

KNIGHT'S QUEST

BY ZEID ALDAAS

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Game Overview & Demo

A look through the UI, Storytelling, and Gameplay of Knight's Quest

Main Menu



Storytelling



Gameplay



DEPTH & COMPLEXITY

Game Development Stats

Number of Scripts: 29

Number of Game Objects Using Created Scripts: 70 including objects of same type, 18 unique individual objects.

Number of Scenes: 7 (MainMenu, Intro, Level, Corruptor Intro, Level 2, Level 3, Outro)

Game Quality

Many of the features throughout the entirety of the game demonstrate excellent game quality and attention to detail.

From core game features to finite details, the game works together as a whole to create an interesting and immersive experience.

Many details represent the overall quality of the game:

Core Features

Emergent gameplay with different routes to take (parkour, dodging, combat)

Interesting decisions for the player to make through different map routes, movement strategies, and combat techniques

Small, Yet Impactful Details

Typewriter effect for text in storytelling scenes

Immersive music, various sound effects, and ambiences present throughout.

13 different Cycled tips on main menu screen

Animated hitboxes

Details

HOW IT WAS MADE

How It Was Made

- Knight's Quest was created in Unity 2D.
- With various art assets in hand, a 2D platformer game was set on, and player movement and main menu was the first thing being coded
- After player movement, moving platforms and fire hazards were coded
- Once the first level was put together with these scripts, the idea of the second level came, and there was different logic for fireballs following the player as well as a timer, while a lot of the other objects were reused.
- Finally for the third level, many objects were reused again, but the health pools and healthbars were coded, as well as the combat system with player attack animations, which I created.
- It was about 50% coding and 50% putting things together in the editor

INSIGHTS GAINED

Takeaway

Starting off developing this project seemed extremely daunting having never had used Unity before.

A lot of the work becomes rinse and repeat once the initial brainstorming and work has taken place. Having answers to a lot of questions readily available such as powerful built in functions streamlines the process significantly.

Being able to put this all together myself in this short span of time has greatly increased my confidence as a developer and programmer, and excites me for future projects I'll endeavor in.