PROJECT NAME: NEBULA NAVIGATOR

Made By: Stevan Likusic FG23GP

A video game screen with a square and a square object with a square object in the middle

Description automatically generated

Nebula Navigator is a space themed top-down 2D game that follows 2 players through the levels, as they try to avoid the obstacles and reach the portal at the end, so they can continue their adventures.

While Nebula Navigator has a simple functionality to it, as well as the point of the game being quite straight-forward, it manages to give you the challenge through it’s mechanics.

Instructions of gameplay and intended behavior

The idea behind the game was to make a floating spaceship that flies around the skies and tries to get to the portals to pass the levels.

The game consists of 3 levels. At the start the game is loaded from the “Main Menu” scene, and from there on you begin your adventure.

I’ve limited myself to just downloading Unity’s new Input system and using in to make all the functions that rotate around the player, as well as the TextMesh package for the buttons and scenes.

All the graphics in the game have been taken from Unity’s Assets Store. I did my best to find stuff that would suit the theme.

To control the players you use WASD/Arrows keys. Players also have the ability of shooting in a straight forward line, in order to destroy certain destroyable obstacles using Space/K key.

There is 3 types of effects to collect, Blue, Red and Yellow. Blue speeds you up, Red slows you down, and Yellow allows you to shoot more bullets at once, and without cooldown too.

After pass of every level you will be sent to the next one. To pause the game press ESC.

I’ve implemented a bounce that occurs if you bump into the other player. It may send you into an obstacle and kill you.

The inside of the game itself

I used a lot of scripts in order to keep it clean and because I found it easier. There isn’t a lot of complicated code, and the ones that I did find complicated I made sure to put a lot of comments for both myself, and you to understand how certain functions work.

I didn’t have too many fails and trials. I just think the biggest issue was trying to make the shooting booster with the yellow coin. That’s why that script too may seem complicated at first.

The design was simple, I just thought of making some maps like a popular mobile game “Geomtry Dash” would have, since it also revolves around dodging the obstacles in an open space. It was the biggest inspiration of mine in this project and I tried to revolve around it. Though in the end I also added some of my own flavor, like a different movement pattern, as well as the ability to actually shoot down some obstacles, instead of just avoiding all of them.

The Unity version used was 2022.3.10f1

Name of the student: Stevan Likusic

Good luck trying to get to the end and have fun doing so! :)