

GAME NAME - Let It Out

Created in Unity Engine 2019.4.13f <https://github.com/RyannR9375>

BRIEF DESCRIPTION

- **Let It Out** is a story and mini 2D platformer/side scroller. The game is supposed to represent the racial discrimination and unfair treatment people of color face in every day America. The main character is a cycling change between different people of color to show how all people of color can relate to these feelings of injustice. In this game you will encounter 5 different enemy types and 1 type of trap. Your goal is to get to the end of every level without letting all the words get to you.

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CONTROLS / KEY MAPPINGS

- **Right Arrow / D** - Move Right
- **Left Arrow / A** - Move Left
- **SPACE** - Jump
- **SPACE 2x** - Double Jump
- **Left Mouse Button** - Used to click on the corresponding buttons on the Title screen, the Story screen, try again, the Defeat screen, and the End screen.

BUTTONS AND WHAT THEY DO

- **START** - Starts the game.
- **RESUME** - Resumes the last level you played on. (Depends on which level you went to the main menu at)
- **QUIT** - Closes the game.
- **CONTROLS** - Opens the menu that shows you the movesets.
- **TRY AGAIN** - Restarts the level.
- **RESTART GAME** - Restarts the game back to level 1.

AREAS TO IGNORE

- **IGNORE:** When you are defeated on certain levels, the story text blocks the “DEFEAT” text on the defeat screen. I didn’t realize this until I play-tested my game and was unable to change it before the deadline because the text bubbles were something I implemented last minute.

SIDE NOTES

I thought it would be important to state what is originally mine, and what isn’t. Everything in the game visually, and the coding is all mine except for: The concrete tiles on the floor, the health bar, and the text (which I used a text generator for). Everything was created in Unity Engine 2019.4.13f and the scripts were written in C#.