

The Grand Adventure of Mr. Moreson

Brenden Daigle and Andre Mayard



The Idea

- Settled on a 2D platformer
- Used Unity for development and Piskel for animation
- Brenden handled programming and Andre worked with design



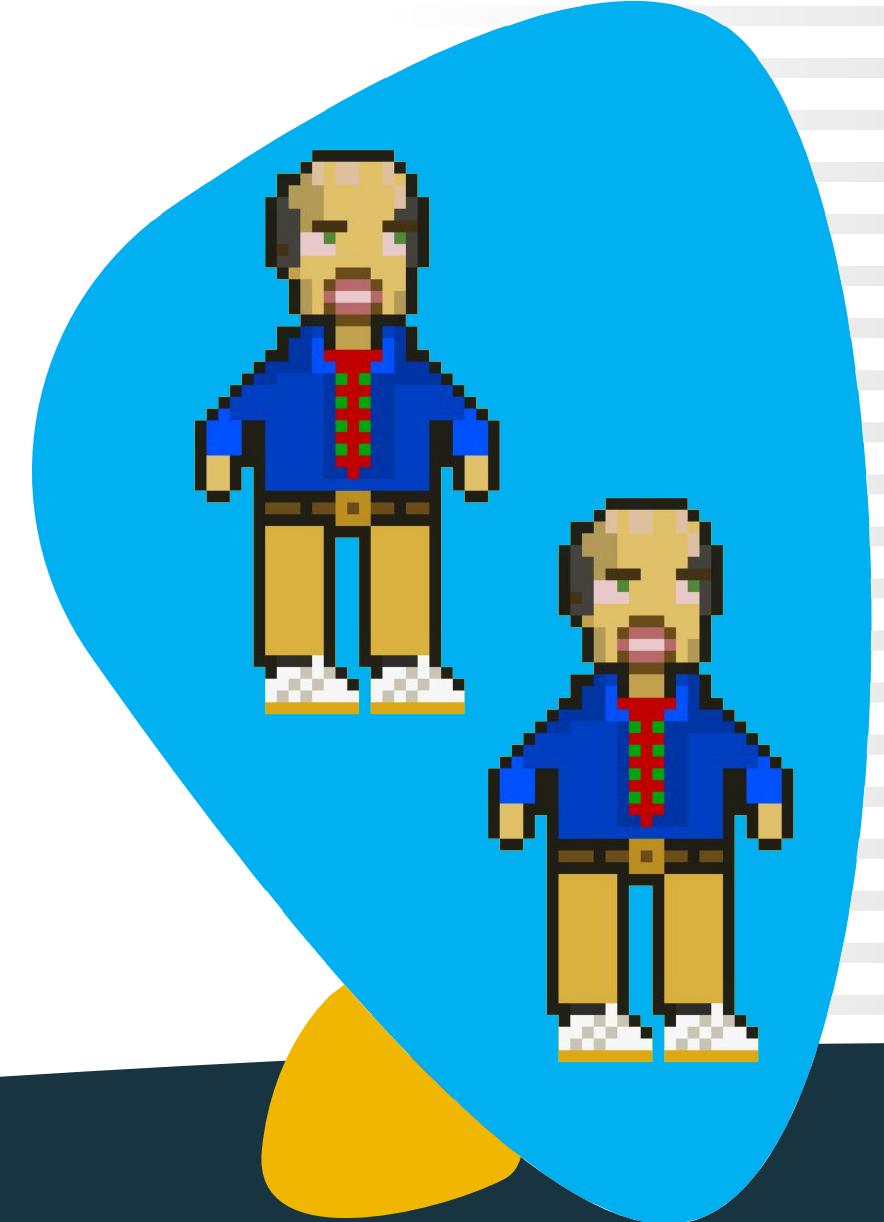
Creating Mr. Moreson

- Mr. Thompson



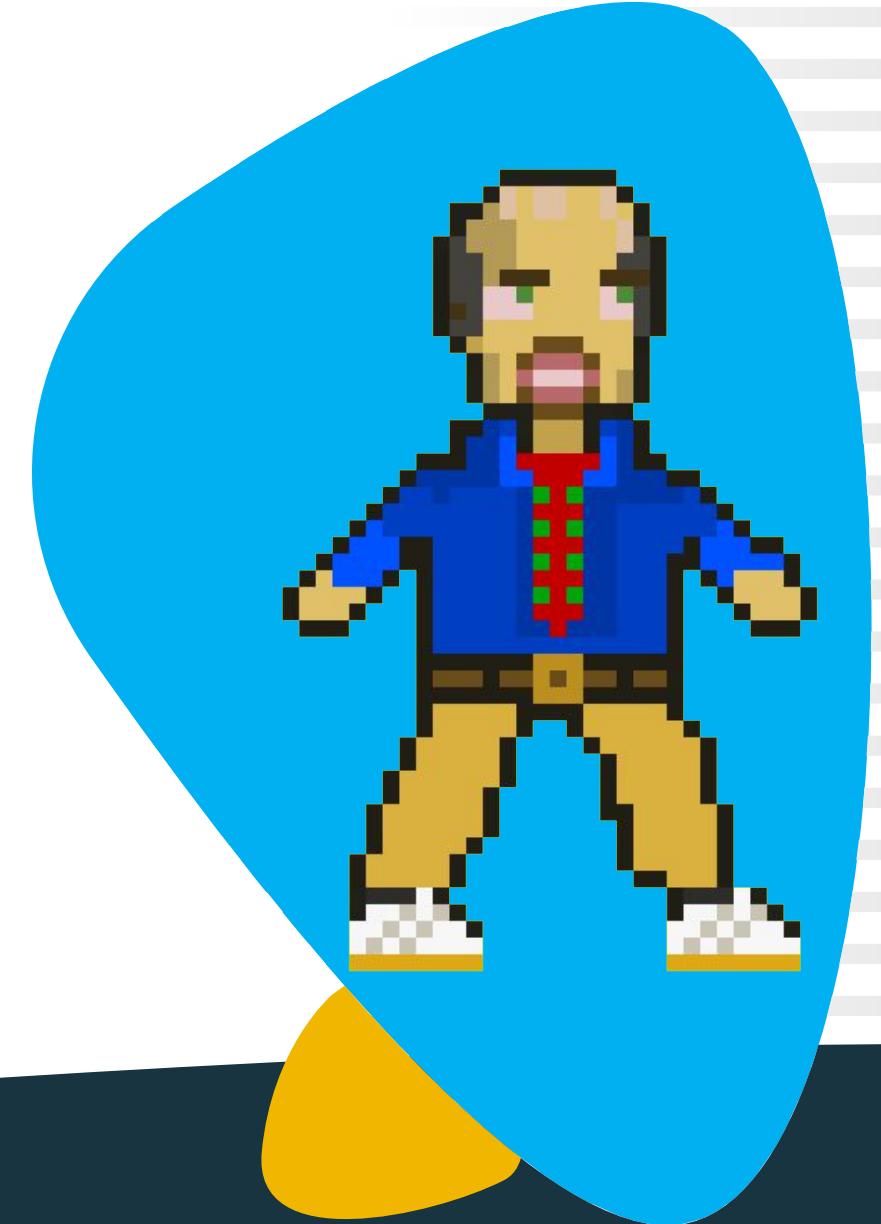
Attack Animation

- To start animating, I decided to start with the attack animation Mr. Moreson would do.
- Just Hands to Scissors



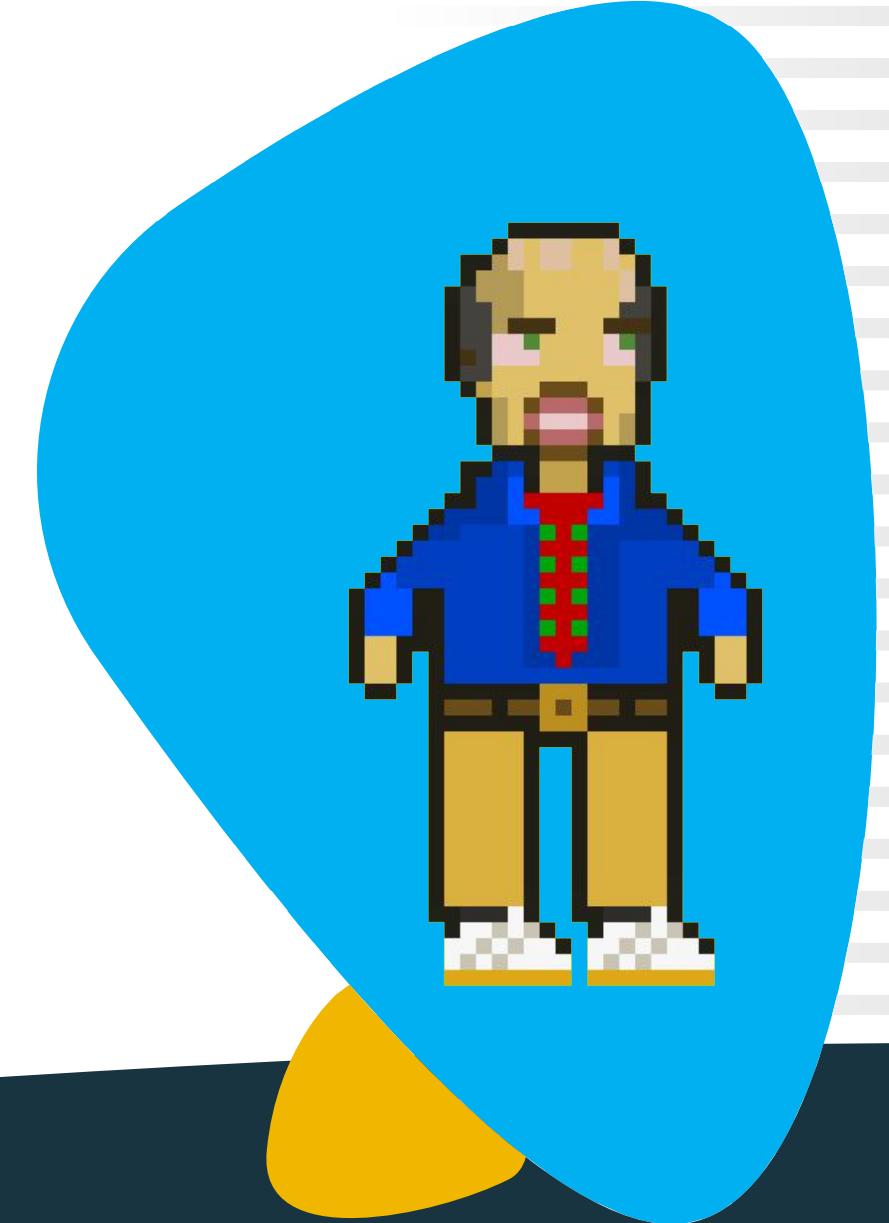
Running Animation

- To continue, had to have movement
- Crossing over legs



Idle Animation

- Idle Animation for not doing anything
- Increase Stuff Going on



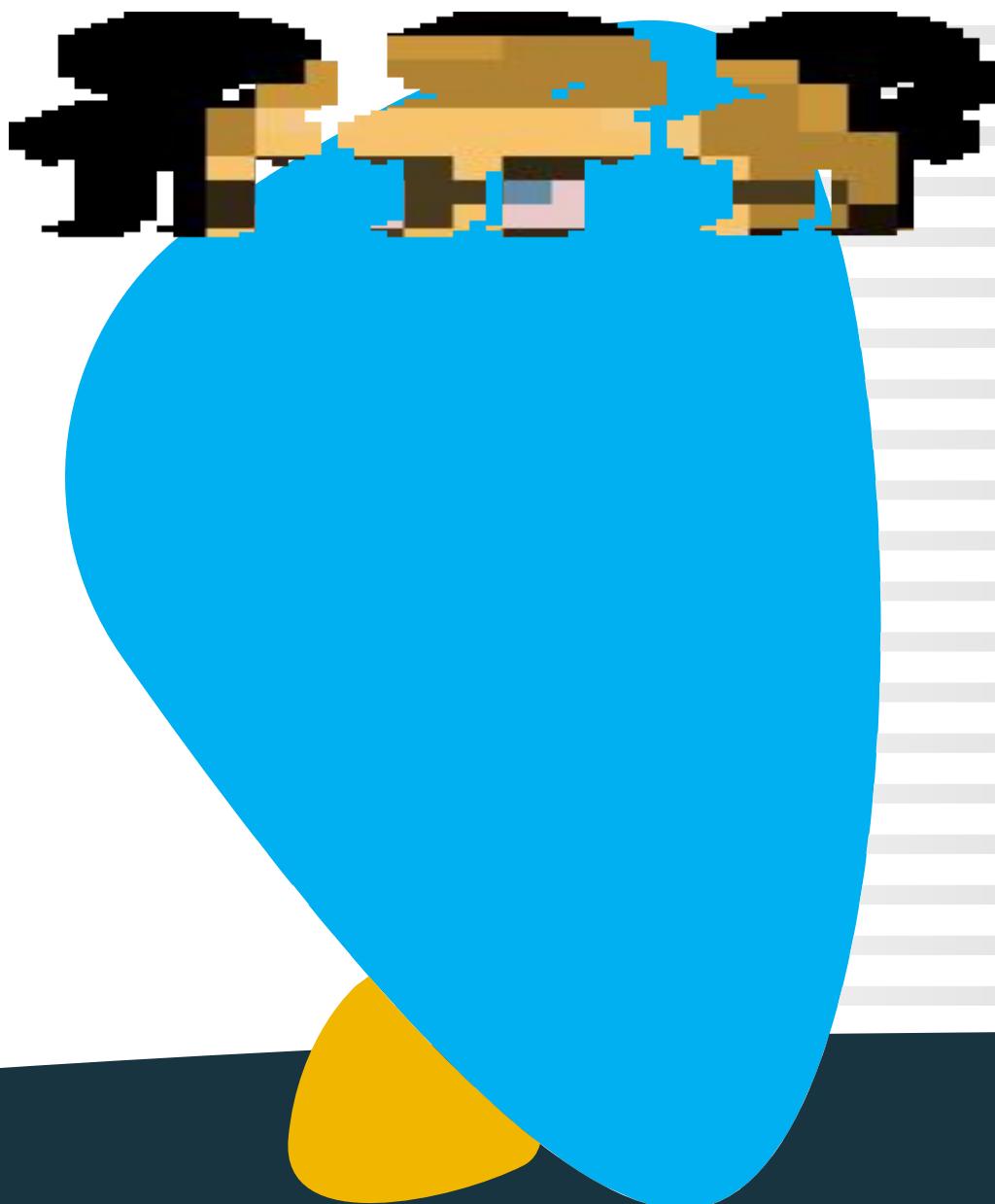
Jumping Animation

- Decided on keeping jump mechanics
 - Hard to translate into game

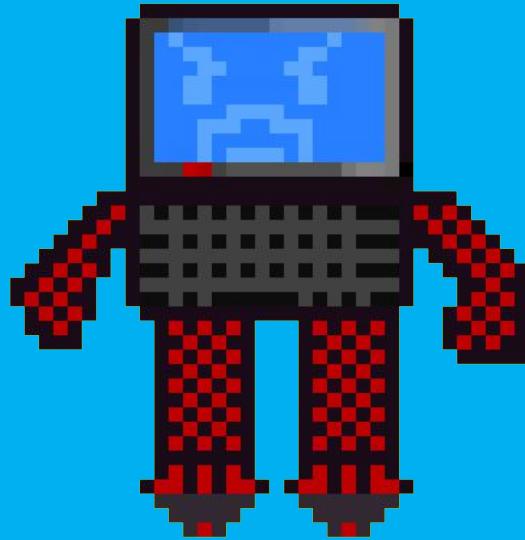


Other Characters

- Tutorial Character - Mrs. Blossom
- First Enemy - Computer Minion

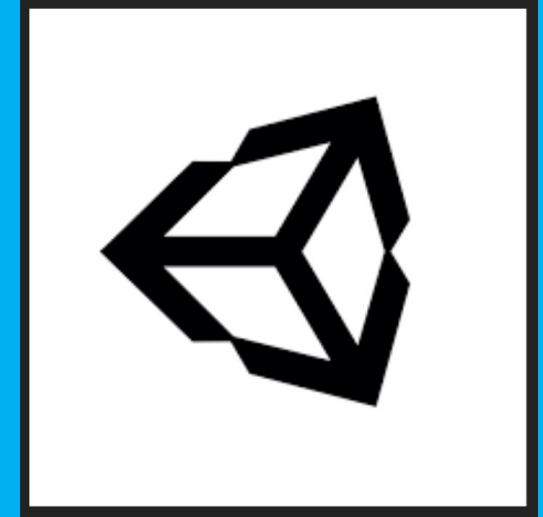


The Programming



Game Development

- Previous Knowledge
- Implement Animation?
- Character Movement for growth
- Advanced Features



The Parallax Effect

- Core Improvement
- Realistic Perspective
- One layer moves slower than the layer behind it



Demonstration

