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<div align="center">Unit 2 Project Report: Breadcrumbs</div>

In the ideation stage of this project, we mulled over a few options. We knew we wanted to adapt a childhood story into a more mature version of itself through our game, and we thought a good place to start would be fairy tales, which often have darker imagery and scenes that would fit well with our vision for this project. Because we wanted to include a horror element to our game, we looked into stories that revolved around the tales of Baba Yaga, and more broadly the trope of witches in general. We also wanted to create a platformer-style game, as this would be a natural fit for the 2D build required for this project.

We decided on the story of Hansel and Gretel, a popular children's story that depicts two siblings venturing off into the woods after their parents abandoned them due to a food shortage. We did not capture the story in full, however we intended to adapt it to our own from the start. We originally planned to set our game in a sort of neo-futuristic scene, while maintaining the fundamental story behind Hansel and Gretel. The game we ended up creating was a simplified version of this concept, which both helped in the creation of the game and helped to progress the narrative portion flow more seamlessly. From here, we created initial wireframes and came to the conclusion that we wanted to base the game onth e trail of breadcrumbs from the original story. After continued research into the original storyline, we found that during the first passage through the woods, Hansel had used pebbles to mark his trail behind him. This inspired the concept behind leaving a trail of pebbles to mark the location of the witch's house, where Gretel, or in our case, Greta, would then find her way to save Hanz. We decided to keep the name

Breadcrumbs, mainly because of the initial Hansel and Gretel premise which most people are able to associate the story with. Additionally, the name enables us to potentially add future levels, most notably a second level where the children use breadcrumbs where animals in the forest slowly eat away the trail, increasing difficulty and adding expanded depth to the game.

On the narrative and storyboarding side, one hardship we came across was the ambiguity of our story. We initially planned to implement at least one additional level with a more difficult progressionThe main functionality behind the first level can be expanded, however we believe that at its current state, the game serves as a great starting point to showcase how additional levels could work. In addition, there were multiple roadblocks in the development of "Breadcrumbs", one of which included managing progress while utilizing separate computers and projects. We initially planned to use the Unity version control/collaboration feature, but we couldn't figure it out and figured it would be best to split up the work and merge assets prior to the final build. In the end, we managed to successfully combine our work with the minor inconvenience of reapplying layers. It was a simple fix, but looking back, we could've avoided the clash with further communication and planning. Overall, the project came together well, and we feel that we were able to create a finished product all while learning the fundamentals - and beyond - of game design principles.

For a majority of our assets, we used sprite collections found on craftpix.com, a database with many free assets and usable sprites. Our sounds were mainly found on pixabay.com, a completely free and licensable platform sound effects, music tracks and much more! The only custom assets were the two characters, Hanz and Greta, which came about after doodling on paper and transposing the images into Adobe Illustrator.

Overall, we are proud of our project, and we think it was a big success and learning experience. At first, we were a bit ambitious with our ideas, but once we started to develop our game and decided on a well-thought-out story we were able to work together to create a game we will never forget.