Planning of the game

Concept and Design:

Define the core mechanics of the game. In this case, climbing as a triangle.

Sketch out the levels and obstacles. Think about what makes each level challenging and interesting.

Decide on the visual style and overall theme of the game.

Setting up Unity:

Create a new 2D project in Unity.

Set up your project settings, including aspect ratio, input settings, and physics settings.

Create Player Character:

Design a triangle sprite or find one from available assets.

Import the sprite into Unity.

Create a new GameObject for the player character and attach the triangle sprite to it.

Implement basic movement controls for the player using Unity's input system.

Implement Climbing Mechanics:

Determine how the player will climb. Will it involve jumping from platform to platform? Will there be specific climbing mechanics?

Implement climbing logic, considering factors like gravity, friction, and collisions.

Test the climbing mechanics to ensure they feel smooth and intuitive.

Level Design:

Start designing levels using Unity's scene editor.

Place platforms, obstacles, and other elements to create challenging climbing paths.

Ensure each level has a clear goal and a sense of progression.

Implement Obstacles and Challenges:

Introduce obstacles that the player must overcome, such as moving platforms, spikes, or enemies.

Create scripted events or puzzles to add variety to gameplay.

Visuals and Audio:

Add background music and sound effects to enhance the atmosphere of the game.

Polish the visuals by adding background art, particle effects, and animations.

Consider adding visual feedback for player actions, such as a dust trail when climbing.

Testing and Iteration:

Playtest the game extensively to identify bugs, balance issues, and areas for improvement.

Gather feedback from playtesters and iterate on the game design accordingly.

Fine-tune gameplay mechanics, level design, and visuals based on feedback.

Polish and Optimization:

Optimize the game for performance, especially if targeting mobile devices or lower-end hardware.

Add polish elements such as transitions between levels, a main menu, and a game over screen.

Ensure all UI elements are functional and visually appealing.

Problem solveing

The only problem I faced Was with level progression.to deal with it I changed my plan a little. I originally planned to make three different level but then i made one single level which was longer.