4th Year Project

Sara Kosciuczuk
C00251415

2D isometric game

Unity created a tile-based 2D isometric game, where a player plays as a character who has to collect a specific amount of mushrooms and avoid or kill enemies to progress to the next level. The player will start off on a level that will grant the player a sword and as the player progresses through the levels, he will receive a gun.

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.

Proposed Research Content

Researching different ways to create isometric 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

Assets include all the tilemaps for the levels in the game, which includes the floor, walls and any decorations, collectable items, weapons, enemies and the character.
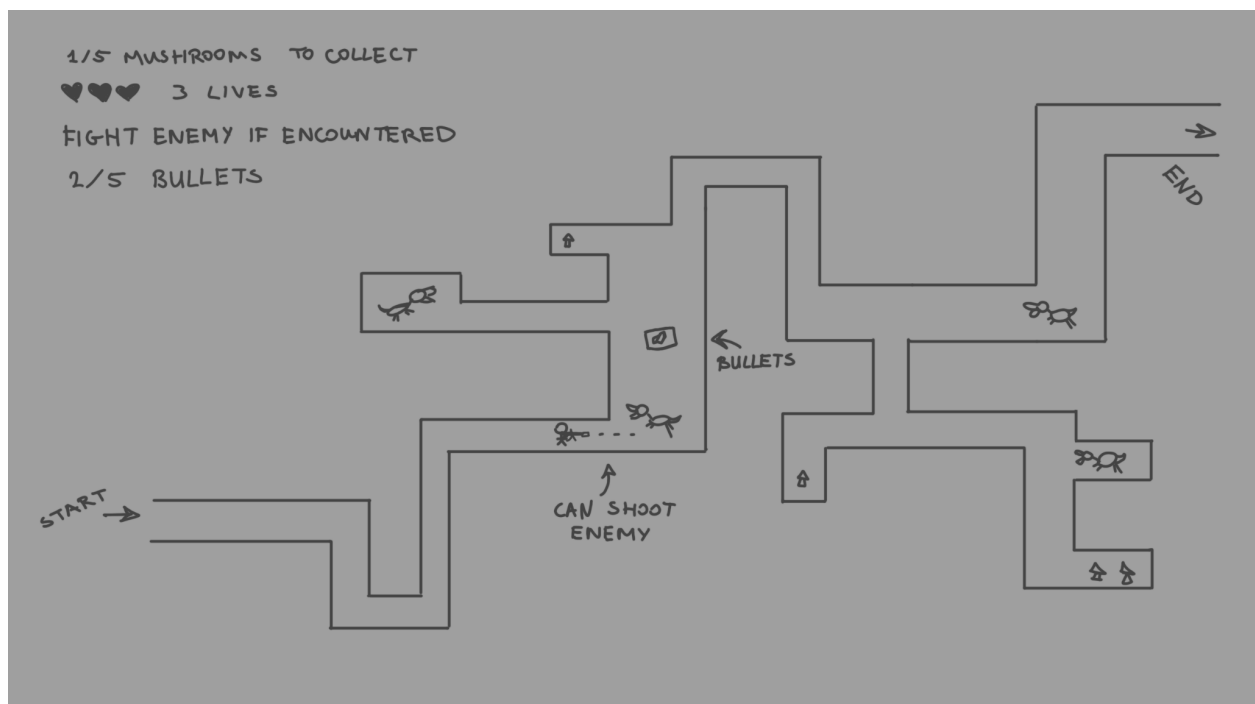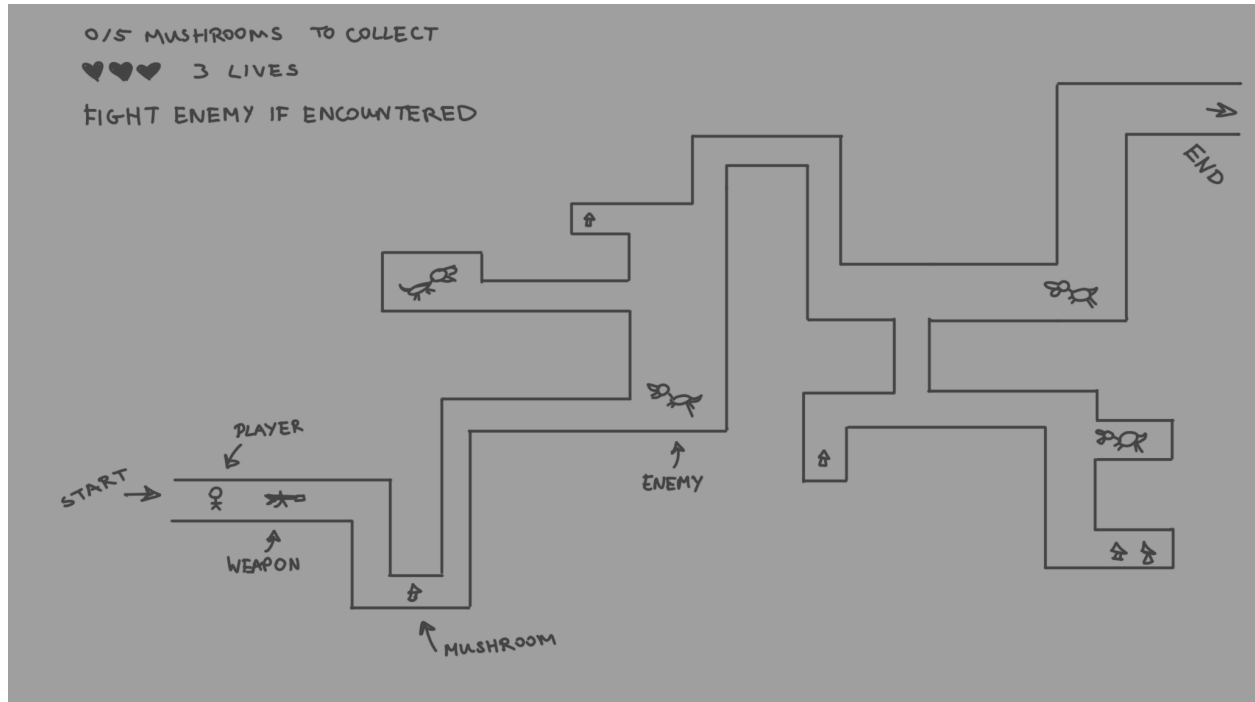
The environment will be inside a cave and later the player will come outside of the cave which will be inside a forest.

Pick up items will be mushrooms, two different types, one will glow.

Weapons include a sword and a gun.

There will be one character with walking, running and attacking animations.

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

0/5 MUSHROOMS TO COLLECT
♥♥♥ 3 LIVES
FIGHT ENEMY IF ENCOUNTERED

START → PLAYER WEAPON MUSHROOM ENEMY END

1/5 MUSHROOMS TO COLLECT
♥♥♥ 3 LIVES
FIGHT ENEMY IF ENCOUNTERED
2/5 BULLETS

START → BULLETS CAN SHOOT ENEMY END

Hardware Requirements

- PC

Software Requirements

- Photoshop
- Unity
- Visual Studio