
4th Year Project

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2D Platformer Game

Unity created a tile-based 2D Platformer game, where a player plays as a character who has to collect a specific amount of crystals, mushrooms and seashells and avoid or kill enemies to progress to the next level.

Reasons for Selecting Project

This project involves more around creating a game, coding and designing aesthetics for the game compared to my last project idea which was too ambitious for the time available. This will benefit me for portfolio content, something I can show off to possible employers and give me experience in using a game engine. It also enables me to learn about pixel art which I personally haven't touched on before.

Proposed Research Content

Researching different ways to create platformer games and how tile-based games work. How to lay them out, how to create tile maps and to design it overall. There will also be research around the art style and the different weapons, enemies and characters that will be in the game.

Assets Overview

Assets include all the tilemaps for the levels in the game, which includes the floor, walls, ceilings and any decorations, collectable items, weapons, enemies and the character.

The environment will be inside a cave and later the player will come outside of the cave which will be a forest progressing into different biomes until the end level where the player will finally be able to get home.

Pick up items will be crystals, mushrooms and seashells.

There will be one weapon which is a revolver.

The main character is a cowboy with idle, running, jumping, attacking and death animations.

The enemies will include three different types of dinosaurs with walking, attacking and death animations.



Hardware Requirements

- PC

Software Requirements

- Aseprite
- Unity
- Visual Studio