

San Lee

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My project will be the side scrolling game in 2-dimension such as Super Mario Bros unlike the project from last year, which was overhead-view maze game. In this project, Unity will be the most dominant and only tool that is used in this project. I hope this to be more complicated since Unity is not favorable tool to make 2D games. However, this will require several researches on many things, not only for the codes, but also for the other systems that Unity2d provide. Dominantly, the problematic obstacle will be the animation of sprites because I have no experience in Unity2d and Unity3d does not manage animation much when I was making maze game.

Resources will be many unity tutorials that are posted on YouTube that will help me to understand the basic of Unity2d. In the process of the research, a lot of time will require to understand the basic. For example, in order to make 2d games, the sprites are absolutely necessary and moving those sprites is also necessary. Since Unity3d and Unity2d require different set of knowledge and code, spending a lot time will be inevitable.

I am the only one who is responsible for finishing this project and my ultimate purpose is to master the basic of making 2d games through Unity. The explanations or the summary of informations may be documented with Google Slides like the one from the last year with pictures. The last slide of that presentation will be a bibliography that contains sources that I used such as video.



