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6/12/17 Final Project Write-Up

Instructions: Blob Game can be started by executing the blob.exe file. The game’s objective is to defeat all enemies in the level before losing all your health. On-screen text in the title screen will list the controls of the player.

Project Goal: The two major objectives of this project were to learn how to use the program Unity to create games, and to gain experience in the coding language C#. The game I designed was intended to be a platforming beat-em-up style game. Although time did not permit further expanding of fighting or battle mechanics, the game that was produced is still a success.

Design and Architecture: Unity was the software of choice to create this game. It is a simple and easy to use engine, with drag and drop features and the ability to import assets and sprites that I could make. The game is split into two of Unity’s “scenes”: the title screen, and the level. Connecting these two scenes was extremely easy using UI with buttons coded to alter the scene. All game objects are tagged with identifiers such as “Player”, “Enemy”, “Coin”, etc. Overall, Unity was a fluid and friendly program to gain experience in game creation.

Implementation Challenges: The challenges I faced were mostly related to box colliders. The player’s movement was hampered by the grid-based tile system of colliders I initially had, and, through testing and research, I learned how to place the colliders in a way that allowed smooth movement across the ground. Implementing sprites into the game was also a challenge in that they had to be created in an outside program and in a format known as a “spritesheet”.

Conclusion: I am overall satisfied with the results. My goals of learning to use Unity and gaining experience in game creation and with the C# language were fulfilled, even though there is much more to learn. I was on task constantly, working both at school and at home. Work on this game will continue throughout the future as I learn better strategies and how to implement more features such as greater combat, sound implementation, boss fights, etc. I am proud of the Blob Game I have created so far, especially with the allotted time I was given.