Christopher Hernandez-Dauplo

Mr. Kawser Nafi

Game development with Unity (Section 00002)

April 1, 2025

Checkpoint 02: Shifty The ShapeSwitcher

1. Character Movement • Created the main character's movement (walking, jumping, etc.).	5. Tutorial Level • A level that teaches the player basic mechanics (like movement, shifting and hidden rooms.
2. Main Menu Screen • A functional start menu with options like Play, Settings, and Exit.	6. Pause Menu • In-game pause menu with resume, restart, and exit options.
3. Collectible Items Add in collectible items (ex: coins, stars) that the player can pick up.	7. Shift Game Mechanic • Core feature where the main character can change forms with different abilities.
4. Character Helper with dialog • A helper NPC who gives tips or story info through dialog boxes.	8. Different abilities for specific characters • (For example, heavy form breaks walls, light form jumps higher.)
5. Complete Stage Level • Must collect all stars. When the flag is touched, the game will be completed.	10. Basic Enemy AI • An enemy that chases the player and can cause damage or restart level.

1. Character Movement

Character movement is the foundation of any platformer or adventure game. My game is no exception to this. Without smooth and responsive movement (like walking and jumping), the player cannot interact with the game world. The camera also follows the player.

4. Character Helper with Dialog
This helper character with dialog helps narrate and guide the player early in the game. His name is Purly the Snowman, and he helps players understand the core mechanics and goals to make the experience more immersive and informative.

6. Pause Menu
The pause menu is an important feature during play testing. I can pause the game and make changes to anything in the hierarchy area.

10. Basic Enemy AI

I wanted to add something from Super Mario Bros, since it is one of my favourite games to play. One of my favourite characters is Bullet Bill. Hence why he is in my game. It makes it more challenging knowing there is a homing missile coming after you.

Next 5 Weeks: Project Implementation Plan

Week	Planned Tasks
1	• Finish the tutorial level and finalize environment design. • Create different characters with different abilities. • Add sound effects and background music.
2	• Implement shifting animations and transitions between character forms. • Start adding visual and sound effects for form changes.
3	• Tweak level pacing/difficulty. • Finalize Main Menu Screen • Start designing new level layouts.
4	• Create a new playable level using all current mechanics. • Implement coin collecting system. • Integrate hidden rooms and challenges.
5	• Final polish: Fix any remaining bugs (If they're present), • Improve UI/UX and finalize all assets.