

Project 2 Write-up

How to Play the Game

This is a game where the king needs to get back to his throne because the goblins have overtaken it. The character will make its way through different levels, slaying goblins using F key or left click.

Results of Playtesting

In the playtesting, I had a lot of difficulties when changing it from jungle jump. I was able to finally get the hit boxes and hurt boxes to work so that the goblins can be slayed. Some of the animations don't quite work correctly and it was something I had to really mess with a lot.

Changes made

There were many changes, such as custom tilemaps that I made, I also included a song that I made as well. I implemented a global music player to handle the music. I made a brand new player king. I made new animations for him, as well as his attack. I implemented a Story and made it so the king could win by going to his throne. I implemented new enemies, as well as their script behavior, and their animations.

