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Game Engine 1

420-JV8-AS gr. 07246

Come Home Space Man

Final Project

Presented to Marc-André Larouche

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My Game

The lonely Space Man is trying to find his way home, but he has to find fruit in order to treat himself to a tasty snack. The goal of this 2D platformer game is to collect fruits and make your way home without getting killed by traps.

I made use of almost all of the courses provided by the teacher in order to make my game functional, especially for the main menu. The code I used is mostly original, but I did watch some videos online to make sure that I could figure things out if I was stuck.

* I have colliders for the traps, Space Man and terrain
* A cinemachine cam for the player
* I made my own tilemap for my levels
* I made prefabs for the Fruits, Traps, and the levels
* I have an idle and running animation for my character
* I have a menu with options and a loading screen
* A overlap circle for my ground check
* I have 1 spike trap and 1 Saw trap
* I have 3 similar particle systems for fruit and 1 for winning
* I have sounds for buttons, fruit and damage as well as music
* I have a small user interface with lives and Fruit count, some playerprefs for the volume and for the fruits as well as an inputsystem.

Controls

Keyboard and mouse controls

* Escape [ESC] for the pause menu
* A and D keys for the character movement
* Spacebar for jumping
* Left mouse button to select buttons

# Sources

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