VIKYATH ND TEJA TEAM

Reg.Nos

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Name of the Project(CHERRY STREET)

Abstract Description (150 words)

Sometimes the best way to get into game design is to jump right in. Getting to see the results of your own work moving on the screen is exciting, and that creative excitement is the best fuel to get into game design.

We are using **Unity** as in IDE to develop our game .Unity is a complete platform for 2D. It enables you to deploy to all the major and emerging mobile operating systems, speed up your development process, optimize your game, connect with an audience, and achieve commercial success.

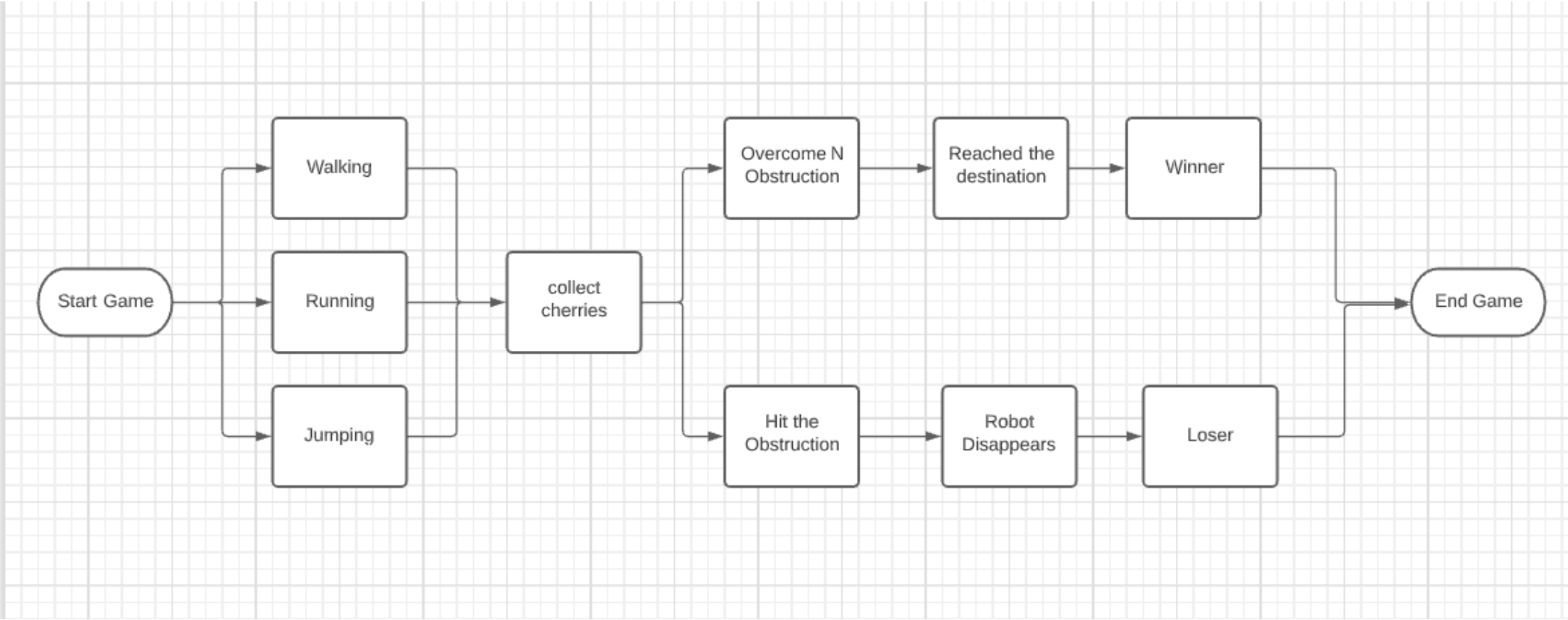
GAME DETAILS

- There will be a robot man whose mission is to collect the cherries in the map and finally reach the final point of the map .
- Once the game starts the robot man starts moving, and he has to collect the cherries. The more cherries he collects the more score he gets.
- There are also threats which has to be overcome by the robot man safely to complete the level.Incase if he touches any threat then the robot man is dead and the level will restart again from the beginning.

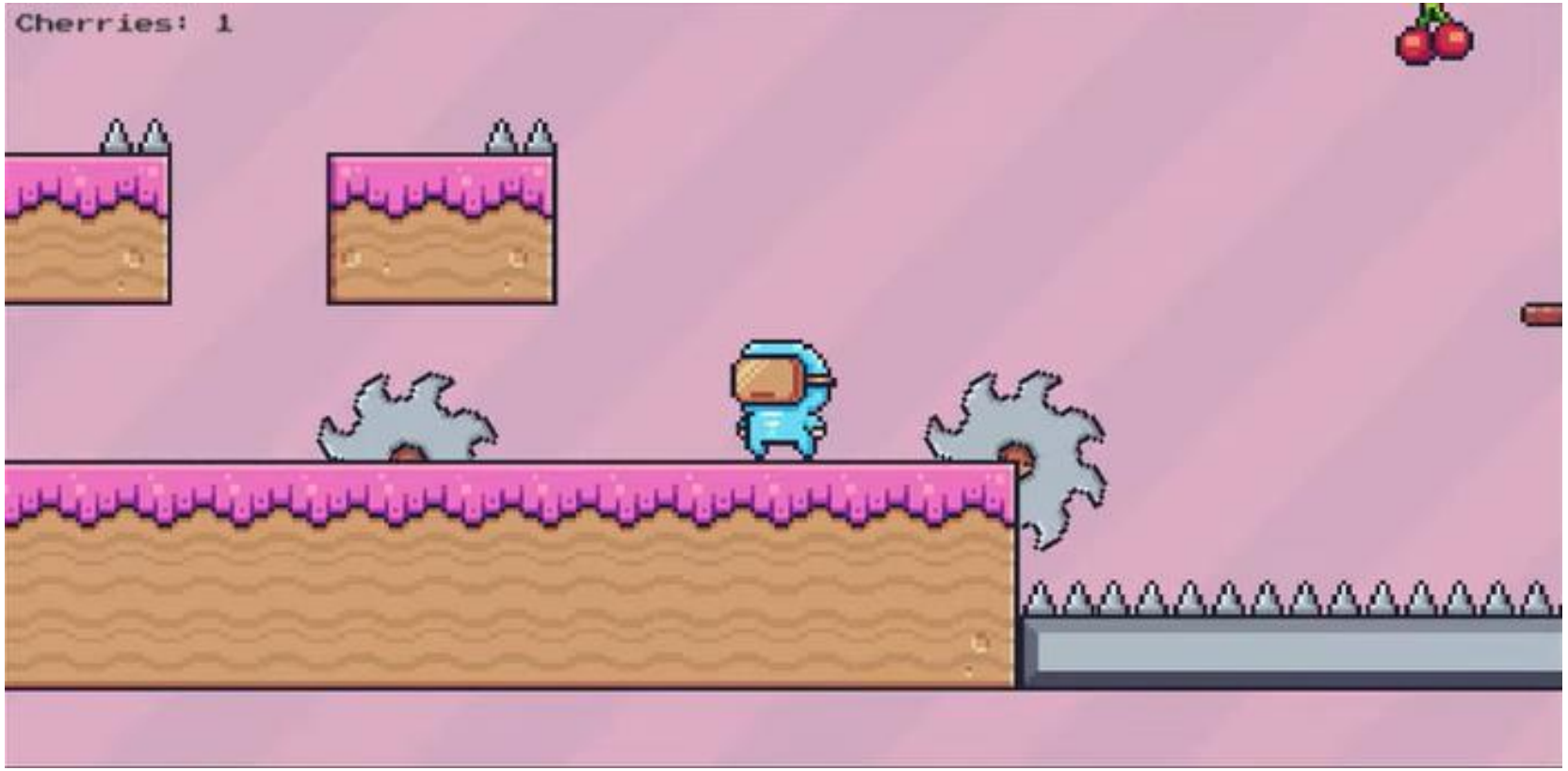
Objectives

1. How to set up a tile map
2. Spawning cherries on the tile map
3. Setting and moving a character
4. Designing the map
5. Setting up traps and deaths

Block diagram



Expected outcome



Plan and action (Gantt Chart)

	TASK DESCRIPTION	WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5	WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10	WEEK 11	WEEK 12
2	PLAN THE CONCEPT AND DESIGN OF THE GAME	100 PERC											
3	TILE MAP AND TILE PALETTE CREATION		100 PERC										
4	PLAYER MOVEMENT			100 PERC									
5	MULTIPLE ANIMATIONS				100 PERC								
6	GROUNDING CHECK USING BOXCAST					100 PERC							
7	COLLECT AND COUNT ITEMS						100 PERC						
8	PLAYERDEATH LOGIC							100 PERC					
9	MOVING PLATFORM								100 PERC				
10	ROTATING SAWS									100 PERC			
11	SOUND EFFECTS AND BACKGROUND MUSIC										100 PERC		
12	ADDING MULTIPLE LEVELS											100 PERC	
13	START AND GAME OVER MENU												100 PERC

Completion / workshop planned to attend

Find any regional competition / workshop to participate

(Update the details) After attending you have to upload the proof for the next review.

Not attended any till now but in future we shall participate for sure if any such workshop is conducted.

Conclusion

Now we have a pretty complete, working game!

The concept of cherry street is an iconic concept of all time , this project helps us to develop a game which is of less size and the game is very interesting which provides entertainment to all kinds of ages.

The system requirements for the game is also not that high.

These kinds of games continue to grow and develop all time making new and improved games for all markets to enjoy.

Unity can be used to create three-dimensional (3D) and two-dimensional (2D) games, as well as interactive simulations and other experiences. The engine has been adopted by industries outside video gaming, such as film, automotive, architecture, engineering and construction.

Latest References (Refer IEEE Format)

- **1.**C. Alexander, A pattern language: towns buildings construction, Oxford university press, 1977.Google Scholar
- **2.**E. Gamma, Design patterns: elements of reusable object-oriented software, Pearson Education India, 1995.Google Scholar
- **3.**B. Kreimeier, "The case for game design patterns", 2002, [online] Available: https://www.gamasutra.com/view/feature/132649/the_case_for_game_design_patterns.php?print=1.Google Scholar
- **4.**S. Bjork and J. Holopainen, Patterns in game design (game development series), Charles River Media, 2004.Google Scholar
- **5.**S. Bjork, "Gameplay design patterns collection", 2009, [online] Available: http://virt10.itu.chalmers.se/index.php/Main_Page.Google Scholar
- **6.**A. Anthropy, "Level design lesson: To the right hold on tight", 2009, [online] Available: http://auntiepixelante.com/?p=465.Google Scholar
- **7.**A. Anthropy, "Level design lesson: In the pyramid", 2009, [online] Available: http://auntiepixelante.com/?p=459.Google Scholar

GAME IS BEEN COMPLETED SUCCESSFULLY

GITHUB LINK: https://github.com/VikyathKumar2001/2D-Game

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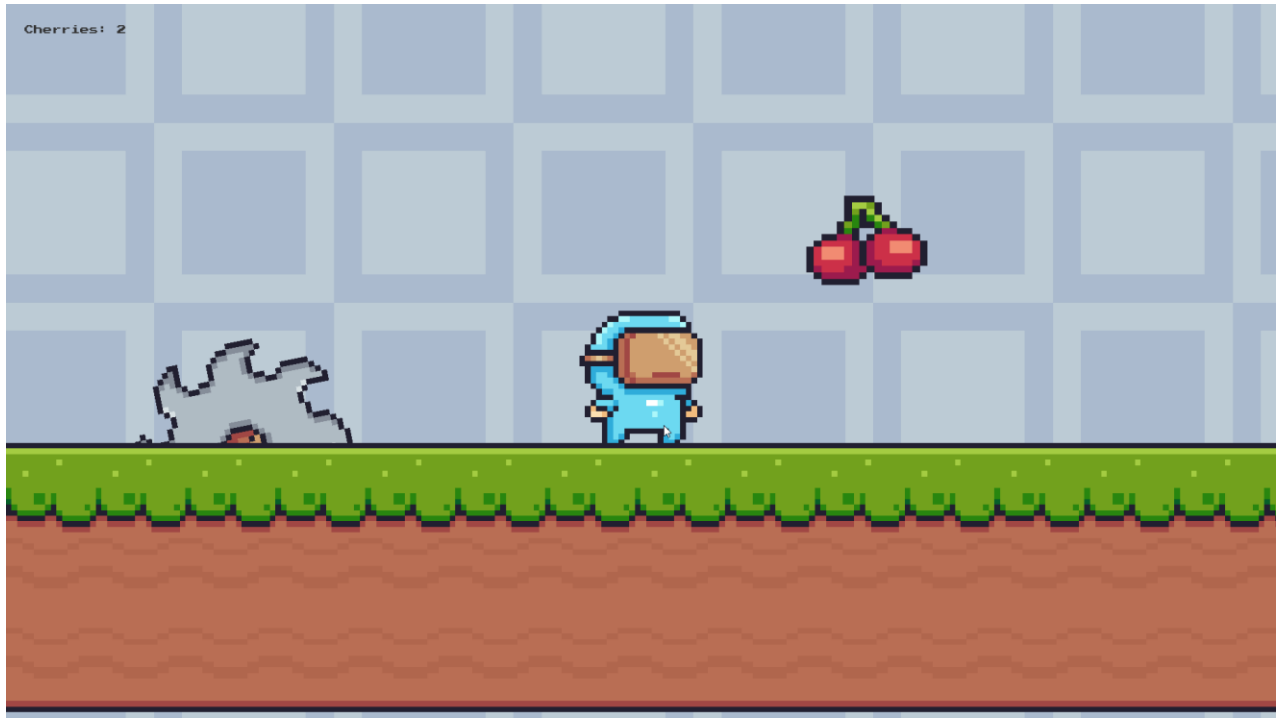
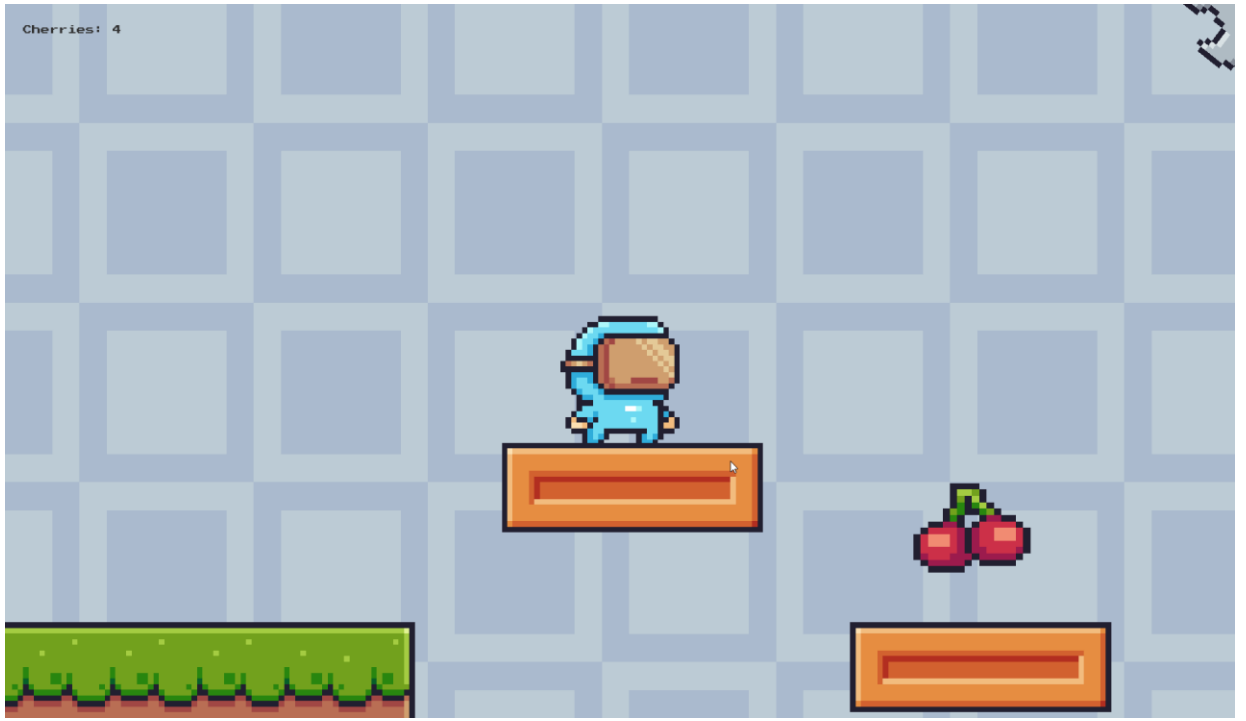

Cherries: 2


Cherries: 4


Cherries: 7


Cherries:0