


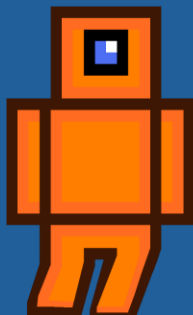
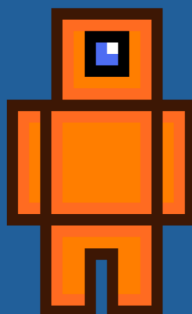
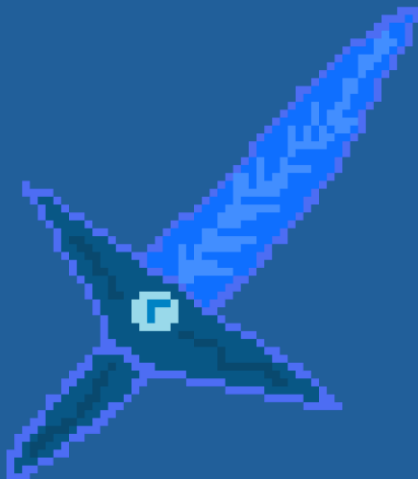
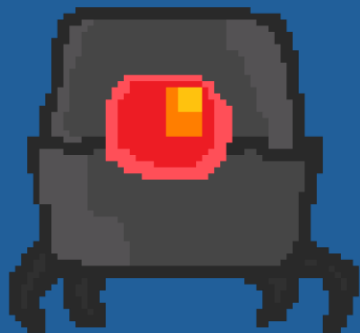
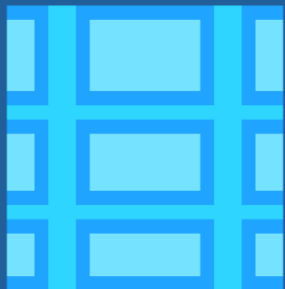
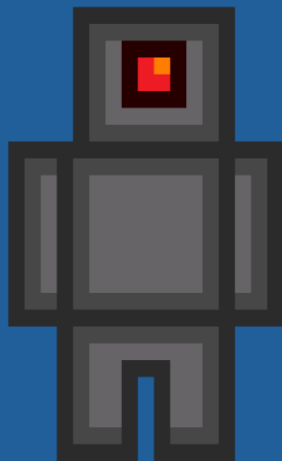
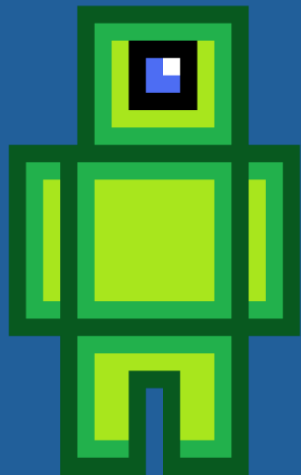
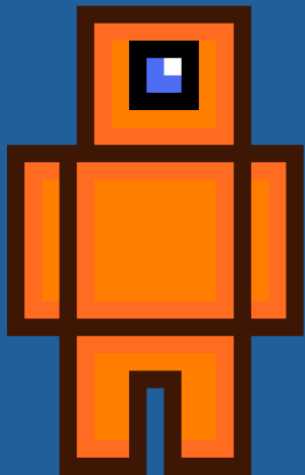
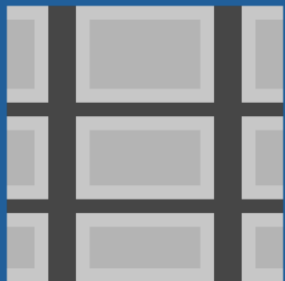
# ROBOT RUN

Mia, Owen, Hakan, Raja

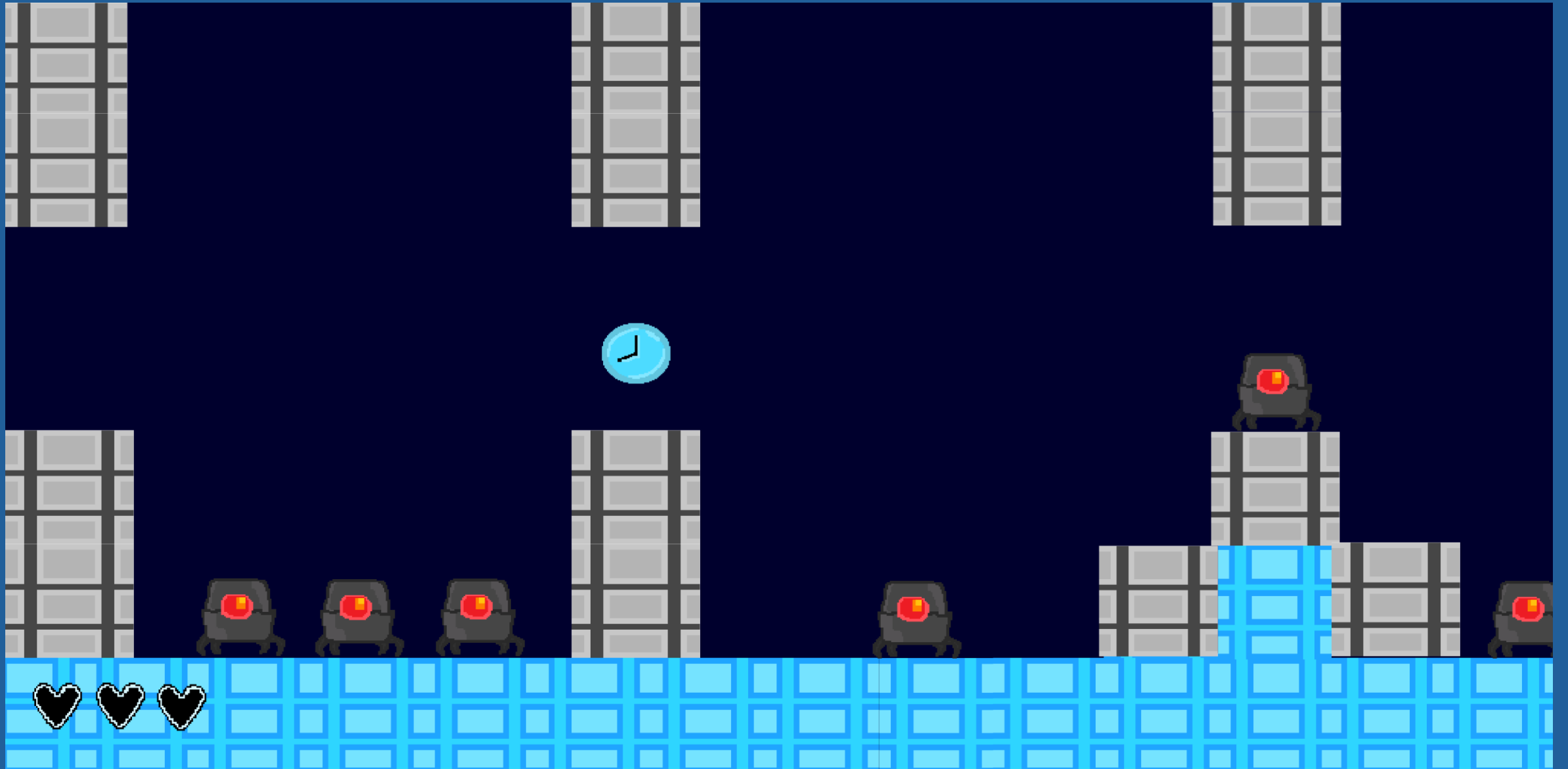
# Introduction To The Game

- Mario Style Level
- Powerups / Time Extensions 
- Small Time Limit
- Puzzle At End
- Defeat the Enemy To win powerups and at the end – the amount of time collected is how much time you have to solve the puzzle.

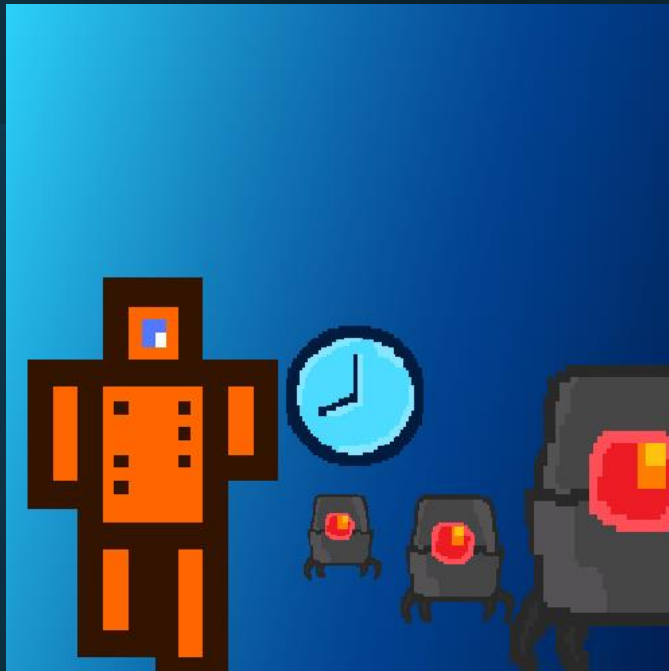
# GAME SPRITES



# MAP DESIGN



# TITLE SCREENS



# Design Considerations

When developing the game, we had to consider how we would maintain an objective-opposition balance:

- Time is the key element of the game, as it is the core game mechanic. A low time limit is in place to encourage usage of the pickup mechanic.

# Sound Consideration

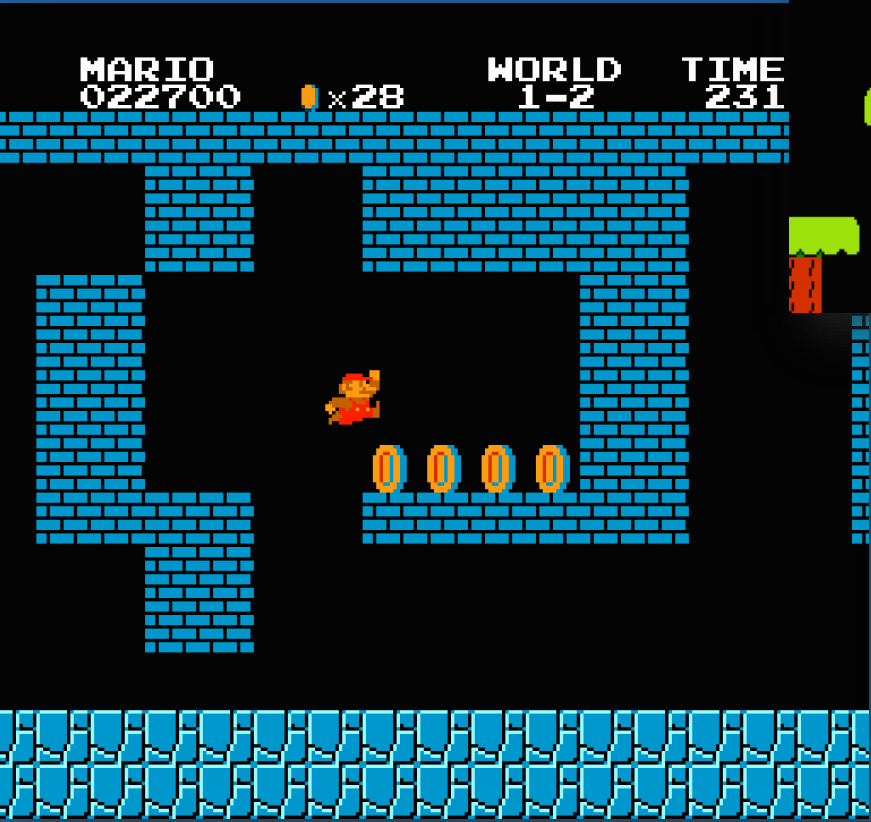
- When designing the game, the main theme of it being sci-fi there had to be a correlation of the sounds effects such as the background music, main menu music to ensure the theme was being upheld for e.g., our game was about a robot defeating enemies for a purpose.
- Sound design is very critical in sci fi games as it gives an immersive experience and environment for the users, and it also keep them engaged towards the theme. For e.g., when the user enters the game, creating a first impression is vital into forwarding them more into the game and having a relevant experience.
- To create the sound effects I used pre recorded sound libraries. These sounds were a strong foundation for the development of the sounds which then I used Audacity in editing the sounds. The only challenge when editing and finding the sounds was to make the effects unique and fitting towards the sci fi atmosphere.

# Art Considerations

- We chose pixel art as one of our key inspirations was the early arcade game: Super Mario Bros.
- When designing the sprites , we had to make sure that the pixel size wasn't too small as it would appear blurry in Unity.
- We decided to use a light blue background so that it was easier to see the player model and the game surroundings.

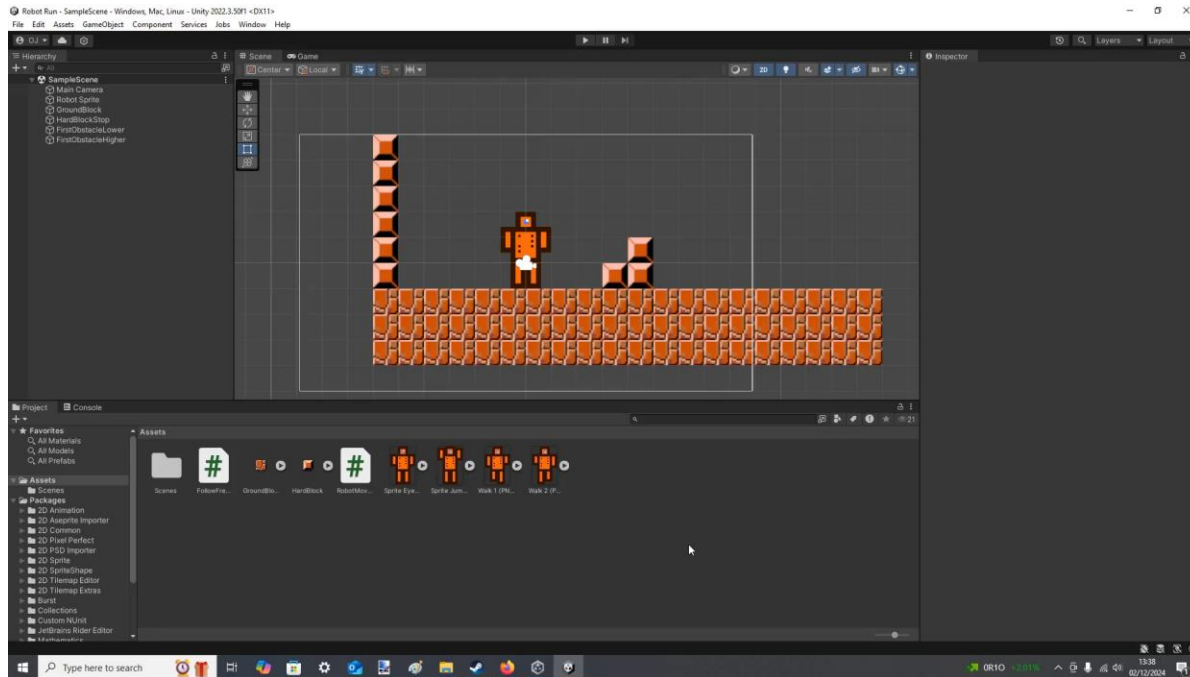


# LEVEL DESIGN IDEAS

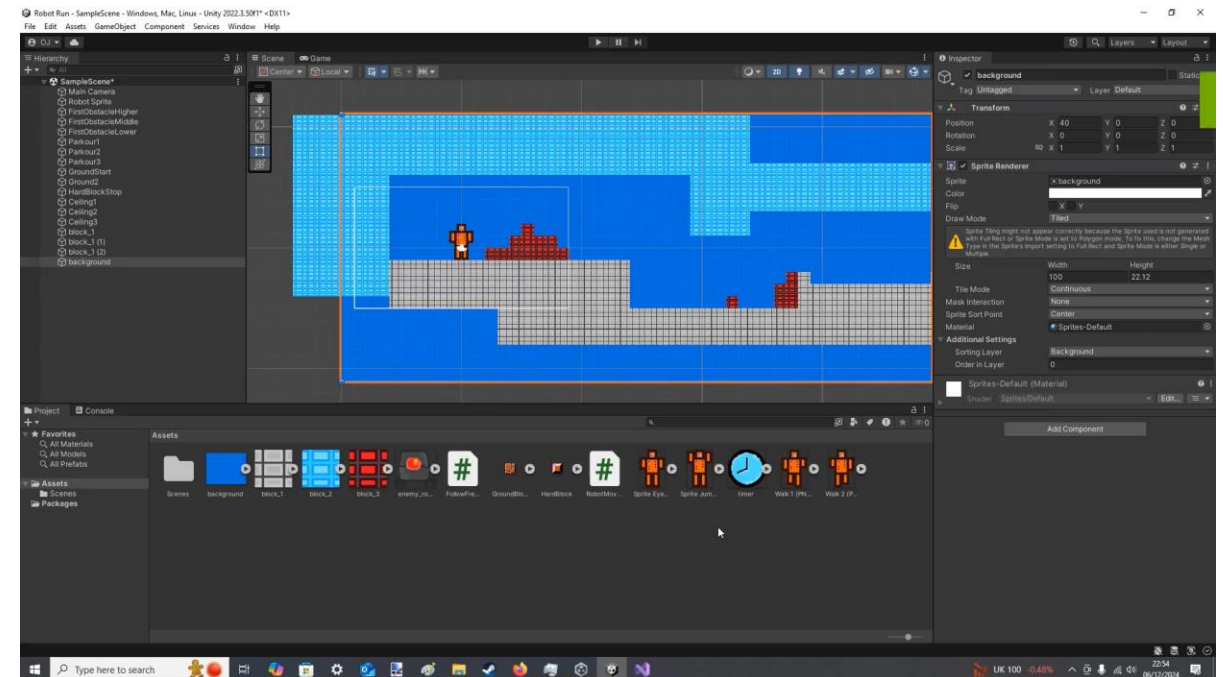


# Development Of Gameplay (Part 1)

## Version 1

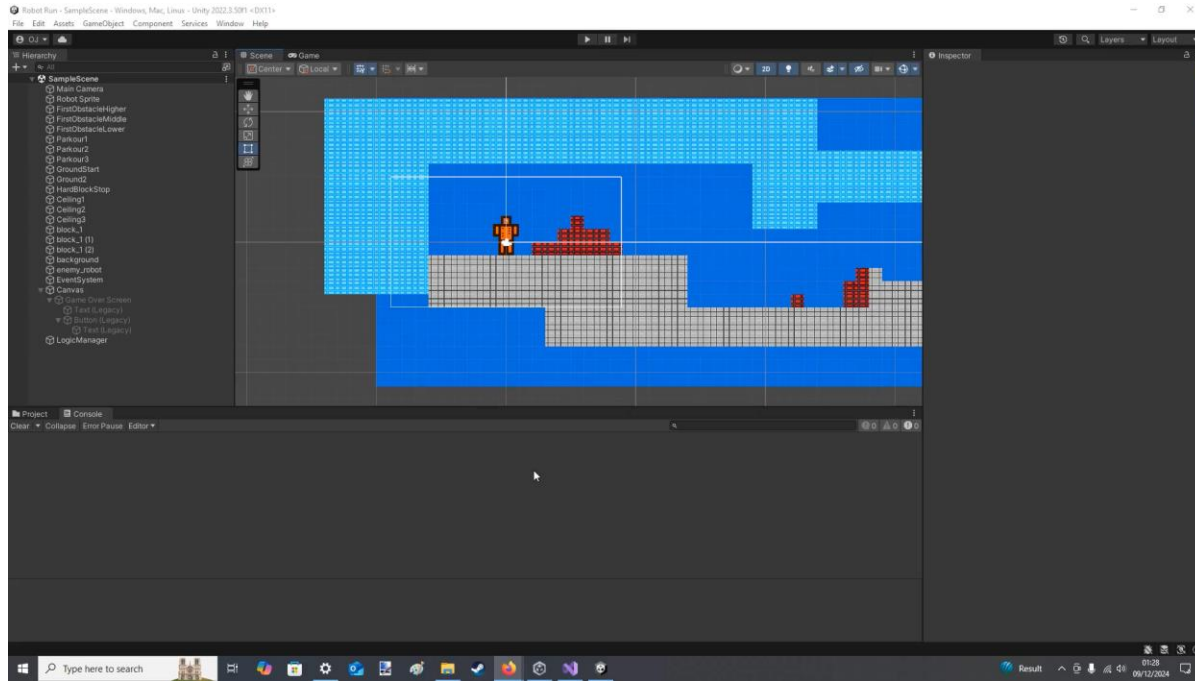


## Version 2

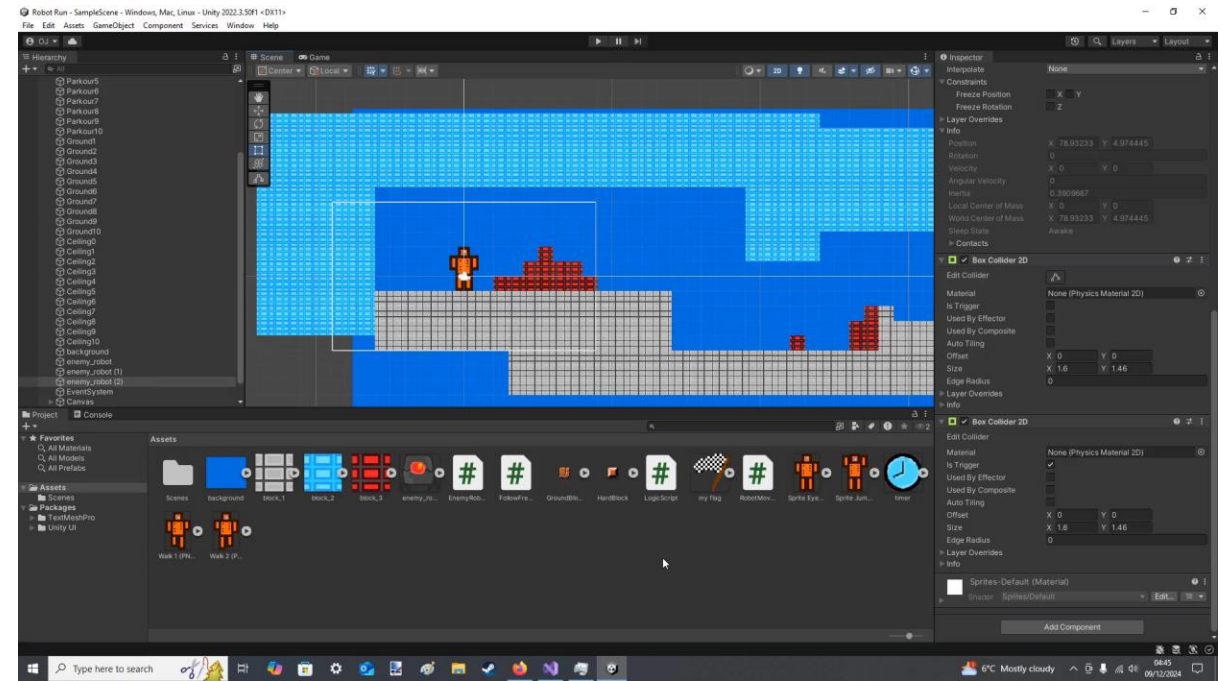


# Development Of Gameplay (Part 2)

## Version 3



## Version 4



# Links

<https://github.com/Torpoint/Robot-Run>