For my final project in my digital game creation class I decided to go with a 2d side scroller/platform game.

I went along with a tutorial that I got from the 2d game makers kit from the unity asset store.  I played around with the tutorial and went through all the steps in regard to making a level.  These steps included placing the player object in the stage, placing an enemy object in the stage, moving the starting point of the player object.   When I completed the first level, I decided that I was not liking the way it was coming out, due to having movable platforms in the very beginning of the stage.  I think I got a little carried away as I was already thinking of adding secret passages to end the level quicker.  I decided that the very first stage should be similar to play style to a Mario Brothers game from the NES game console where it teaches the player how to play the game within the first couple of mins.

On the very first stage, you were showed in which direction to go to, as well as the very basics of the game.  This is defined as jumping, encountering enemies and playing with movable objects such as platforms and as well as jumping over gaps.

One of the problems that I have encountered is trying to end the level.  I’m in the process of using some of the code from Mission demolition to address this problem and see if it works.  I'm also thinking in of adding a story for the first three levels of the game.

I was able to figure out how to connect the levels through different scenes within the game. The first level, which is level 0 is the starting level. I was able to put in info prompts that explains the game to the player. The second level I made a little harder for the player, which has a number of moveable platforms the player has to cross to reach the end.

After doing this project, I think I would need to have more of a clearer picture in terms of level design. I was actually thinking of trying to do a story board if I wanted to continue this route for game design. I felt like as I was going through making the levels, I was not really certain what I wanted or if I wanted each level to follow a theme.