

SE-320 PROJECT REPORT

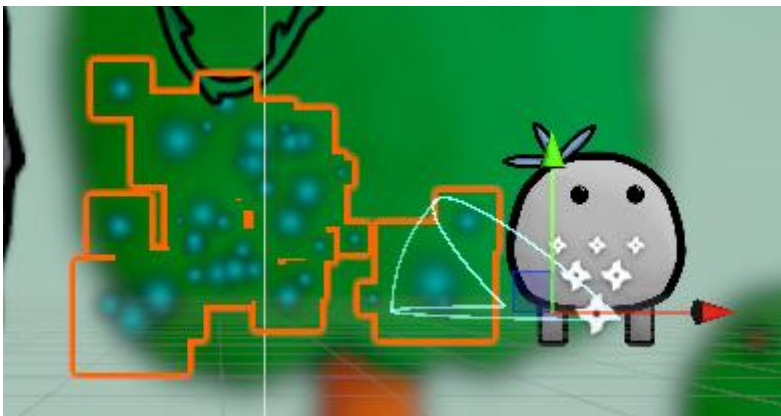
Okan Özyürekli 20220601054

Introduction

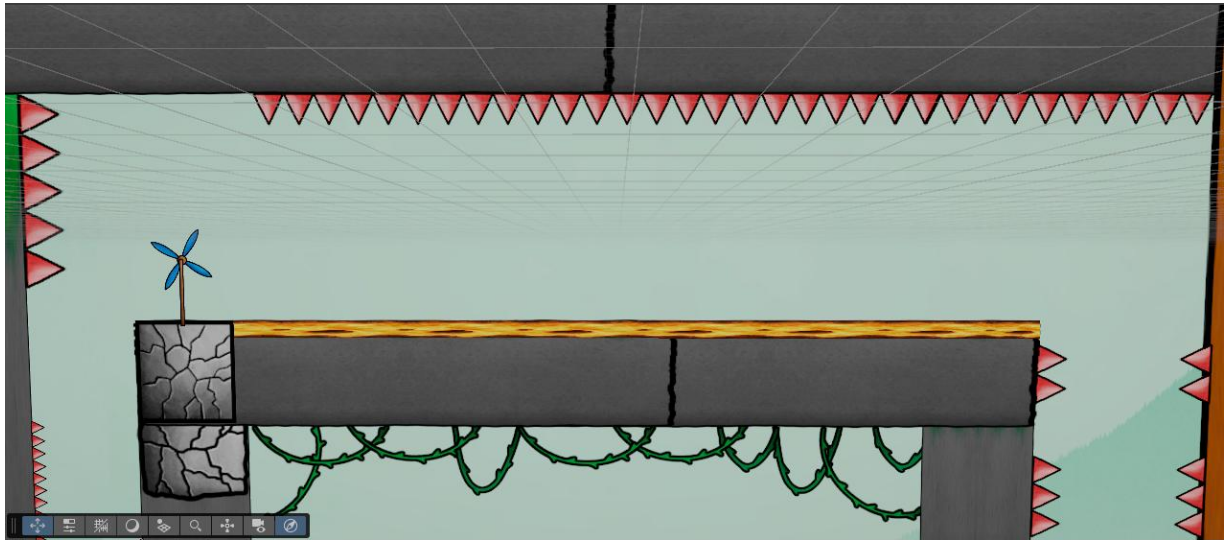
My name is Okan Özyürekli and I have done this Project alone. I created a simple 2D platformer game that has many movement functionalities inside. All scripts in my project are hand-written and some sprites are drawn via various design apps by myself.

Last Improvements

- Added a particle effect for dash



- Added a new trap: Lava!



Story of the Project

Since the beginning of my project my main goal has been making a fluid and enjoyable movement for the character, and after playing with the gravity and adding a lot of movement abilities I finally achieved the fun platformer experience I want to give to my players! Our main character has double jump, wall jump, dash and fast fall abilities. And our player can do a short or long jump depending on how long they hold the key button down. I had a lot of fun creating difficult levels that require players to use different movement skills and I hope you also have fun playing them!

How to play:

Controls:

a / d - left right movement

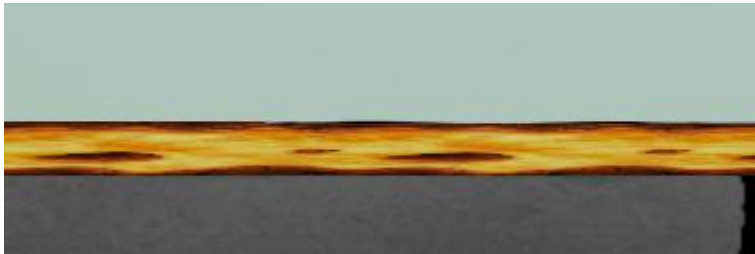
s - fast fall

shift - dash

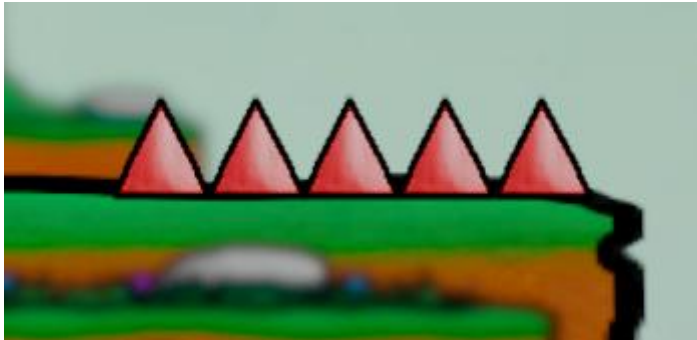
space - jump

Use the movement tricks and avoid the traps!

Lava: Instantly kills the player! Make sure to avoid them at all cost.



Spikes: Beware! Spikes do different amounts of damage throughout the game! They might hurt you more when you are closer to the end.



Sacred Tree: Congrats! You finished the level, now you can take a break and relax under this sacred tree.



External Help:

I wrote all scripts myself. I only searched online for some physics related functions where I handled the gravity and speed of the character after various movements (like how to do gravity calculations) to make the movement feel smoother, but I did not use any online script or code, I transformed the functions I found into code myself. I tweaked gravity a lot in my game (for example disabling it during a dash or increasing it after a jump is cut so that the character falls down faster) so my physics knowledge was insufficient to do the calculations without help.

I also asked my friend to help me with playtesting and finding out bugs. (Also feedback about how the game feels and what I can do better.)