

Sriram Vs. Squirrels

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Game Information

Description

This game is themed around the prompt “Every Single Squirrel.” In this game, Sriram is walking around the Rose-Hulman campus to deliver grades back to the students by placing them in the mailboxes. However, there are many squirrels around, who will chase him down on sight and try to eat him.

Graphics/Sound

The player and squirrels both have 4-directional movement. There is ambient background music, as well as sound effects that play when the player is spotted and when the player is eaten. The levels themselves were made using Tiled.

Software

Singleton

The GameManager class uses the Singleton pattern, allowing other objects to access it easier.

Event Bus

The software uses an Event Bus that has four events: PlayerSpotted, which is used solely for playing the sound effect for a player being spotted; PlayerEaten, which triggers the eating sound effect and causes the GameManager to reset the level; MailPlaced, which is used to keep track of how many grades have been delivered; and LevelComplete, which is called when all grades have been delivered and tells the GameManager to load the next level.

Asset Menu

I used an AssetMenu file to store all the information about the levels in the game, meaning the scene never changes and levels aren't hard-coded into the scene. Each LevelInfo contains information about where the player spawns, the max & min boundaries for the camera, the Tilemap created for the level, a list of where the mailboxes are, and a 2D array of spawnpoints for the Squirrels. In hindsight, I should have just used Tiled to add a “Squirrel Spawn” object layer that would allow me to place the Squirrel Spawners in the map builder.

Tiled

Tiled is a free tool that allows for the creation of 2D tiled maps in Unity. I used it to make the levels and their hitboxes. In addition, I included a separate layer called Mailboxes that the MailboxManager looks at to determine how many mailboxes there are and if each one has been filled or not. To get the maps into Unity, I used a 3rd-party package called SuperTiled2Unity.

Resources Used

Art

Squirrel: https://www.spritters-resource.com/ds_dsi/pururun1/sheet/45398/

City: <https://opengameart.org/content/roguelike-modern-city-pack>

Person: <https://opengameart.org/content/simple-character-base-16x16>

SFX

Spooky Music: <https://soundcloud.com/myuu/msp3danger>

Spotted by Squirrel: <https://www.fesliyanstudios.com/royalty-free-music/download/jump-scare-k/2392>

Eaten by Squirrel: <https://pixabay.com/sound-effects/very-loud-eviscerating-2-89000/>

Main Menu

Sriram Image: <https://www.rose-hulman.edu/~mohan/>

Squirrel Image: <https://unsplash.com/s/photos/squirrel>

Lightning bolt: <https://www.freeiconspng.com/images/lightning-bolt-png>

Other

Bloody font: <https://www.fontspace.com/bloody-scary-font-f85828>