“README”

The name of my game is called, Flying Squirrel and is called that mostly because you can fly around the level to collect the acorns, also because the ground check wasn’t working. The inspiration to do a squirrel collecting nuts game, came from a commercial that I saw that had a squirrel for its logo. To play the game you use the “WASD” keys to move and jump so that you can collect the acorns before the time runs out. The game was created in Unity 2D for one player with a 2 second start section that has text and a sound effect before deleting and revealing the gameplay section. In the gameplay section there is a player with 7 pickups and a visible timer that give you 10 seconds before you lose as well as an acorn pickup counter. The gameplay section also has a rain particle effect and 10 seconds of background music. The goal is to collect all 7 acorn pickups within the 10 seconds or else you lose. The acorns in this game would be equal to your score in other games. If you lose a defeat message will appear on screen with a 2 second audio clip accompanying it. If you do manage to pickup all 7 acorns before the time runs out, you will be presented with a victory message along with a 2 second audio clip that plays signaling that you won the game. The background is from a copyright free source along with the acorns, rain effects, ground textures, and all the audio in the game. The only asset that isn’t a free asset is the player sprite I created myself.