

Amelia Grevin
2D Game

Project GitHub Link: <https://github.com/agrevin3/2DProject.git>

Game Name: The name changed from the Collector to Locked Out.

My idea for a game: The idea for the game stayed similar, the player still works to find keys to unlock doors. The main change is that there isn't multiple items that the player needs to collect in each level, they just find one key and use it to unlock the door and move on to the next level.

Controls: The controls remained similar to the original idea (using arrow keys to move left right and jump). The main difference is that instead of using the space bar to collect items, items are just collected when the character collides with the item.

Reset: This is also similar, the main difference is that I originally planned to have a timer countdown for each level, instead I did a 60 second timer that lasts throughout the entire game.

Art: The plans for art changed because of the difficulty of importing art. I still created a central character (drew it on my phone and then uploaded the image as a spritesheet) And I created a drawing at the end on the winner screen to add to the new story. I originally wanted a background to change but I ended up just using a simple color. Also I took the door and key from online images.

Audio: For my actual game I decided not to add background music. The main sound effects I used were for when the player jumps, when the key is collected, and when the door is unlocked. I also added a clicking sound for when the initial sound button was pressed.

Game Flow: Game flow stayed the same, it takes the user some time to get used to the character controls and understand each level.

End Game: This changed the most. The only item collected is the key in each level and it is used to unlock the doors. On the win screen there is a little house to try to keep the story cohesive (I think the story is what changed the most/lacked the most).

Challenges: I faced a lot of challenges when making this project. The first one was creating my character. I initially used an online website but when I uploaded the spritesheet the sprite was very pixelated. I ended up just moving forward with the game and thought I would change the character image later. So later on I tried to change the character and had to fully reset the collider to fit the new character (because the behavior of the character was different/it wasn't properly interacting with the ground/platform objects), re-attach scripts and fix some collider issues with certain items. I also accidentally deleted a script halfway through in my assets folder, and needed to figure out every place that I had attached that script to. One challenge that I was unable to solve was animating the door so that it opened when the character holding the key collided with it. I tried uploading a door spritesheet (with an open door and closed door) but for some reason could not get the animation to work on command. I was, however, able to animate the character so that when it moves it looks like she is running.