

Solas

A 2-dimensional platformer created during the 2018 Global Game Jam hosted at Carleton University themed around “transmission.” Made in Unity over a period of 48 hours by myself and two beginners using assets from the Unity Asset Store, it centered around a robot powered by light attempting to make its way back to it’s creator through a sci fi city. Our requirements for a successful game jam were to implement the core mechanics, movement, shooting, mirrors, and simple puzzles, as well as having two levels. Unfortunately, each teammate, myself included, had to leave for a significant length of time which put the team behind schedule, resulting in only one level. I personally implemented basic movement, shooting, particle effects, a switch based puzzle, as well as the only playable level.

