

The Mr. Foxie Game

What the game is about:

Mr Foxie main purpose is to explore the map and kill the enemies that are annoying him. As he explores the map, he will find a gem that will relocate him to the next level.

Process:

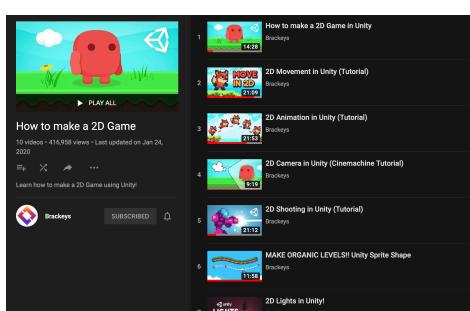
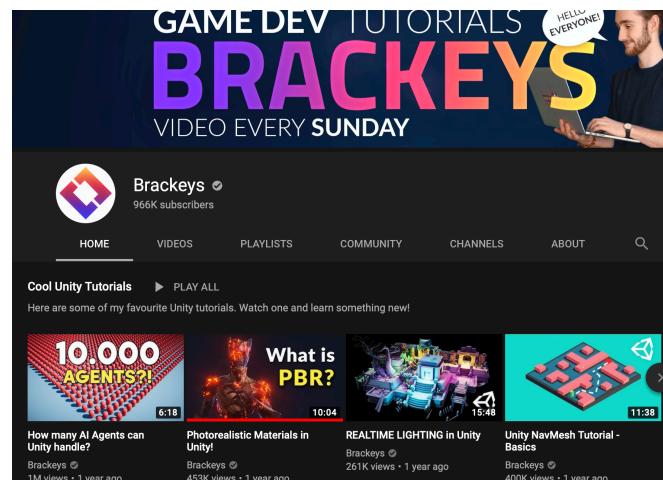
First of all, being my the first time making a video game and using Unity, I started watching multiple video game designers on Youtube (I will have all the cited work down below).

Once I felt I was somehow getting to know Unity and the different tools it has, I decided what type of game I wanted to make. I have always liked the retro style in video games like Super Mario and Spaceships or even Pac-Man.

Some of the things I wanted to add to my game were :

- Make something related to the Super Mario Bros game.
- Make it with pixel art (if possible).
- Try to make my own pixel art.
- Animals as the main character, animals are cute...
- And not too many levels, max 2-3.

I based my game in one of the series that a YouTuber has, the name of the channel is called Brackeys. I found out he explains all the concepts pretty good, and also covers all the topics. So it was pretty easy to follow and make all the aspects of my game.



That is the playlist I used to make my 2D video game.



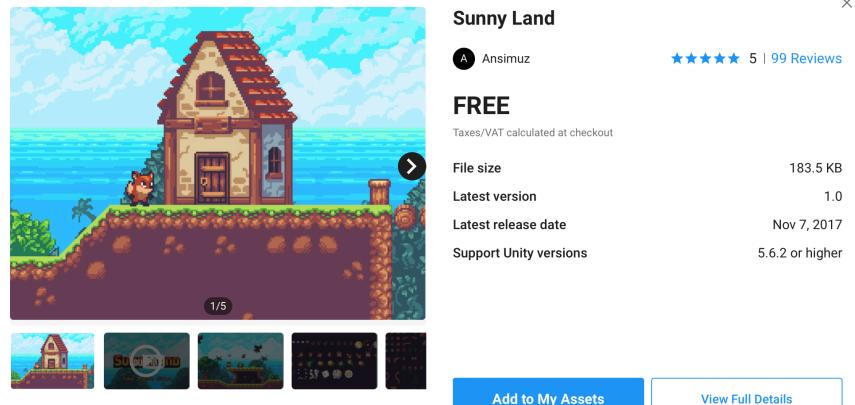
I started designing all my assets by using Photoshop as my main software. As a main character I choose a chicken, and from that I started doing the sprites (run, idle, jump...)

Here's an example of my work:

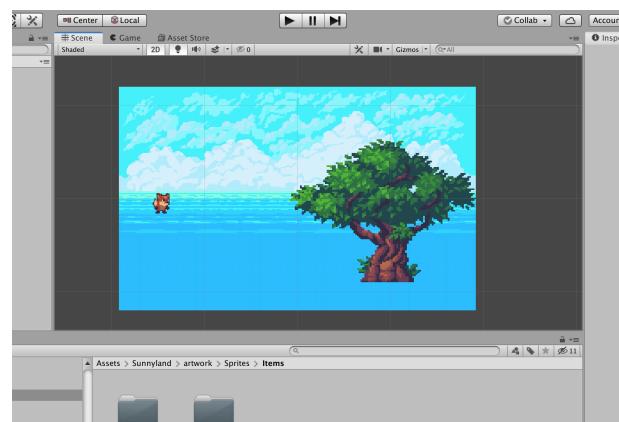


But, unfortunately, for some reason when I tried to import them to Unity, they were looking blurry and that was not gonna work for my game. I tried to save the image multiple times and in different ways, but none of them worked. So, I went to the Unity store and started looking for free assets. I

luckily found a nice one called "Sunny Land", and it was the perfect asset for the game I wanted to make.

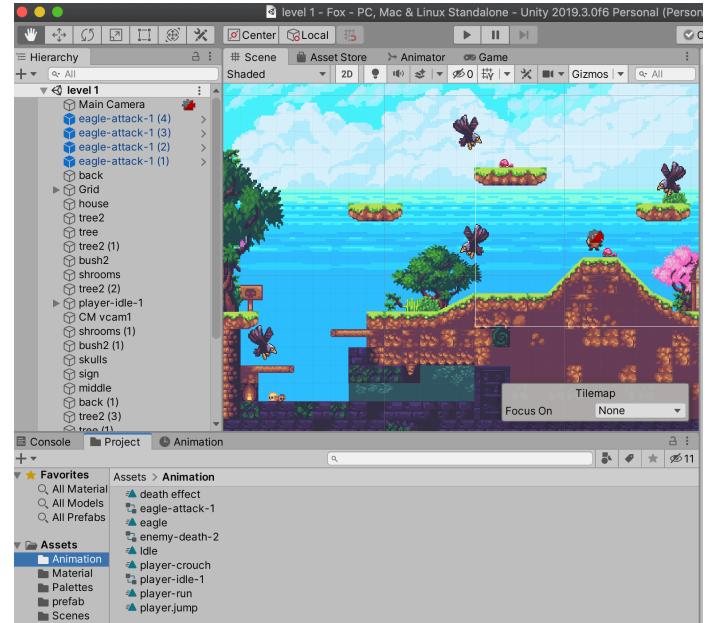


As soon as I downloaded it, I started my game project, and I called it "The Mr. Fox Game". I did not know much, but I tried to play with it for a while. Here's a picture of the beginning of the project:



After several days of hard work, I was having half of the game done. I was done with the scripts, animation, the animator, designing the level, adding enemies, etc...

And this is what the game was looking like:



One of the parts I really struggle with was AI script/ program. What the AI does is to program the enemies to follow the main character. So, the only option for the main character is to kill all the enemies that are annoying him. And the main purpose of the program is to found the gem, so the main character can be moved to the second level.

Cited Work

Unity Asset store:

<https://assetstore.unity.com/?category=2d&orderBy=1>

Unity Asset Store - The Best Assets for Game Making

03 February 2020

Unity Asset Store - The Best Assets for Game Making

Brackeys:

[https://www.youtube.com/playlist?
list=PLPV2Kylb3jR6TFcFuzl2bB7TMNIIbPKMQ](https://www.youtube.com/playlist?list=PLPV2Kylb3jR6TFcFuzl2bB7TMNIIbPKMQ)

YouTube

03 February 2020

How to make a 2D Game

AI Finder:

<https://arongranberg.com/astar/download>