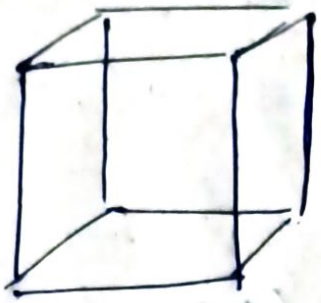
*o) GAME IDEA.



← Doofus (Protagonist)

← Pulpit (Type of Antagonist).

(9x9) (Green Metallic Platform)

•) Our Protagonist needs to walk on the pulpit which dissappears randomly & goes to a new position.

•) Our Protagonist needs to survive this dissappearing platform. & the score increases as how much pulpit he has survived.

*) CORE MECHANICS.

→) Each pulpit has a timer. When it runs out, the pulpit is destroyed & Doofus falls.

→) Using arrow keys (↑ ↓ ← →) or (W, A, S, D) the convention for games. For the movement of the protagonist.

→) Only two pulpits can simultaneously exist. A new pulpit appears when the timer of the previous one reaches a certain time.

→) Scoring: Doofus score is based on how many Pulpits he successfully walke

*) Ideation Process.

→) Lets first Make the core of the game which is Making a cube & letting it move on a Platform

STEP 1

*) Now after the Player controls cu move onto the Pulpit how pulpit should function & be made. Now lets fix that.

) Things which I understood for pulpits → Cant be plane. because of the scaling & collision reason.

*) Now after this made the proper Scaling Factors & then made tags for pulpit such that we can create it using the code only meaning generating it when the code wants it.

STEP 2

*) The third step is making the scoring mechanism & the End game logic.

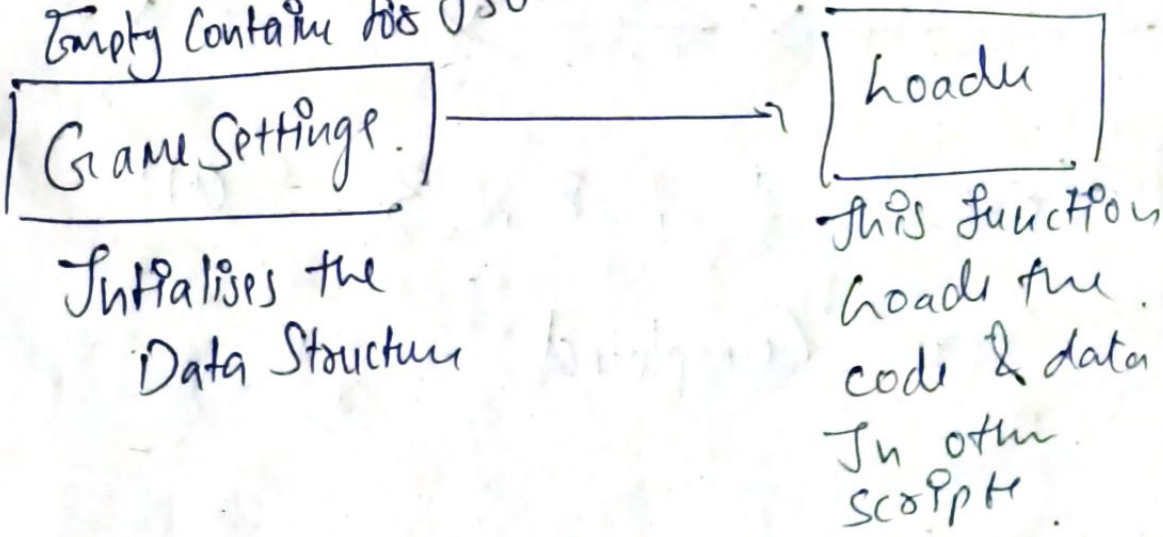
STEP 3

*) Now Make the Camera follow the doctors.

*) Now it is time for UI: CANVAS. meaning making Frontend of the code more looking attracting.

STEP 4

*) Now after that I have added. the GameSetting Loader from the JSON. Meaning Now the values is being fetched from the JSON & then being applied to the GameSetting.



*) Also the above method helps in. changing the values from the menu. which we have done in another game.

STEP 5

*) Now Onto the level 3 where we have to make the UI panel for the start & Restart panel.
& after this we will have the all the three levels Completed.
but with Poor very poor UI & No Animation at all.

LEVEL 1, 2, 3 all.
are Completed.

*) Now After playing the game what I felt. =>.

1.) Needs Animation in Stuff.

2.) UI Needs to be Updated

3.) Also the walking of Doofus.

4.) Spawning logic needs to be bit more advanced.

5.) GAME STORY [A PLOT!]

6.) LEVEL SEGREGRATION

7.) Making our Doofus look Good.

8.) Putting Sound to get the feel & engage audience.

9.) Making the Game more engaging with additions in core-mechanics.

[WHAT TO FIX!!]

MAJOR FLAWS :

•) After testing the game, I found with my existing code.

(i) Because of the simple Implementation the edge of Doofus & pulpit stick together which can be easily changed by Raycast.

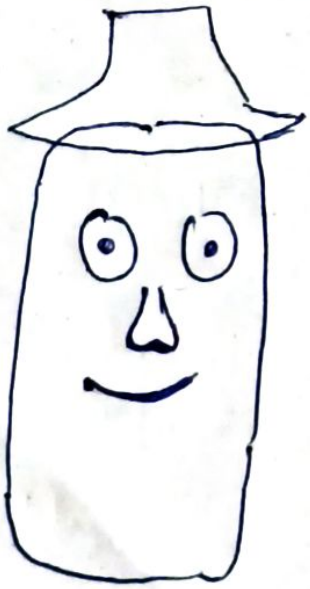
(ii) Spawning the pulpit one top of the other it seems like so adding a forward Bias will easily remove this flaw.

*) After fixing the Major flaws & the adding new sub features such as. Jumping Mechanism, UI Enhancement Sound & Audio Manager. Character Making

*) Now Moving Onto Doing. ~~Data~~ Out of the box things.

*6) My Innovation

→ 1. As a personal fan of RPG Games. If the game doesnt have a story on a plot to it then it does not feel like a game. We dont get attached to the Character in which our Cause is Doofus.



*). Plot #1.

Doofus is sleeping & suddenly where he sleeps start shaking.

(No catch)

*) PLOT #2.

Doofus is a Explorer. & while finding new place he find suddenly his floor shaking to know the secret behind the shaking of the floor Doofus Continous his adventure

*) PLOT #3.

→). Doofus Is a Explorer who is trying to find the hidden treasure which is across the Shaking Pulpit Platform which no one has crossed yet.

*) Main Camera 0, 10, -10.

*) 4 - seconds.