A knight's tale.

By Filip Darmon and Myles
Coded in unity

What is the game about?

We created our game to be about a knight that completes a series of platforming puzzles to get to the end of the level while collecting gems. Once you get to the end of the first level the knight gets teleported into a cave that the knight has to complete jumping puzzles to get out of

Inspiration that we got from other games.

A game that has been around for a really long time, Super Mario Bros. This game is a perfect example of a 2D platformer and it has been around for many decades

Another example of a platformer game that we took inspiration from is pacman. Pacman not being a traditional platformer, gave inspiration of many games to have items being collected as an objective in games. This has allowed games to be more complex.

Basic mapping.

End

Player

Issues that we ran into while creating the game

There wasn't that many issues that we ran into while creating the game, and all but one issues where fixed.

```
state = MovementState.running;

                    sprite.flipX = false;
```

Encountered a Bug that wouldn't let the Player sprite flip when running the other direction. I fixed this bug by implementing there's lies of code that flips the sprite.

```
state = MovementState.running;
                    sprite.flipX = false;
```
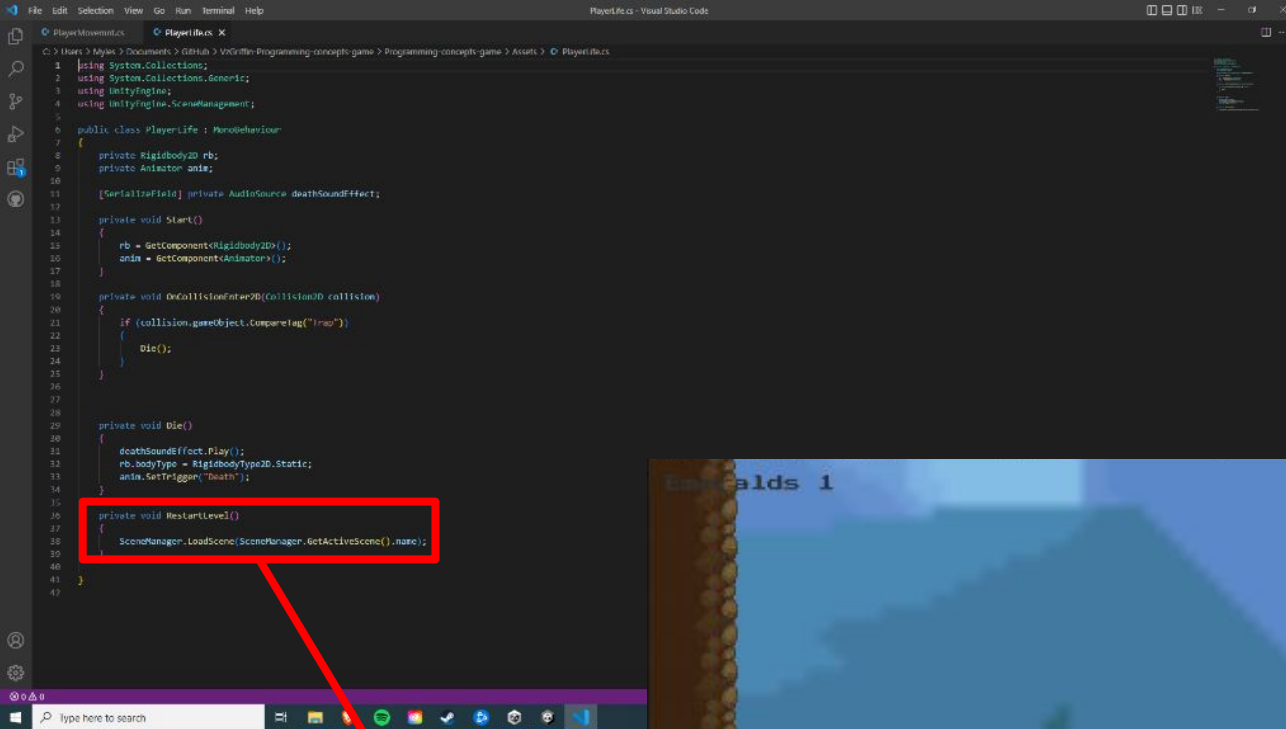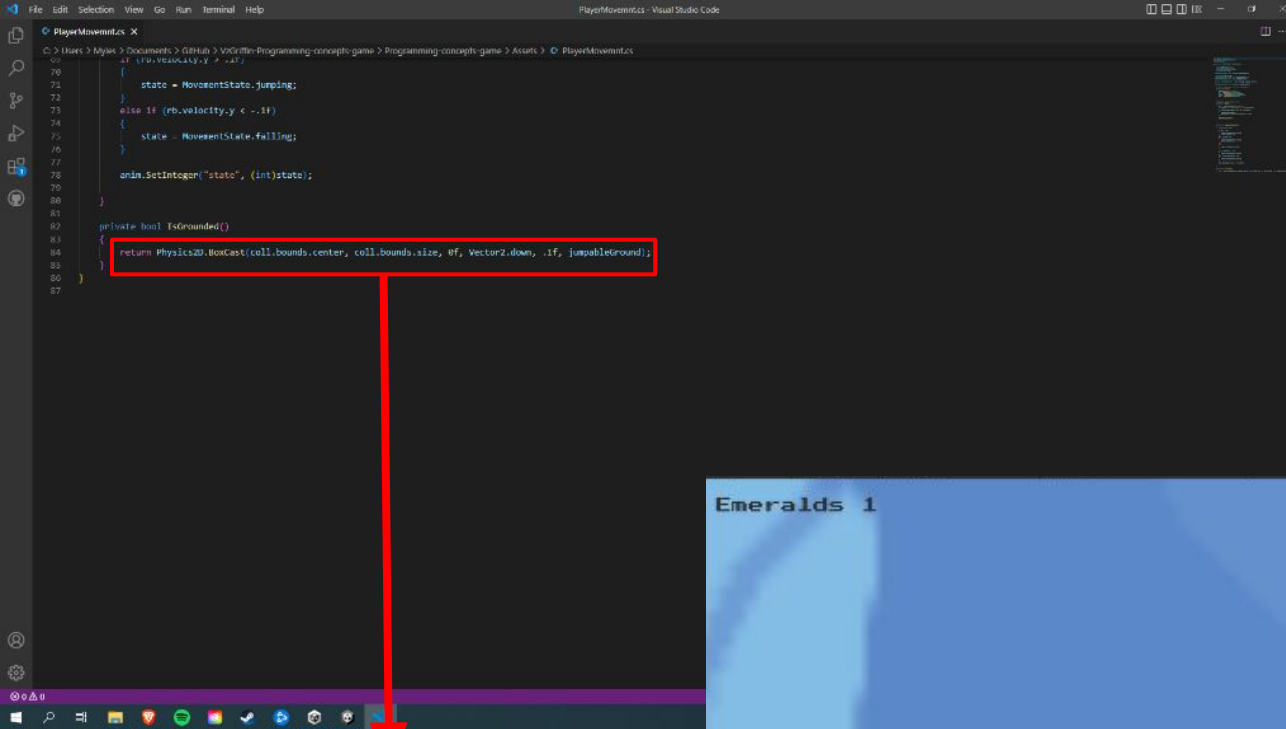
Encountered a Bug that locked the death animation and nothing would happen after. I fixed this bug by implementing there's lies of code, that restarts the level on death.

```
private void RestartLevel()

        {


SceneManager.LoadScene(SceneManager.GetAc

tiveScene().name);
```

Encountered a Bug that allowed you to jump continuously without touching the ground. I fixed this bug by implementing there's lies of code, that only allows you to just when you touch the ground.

```
private bool IsGrounded()
{
    return Physics2D.BoxCast(coll.bounds.center,
coll.bounds.size, 0f, Vector2.down, .1f, jumpableGround);
}
```

GAME COMPLETED
Thank you for playing!

QUIT

Encountered a Bug that wouldn't let you press the Quit button. And no matter what code i implement this issue won't fix, I don't receive any errors and the game runs normally with no issue. I believe there is a problem with the set up on Unitys side

Gameplay

This is some gameplay that just demonstrates the game working as intended.
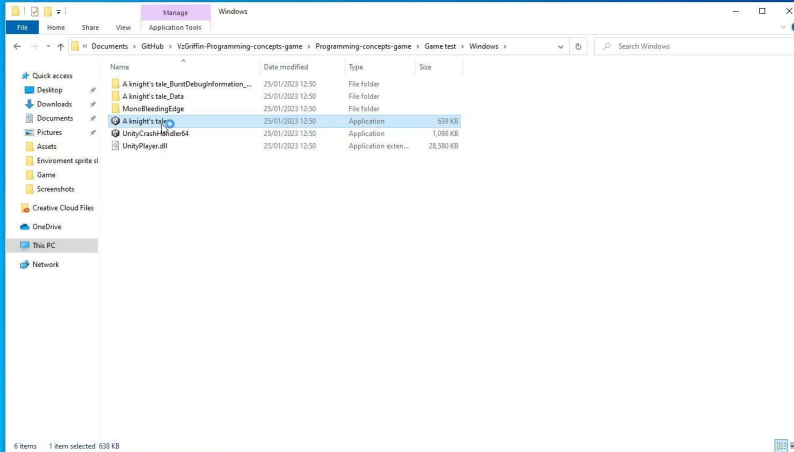
What would we like to change next time we create a game? + Evaluation.

One main thing that we believe would make our game better in including another sprite to allow to players to play at the same time. This would introduce more variety in the gameplay and would create a game that can be experienced by more than one person at a time.

We could also include enemy types to make the game more interesting and different.

Another thing that was would include is not only having gems to collect, also have other collectibles such as boots or potions.

Allowing the player to change the sprite skin. Could be achieved after completing the game?

Overall the project went smoothly with very little bugs or issues. There was only a couple of minor bugs that were not a problem to get rid of