

Everything within the game can be performed using only the WASD keys as well as the spacebar.

I was able to get some assets online but I did not make enough time to implement animations for various actions, such as attacking, dashing, jump squat and land, etcetera. Enemies as well as the player are all idle no matter what. I also got some audio assets online for jumping, landing, attacking, dashing, and what not, to actually be able to differentiate what is being done, debug prompts also show up in the console terminal to let you know what is going on as well.

I was caught up in mechanic creation hell which is what led to my game ultimately looking bare bones, I was able to implement 8-directional dashing, killing resets dash, wall clings that also reset your dash (bumping your head on the ceiling does nothing), and figured out dash chaining, as well as I-frames for actions (only dashing, actually) and a point system based on a time multiplier and enemies killed.

Some issues that are still within the game are that dashing up (whether diagonally or straight) essentially just makes you do a moon jump, I like how it pretty much gives you access to any part of the level, but it is definitely not intentional and I've changed it before but it wasn't as fun. The wall clings are unintentional but I figured I could implement them to add another layer of movement to my game. The "Restart" and "Main Menu" buttons are both just reset buttons as I have no main menu to speak of. Also the way I calculate score leads to impossibly high numbers, sometimes in the billions. I know it's a problem with the equation I use for it and the time bonus I give, but I was focused on other things.

The slimes in the video patrol a range of 4 units, and will start to chase the player if they are within 6 units. They will go back to their original position if the player escapes that detection range, they are worth 100 points. The bees will stay stationary until the player enters its detection range of 4 units, once that happens the bee will start to chase the player, it can only go 10 units away from its spawn point and will fly back to its original spot, they are worth 150 points.

I said all this in my recording but for some reason, my mic was not picked up and I wasn't able to give a cohesive presentation. Also levels are meant to be flawless, don't get hit or you die. Tried to make level ~1 minute long (you can beat it in 30 seconds), with enough verticality and enemies to show off everything. I know I was directed to make 2 or 3, but I honestly got caught up in the mechanics and am sorry for that.

GITHUB LINK WITH SCRIPTS:

[alvaradoalex2/Nitro: 2D slop game I made in Unity.](https://github.com/alvaradoalex2/Nitro-2D-slop-game-I-made-in-Unity)