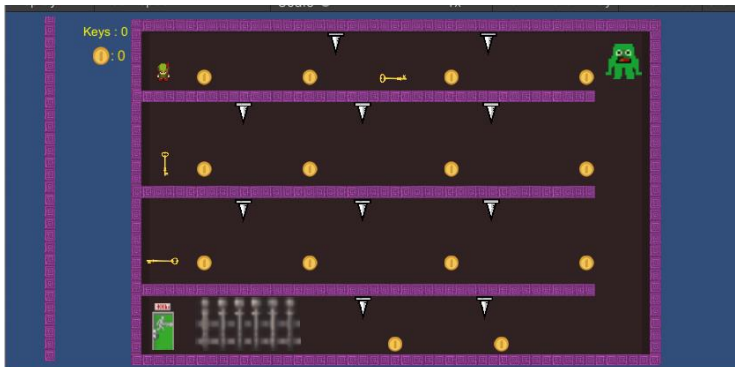
- 3Keys,2Enemies and 2 lasers

Level 5



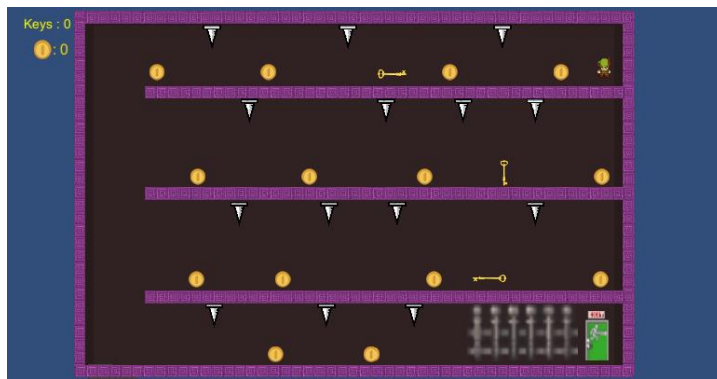
- 3 Keys,10 lasers, **Black spots = safe spots**

Level 6



- 10 Spikes,1 Enemy, 3 Keys

Level 7



- 14 Spikes, 3 Keys, 2 Lasers

Level 8



- End of the game/Thanks for playing

Sprites, audio and animation's location:

- Player animation: <https://assetstore.unity.com/packages/2d/characters/tiny-rpg-forest-114685>
- Laser sprite : <https://opengameart.org/content/assets-free-laser-bullets-pack-2020>
- Key : <https://opengameart.org/content/scp-005-skeleton-key>
- Exit: <https://opengameart.org/content/exit-door>
- Cannon and Cannonball : <https://opengameart.org/content/pixel-art-canon>
- Coin : <https://opengameart.org/content/2d-coin>
- Spikes : <https://opengameart.org/content/bevouliin-free-ingame-items-spike-monsters>
- Key Sound: <https://freesound.org/people/akelley6/sounds/453050/>
- Coin Sound: <https://freesound.org/people/ProjectsU012/sounds/341695/>
- Player Death Sound: <https://freesound.org/people/luminousfridge/sounds/409343/>
- Laser sound: <https://freesound.org/people/Daleonfire/sounds/376694/>
- Cannon Sound: <https://freesound.org/people/Isaac200000/sounds/184650/>