

Quest 3 - Platformer

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Entails:

- Multi-Sliced Sprites/Graphics
- Level Design
- Player Control (Platformer)
- Physics + Collisions
- Prefabs
- Projectiles
- Input (Mouse + Keyboard)

Summary

Create a keyboard and mouse platformer game featuring player movement, double-jump, and targets that can be broken with mouse-aimed projectiles.

Core Loop Requirements

Inputs/Actions

- Keyboard A = Move Left
- Keyboard D = Move Right
- Keyboard Space = Jump/Double Jump
- Mouse Position = Rotate Aim
- Mouse Left Click = Shoot toward Mouse Position

Obstacles

- Breakable Targets require aiming between Level Blocks
- Falling in a HOLE in the Level Design reloads scene

Goal

- Destroy the targets

Additional Quest Details/Requirements:

- Use the same project as the prior assignment
- Scene - "Scenes/Q3"
- Game Screen is set to "16:9" Aspect Ratio
- Player Movement must be achieved through Physics
- Double Jump resets if player lands fully on TOP of ground
 - NOT when touching side of ground (wall jump)
 - NOT when touching bottom of ground (head bump)
- Graphics are supplied, but you can personalize them (See Files)
- Aiming Reticule rotates around player. Do NOT attach it to the mouse.
- Projectiles disappear when touching Level Blocks and Targets
- Projectiles destroy Targets