

Frog & Human: Bro's for life

Game name^

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Concept Art and Character Design:

- Sketches of the main characters, including the frog and the human.



- Annotations describing their personalities, abilities, and any unique features.
 - These two are very close best friends
 - The Human is a very nice and friendly person and is a bit silly but can weirdly get serious
 - The frog is more of a serious that doesn't like to interact with others except for human
 - Both characters are good at parkour.
 - The human is very good at fighting even though he is a silly guy.
 - The frog is very good at solving puzzles and even though he looks tough he can't fight for his life.



Story of the game:

- Story
 - These two friends are treasure hunters but one day their treasure got stolen so these two are on an adventure to get it back.

Game Mechanics and Interactions:

- How the frog and human interact with the environment.
 - It hasn't been implemented but the goal was to make it that level in which you play as the frog there will be puzzles to do and levels in which you play as the human you get to fight enemies.
- Annotations explaining the controls, movements, and any special abilities.
 - Left arrow key and right arrow key control player movement/
 - Spacebar makes the player jump.

Level Design:

- Sketches of different game levels, including obstacles, enemies, and collectibles.
 - There were two different types of traps used.
 - Spike ball 
 - Fire trap 

- Touching these traps will kill you and reset you back to the start of the level you are at.

Technical Details:

- Notes on the game engine, programming language.
 - Unity was used for the game
 - The coding language used was c#

Feedback and Iteration:

- Space for jotting down feedback from playtesting sessions and ideas for improvements.
 - When the player model gets hit from certain angles it starts rotating the whole character (hasn't been fixed yet because it looks funny so i kept it)
 - Sometimes the jump wont work when the character model gets rotated.
 - Camera wont move upwards and only follows the player.
- sketches or diagrams.

