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CS 583

Professor Price

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Half-Step Heart

**Important:** This game was design for a 5:4 ratio, when starting the game, please use 640 by 480 and adjust it slightly. Thank you.

This video game is a simple version of an autobiography. I used interactions, things I have done and gone through in this game including a simple level of obscurity my dreams have been. During the daytime more, simple interactions and dialog occur, because not much happens during the day when you don’t have that much energy. A single outing a day was quite a bit back in the day. The simple nice things of going to the beach and chatting with friends were more focal points than one would think. Moving around and going out for a moment, then going home, really makes up a day. The second part of the dreams are the constant strangeness when you cannot exercises/expend energy like one once had leaving one with vivid active dreams. Running away from things in dreams, usually parallels to running away from responsibilities in real life. The strange progression of running to using the little nightmares to help get to the end goal is used to show the how views change over time.

Creating each scene with the necessary components for interaction and not affecting others were quite difficult though managing different days within the code helped. Play through is quite simple, using the arrows on the keyboard to move around, ‘Z’ to interact, and the spacebar to jump. Each level/scene has something to go too. An object, such as a door, the bed, a friend, or another object of sorts. Hints can be found in the upper right corner button.

Credits:

The Songs:

Song of the Sea - Kistol

https://opengameart.org/content/song-of-the-sea

Blinding Lights - Zander Noriega

https://opengameart.org/content/blinding-lights

Nightmarish - Ian Murray

Night Song #1 A - Bjon12345abc

https://opengameart.org/content/night-sky-1-a

Button: From Cannon Project

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Code used from Online

By: Dylan Cristy

//https://answers.unity.com/questions/64395/reload-current-level-when-i-die.html

int scene = SceneManager.GetActiveScene().buildIndex;

SceneManager.LoadScene(scene, LoadSceneMode.Single);