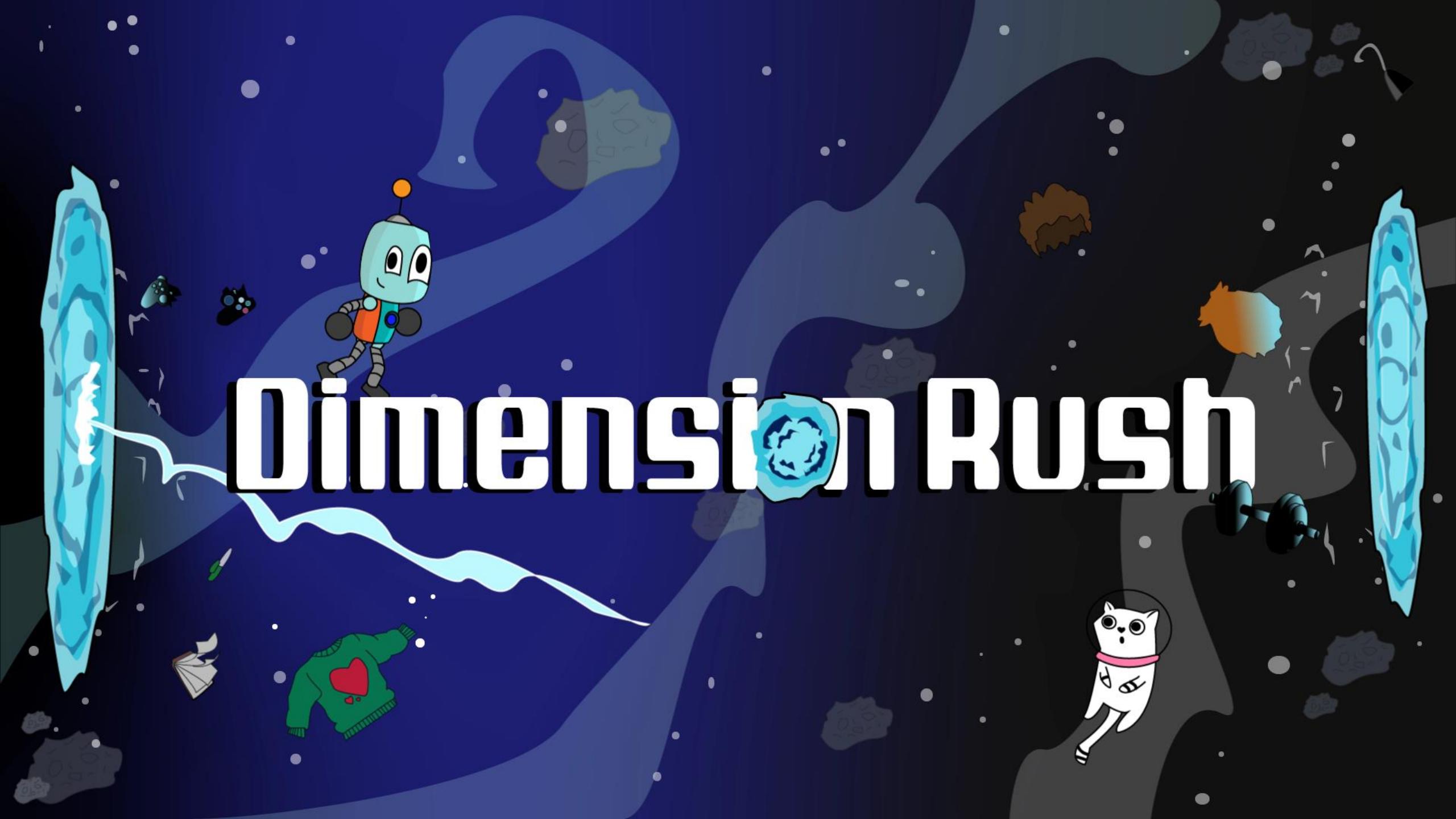


Dimension Rush



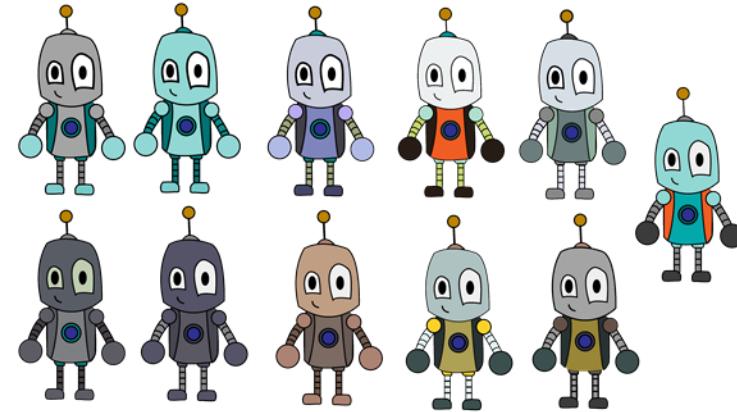
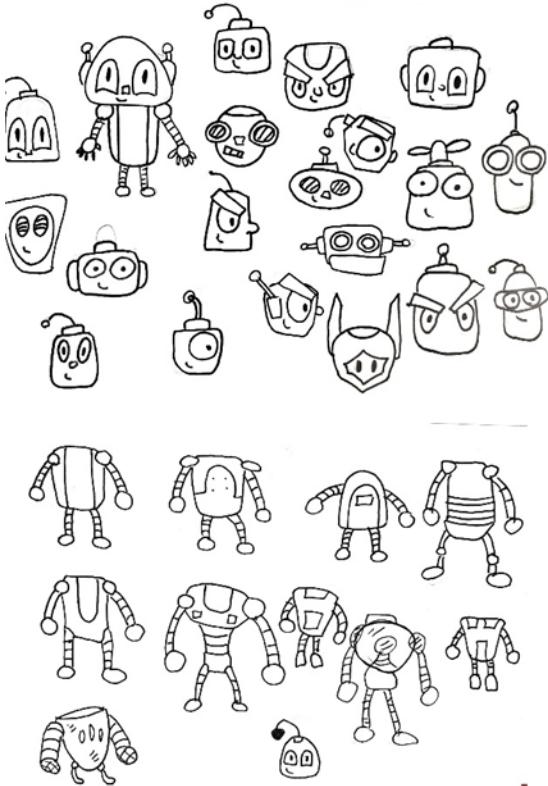
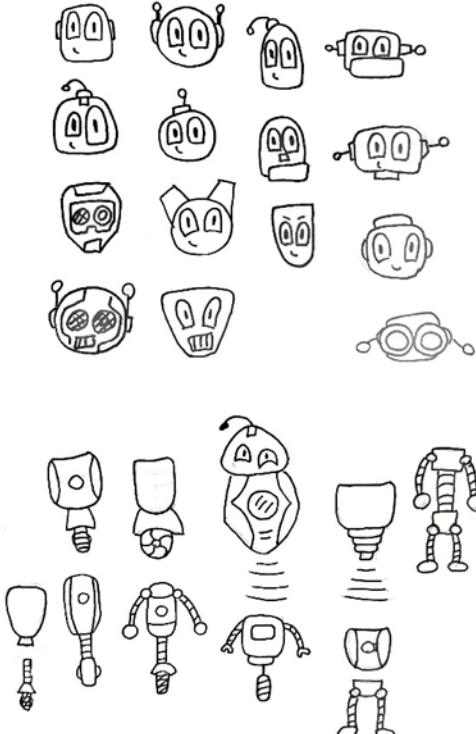
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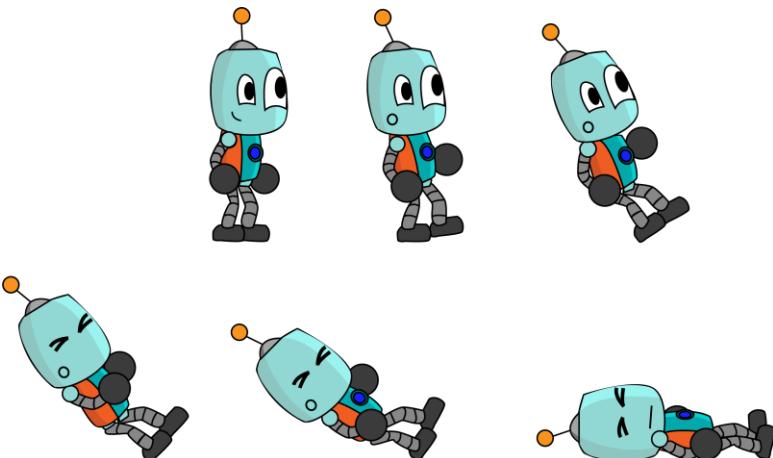
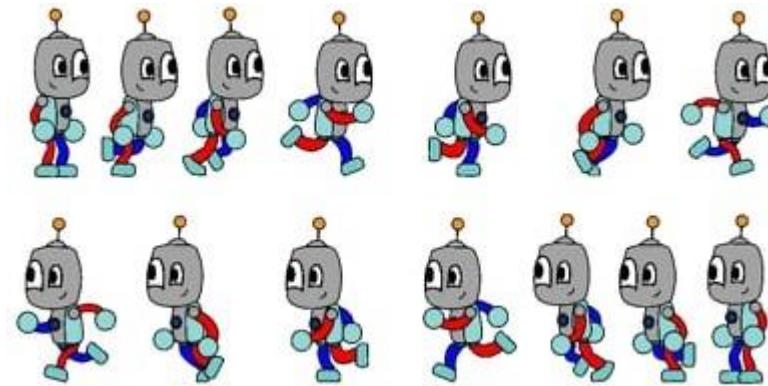
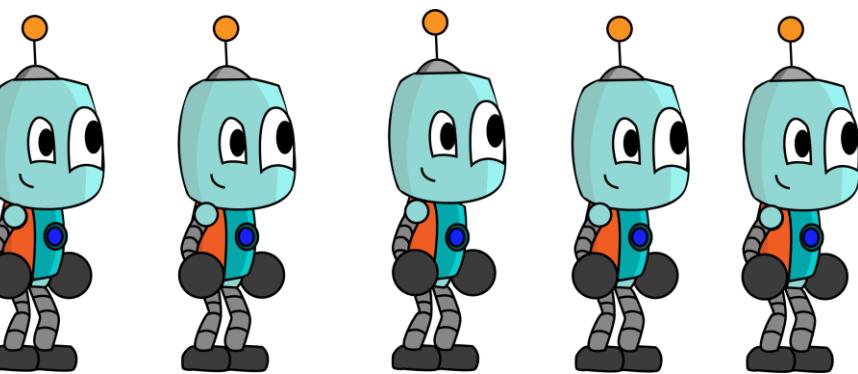
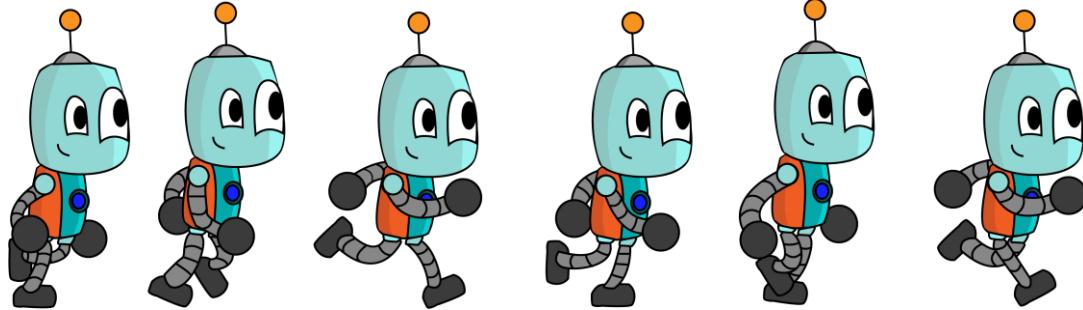
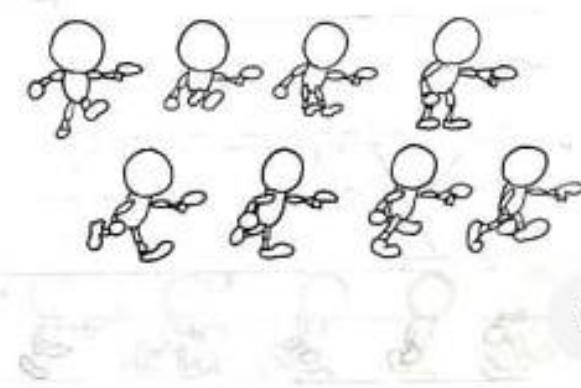
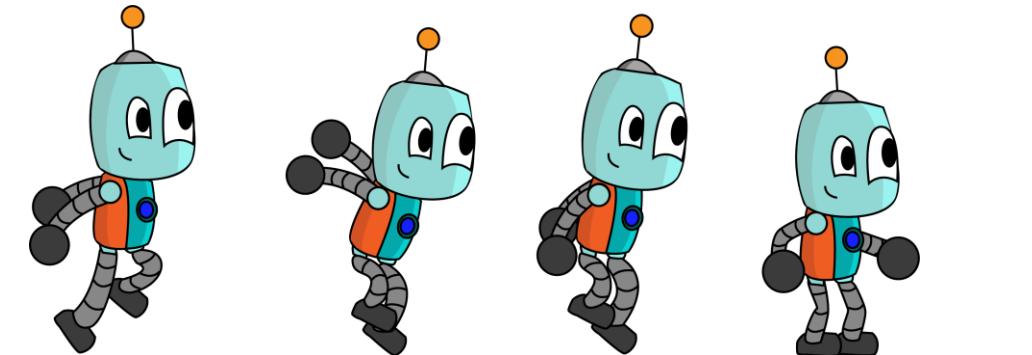
The Story

- A robot named KVN-418 aka Kevin was working on a teleportation device in his workshop. Suddenly an error occurred on the device, and the teleporter turned on by itself. Kevin was sucked in the teleporter and was transported into another dimension. Kevin built a small device that will get him back to his own dimension. But unfortunately, the device was broken into pieces. Kevin's goal is to find all the pieces from different dimensions to assemble the device so he can get back home.

Julian Cini: The Character: KVN-418 aka Kevin



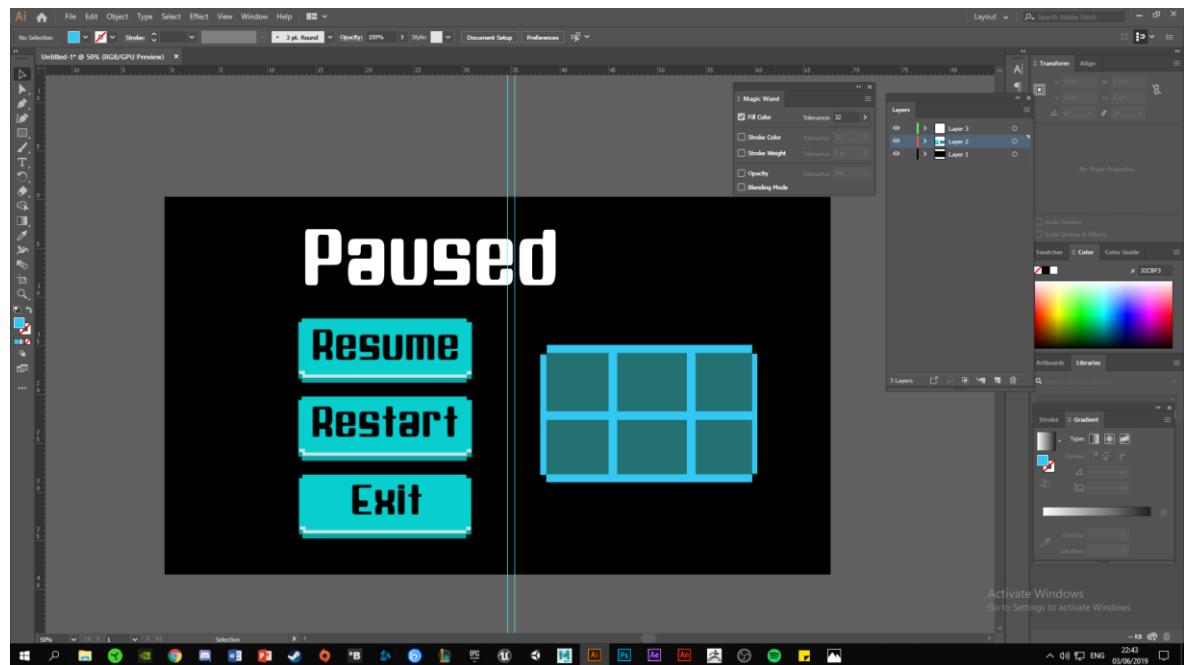
Sprites



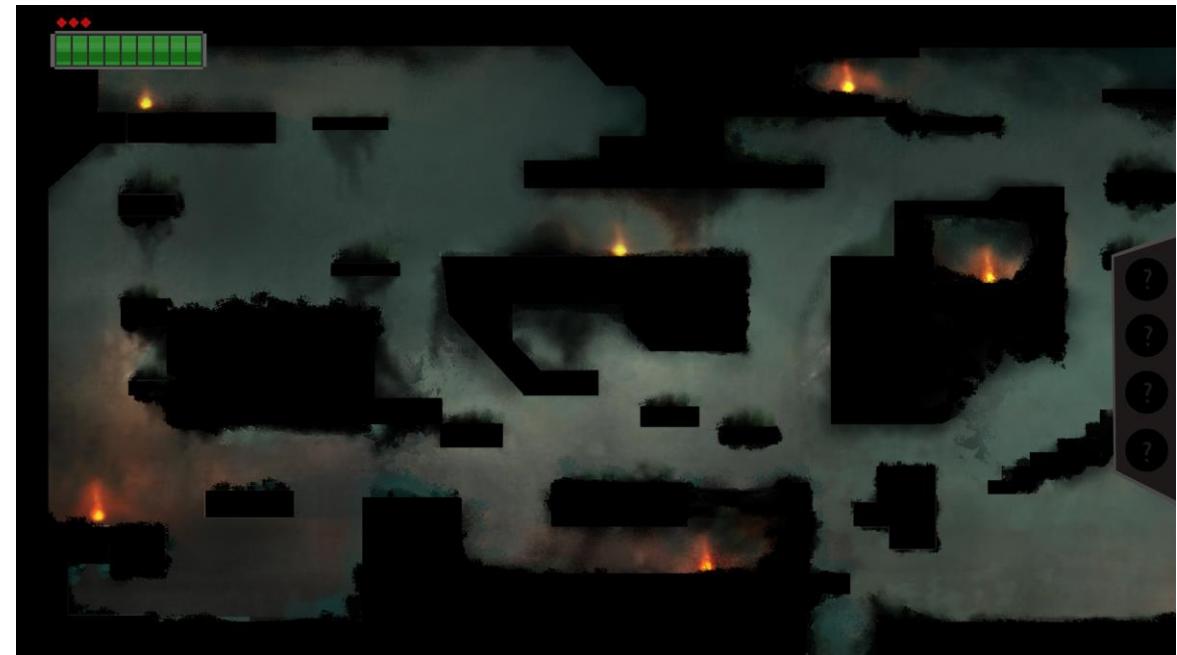
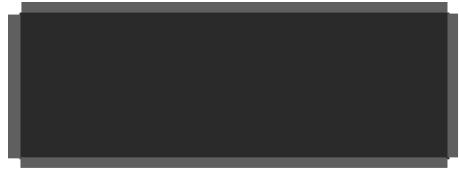
The Menu:



The Pause Menu



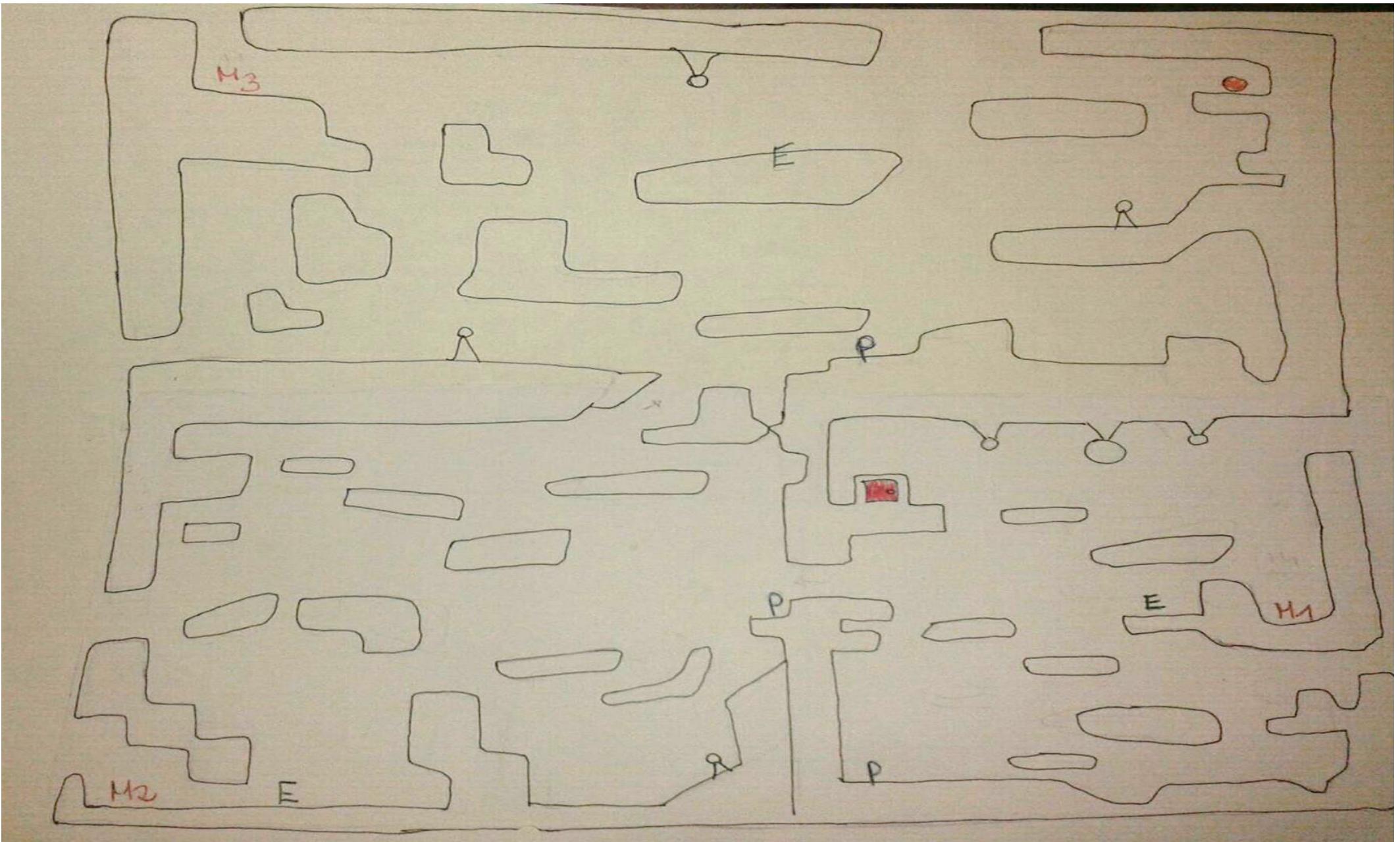
HUD



Vivien Helter

Level 1:





E enemy dimension 2

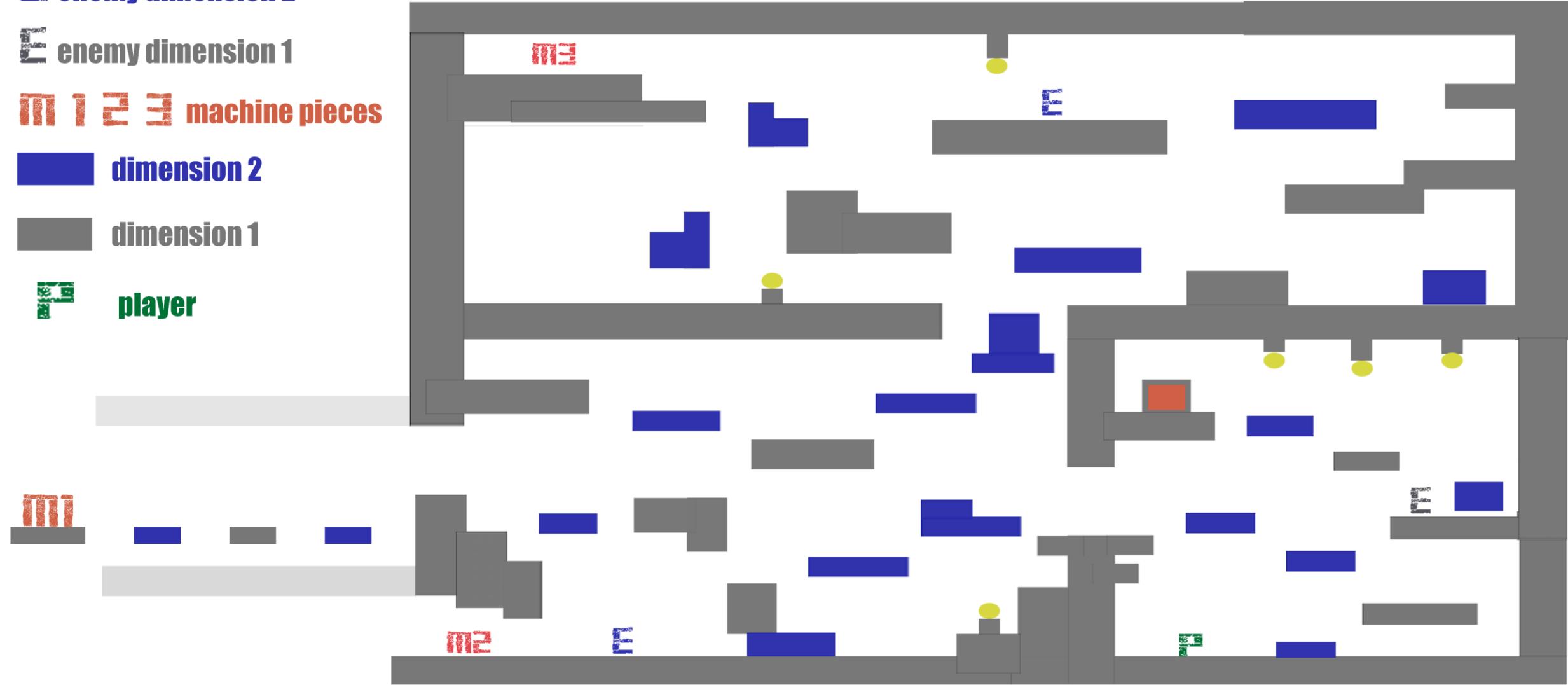
E enemy dimension 1

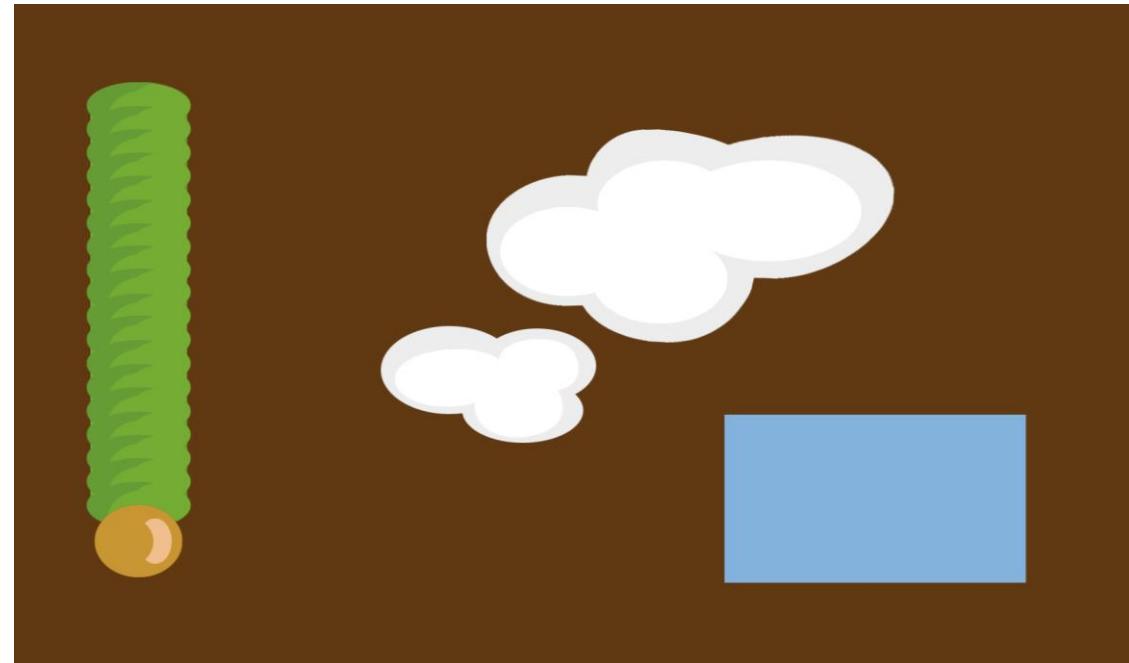
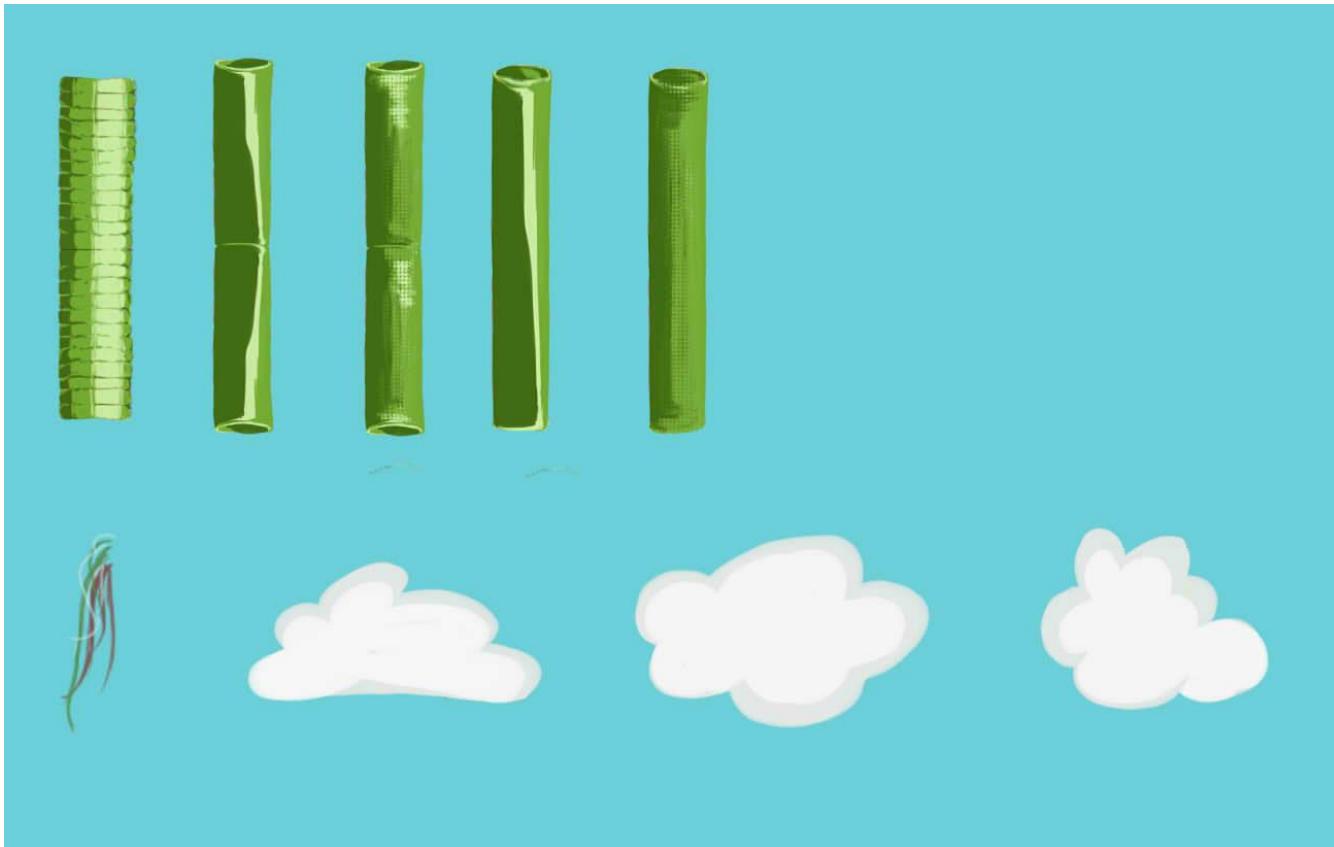
M 1 2 3 machine pieces

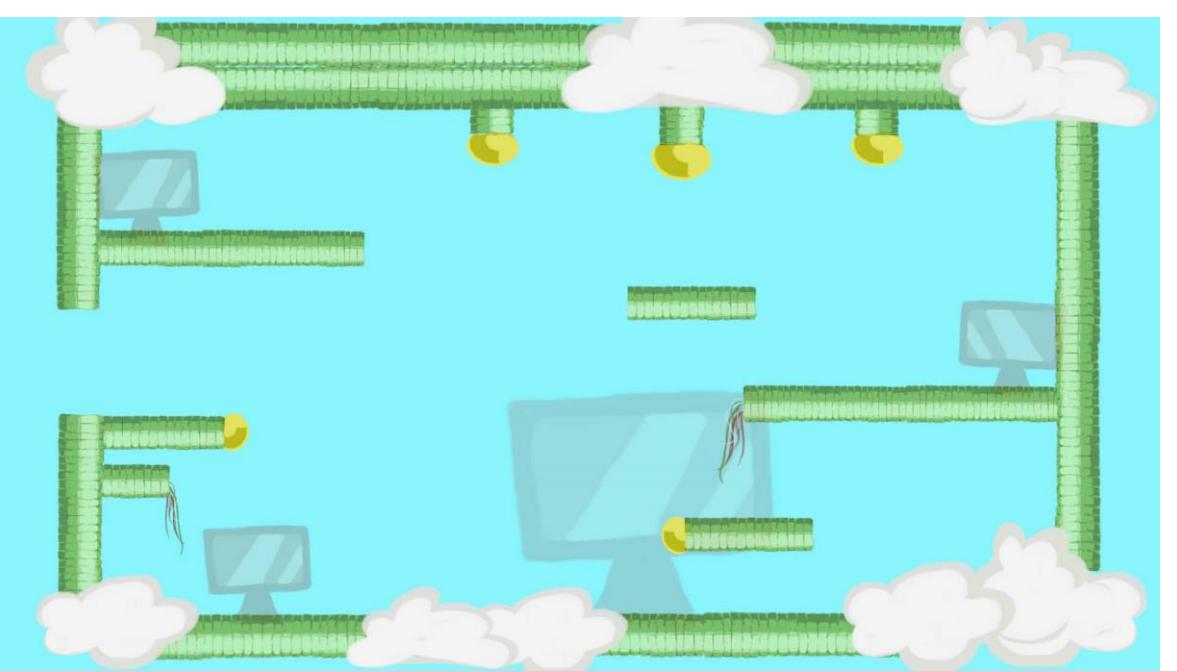
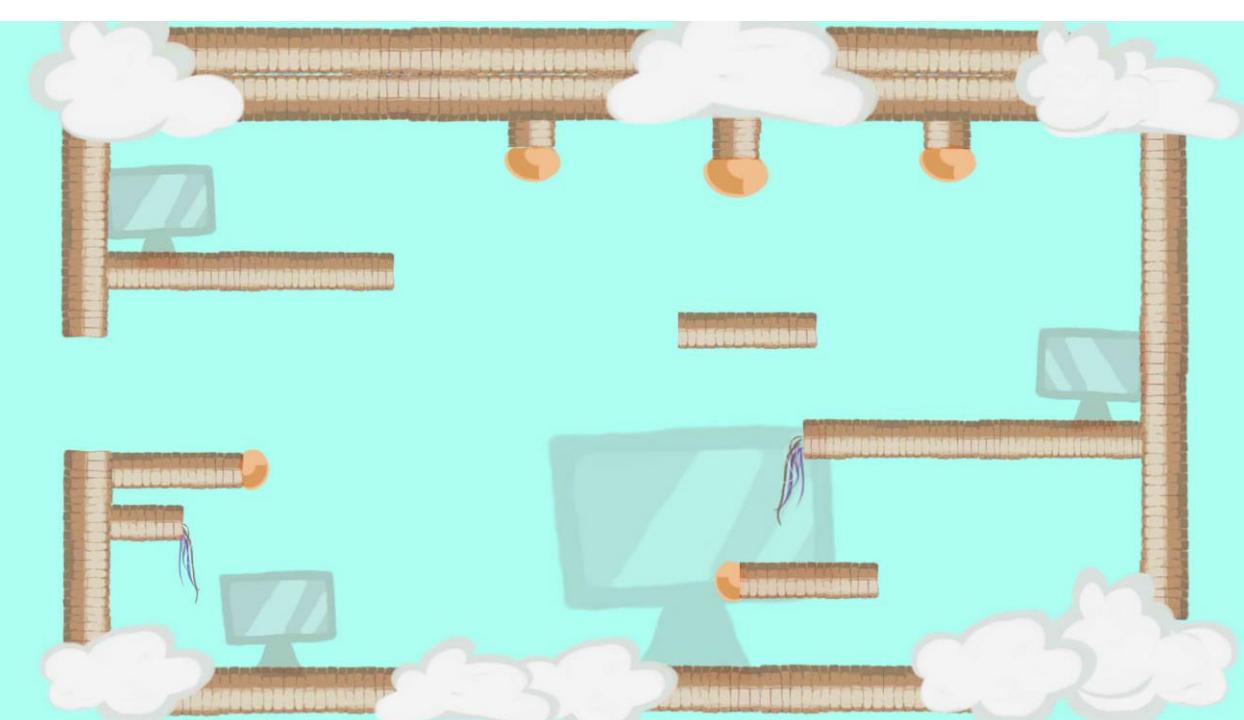
dimension 2

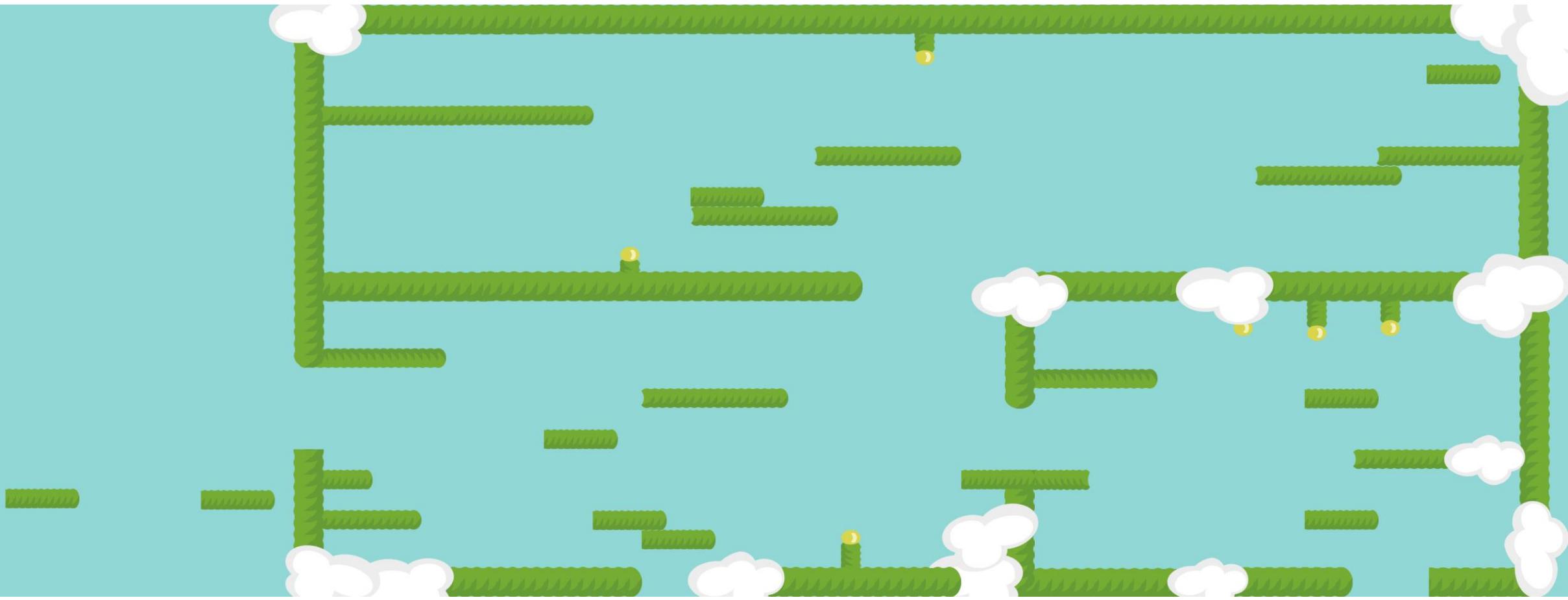
dimension 1

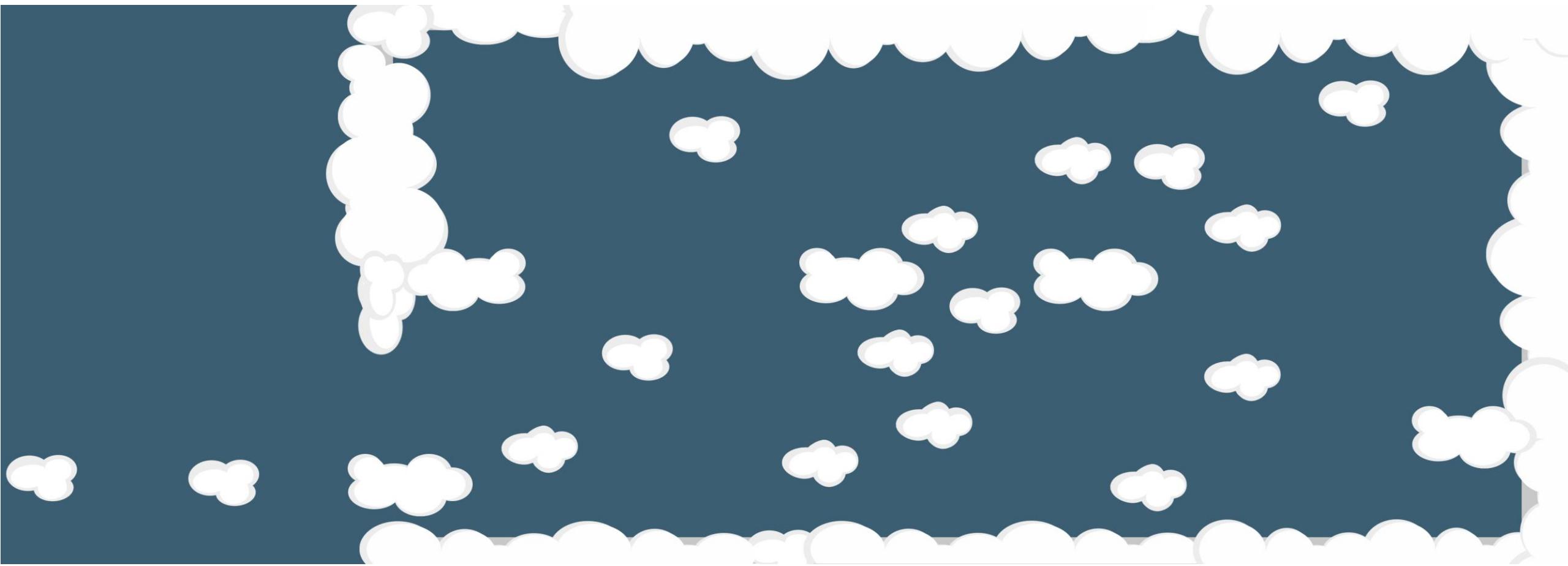
P player



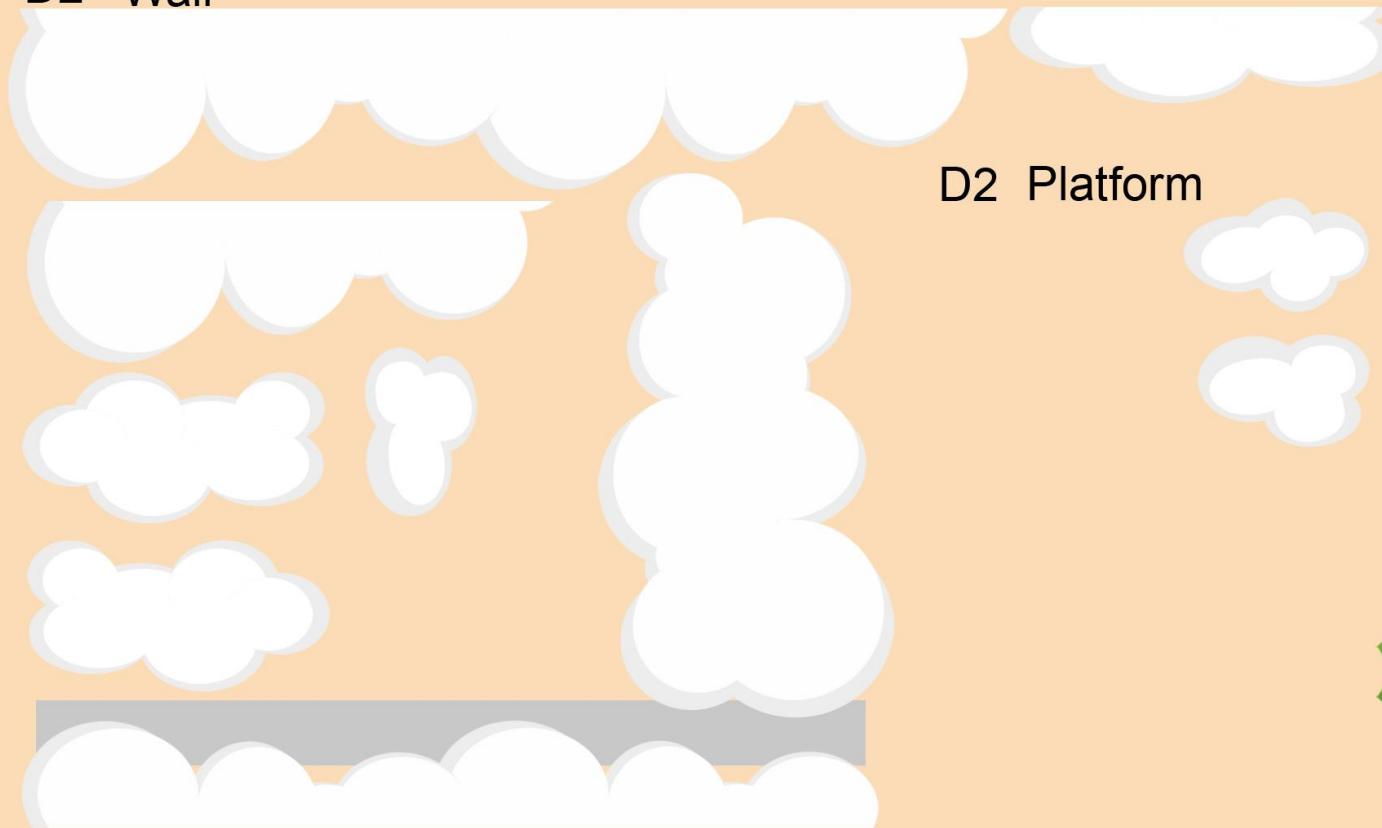








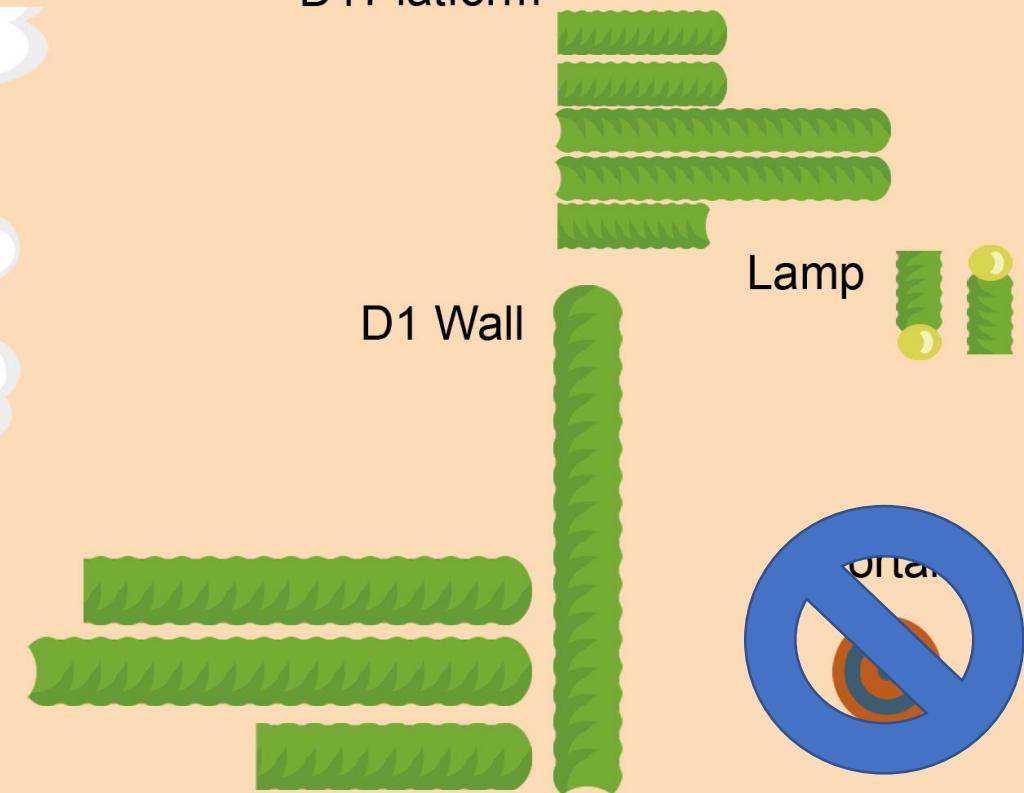
D2 Wall

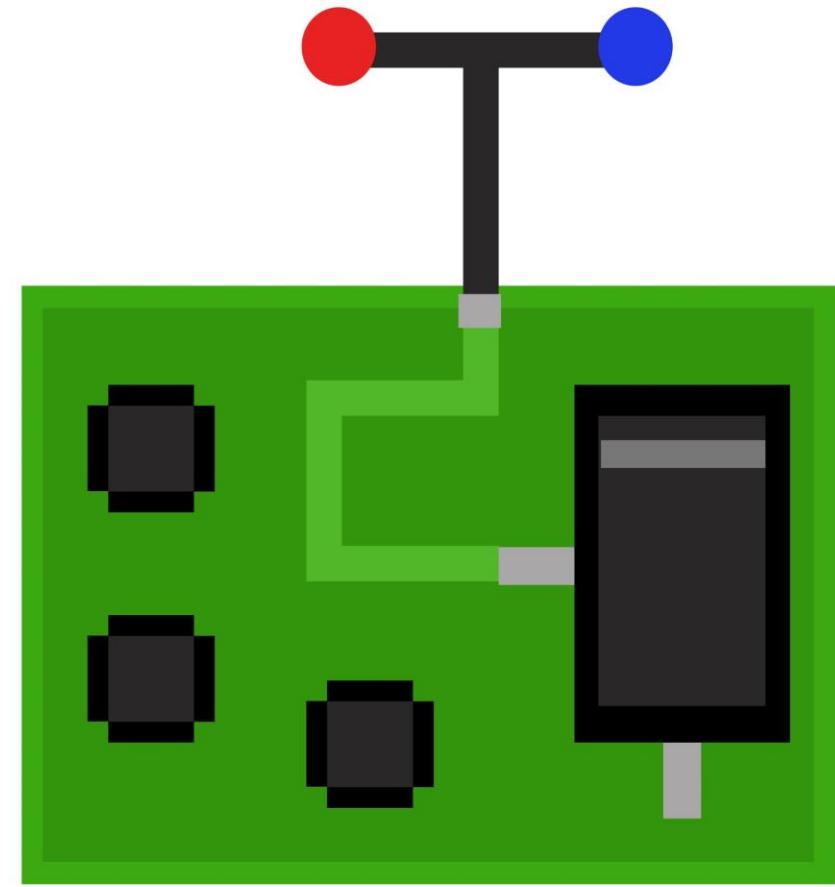
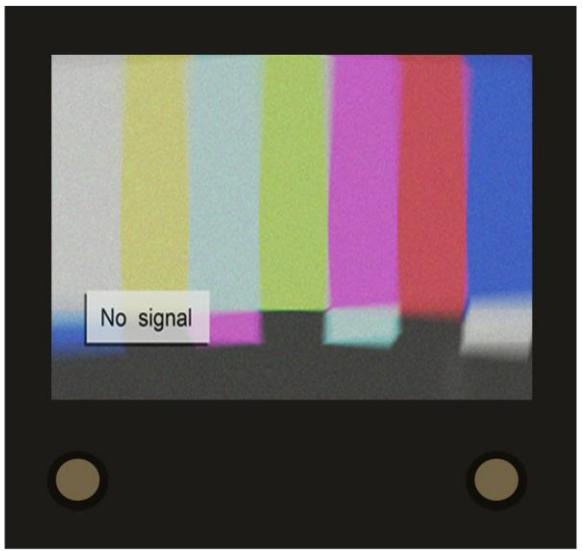


D2 Platform



D1 Platform





The inclusion of the flow theory

- 1. Present a challenge to the player.
 - 2. Player achieves a flow state.
 - 3. Maintain the flow state
-
- As the game gets harder the player is faced with more difficulty



Figure 1: **Flow Channel**
Game Design by Gigit McD
(2018)

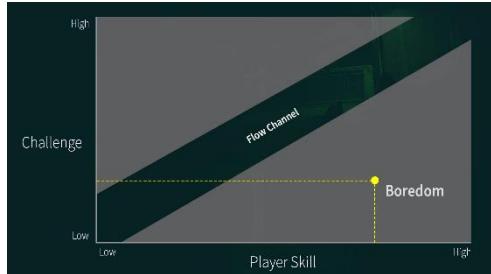


Figure 2: **Boredom**
Game Design by Gigit McD
(2018)

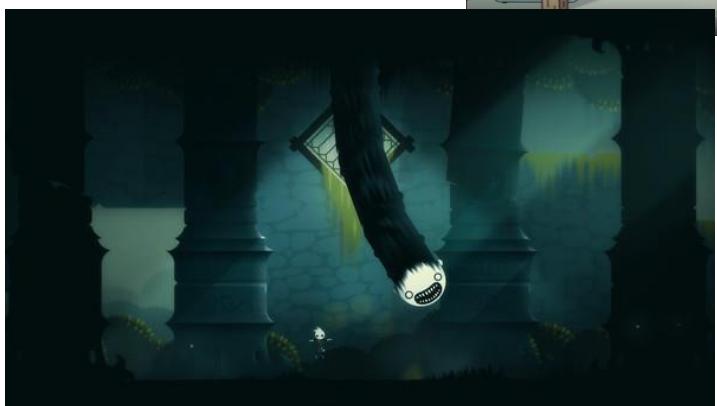
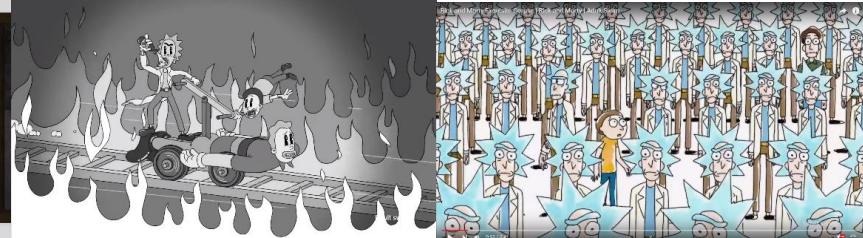
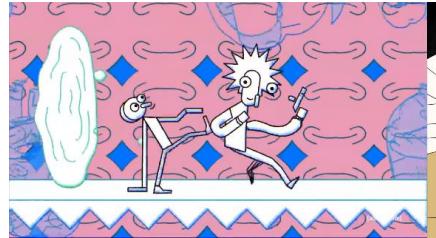


Figure 3: **Anxiety**
Game Design by Gigit McD
(2018)



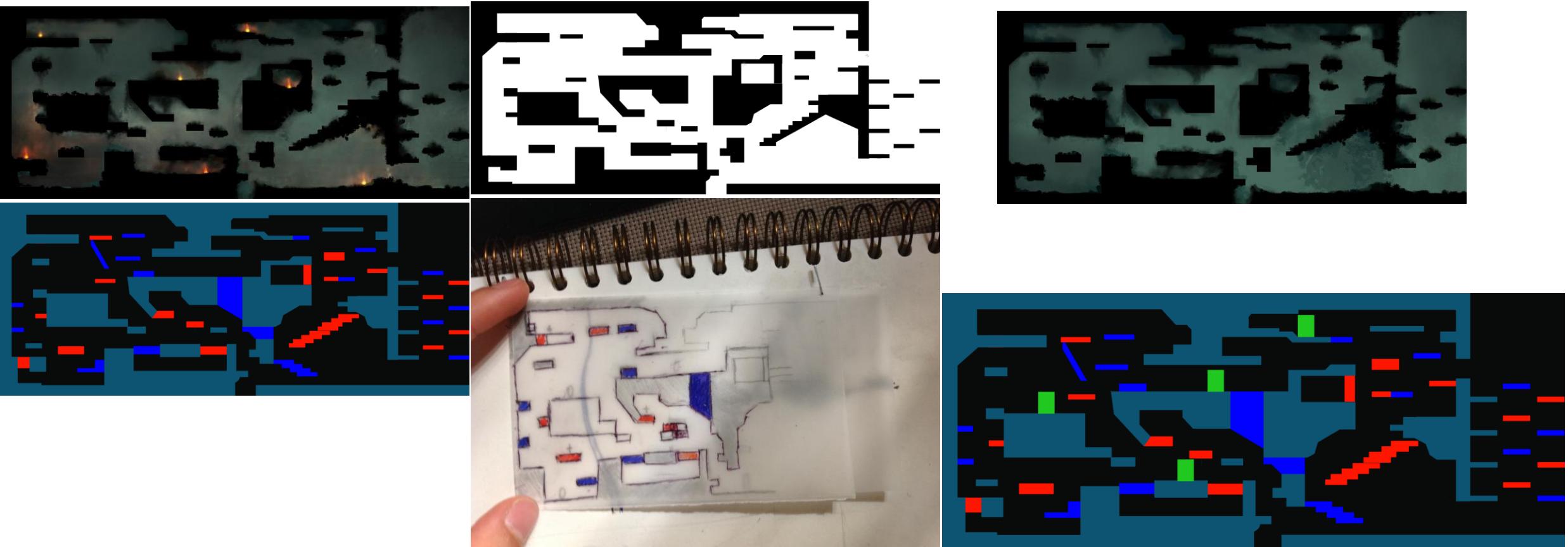
Figure 4: **Flow Channel**
Game Design by Gigit McD
(2018)

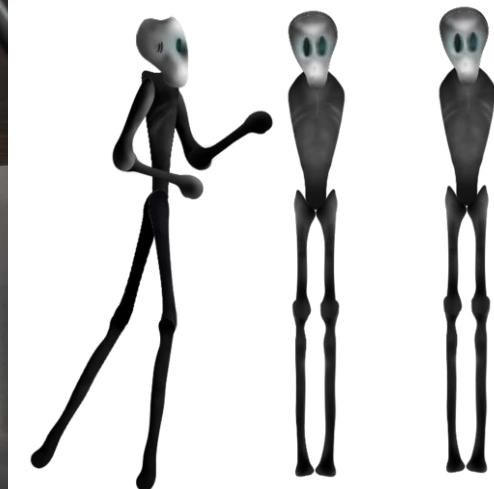
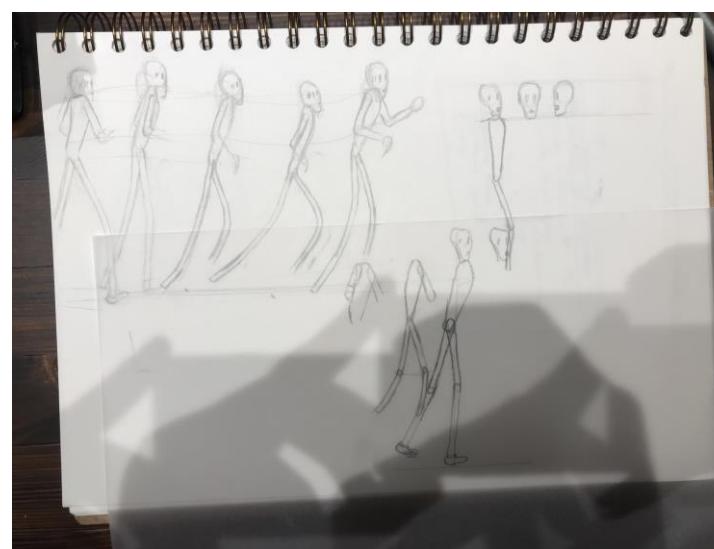
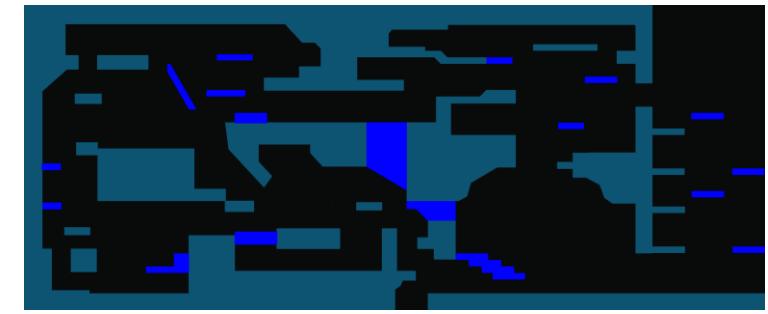
Inspirations



Jacob Gauci

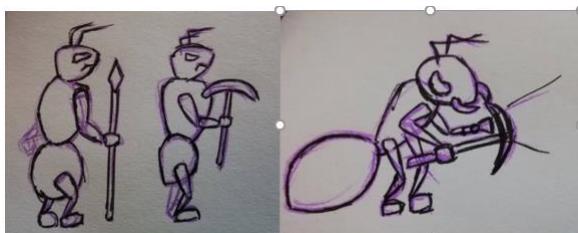
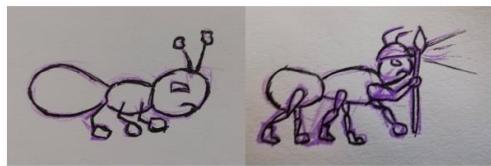
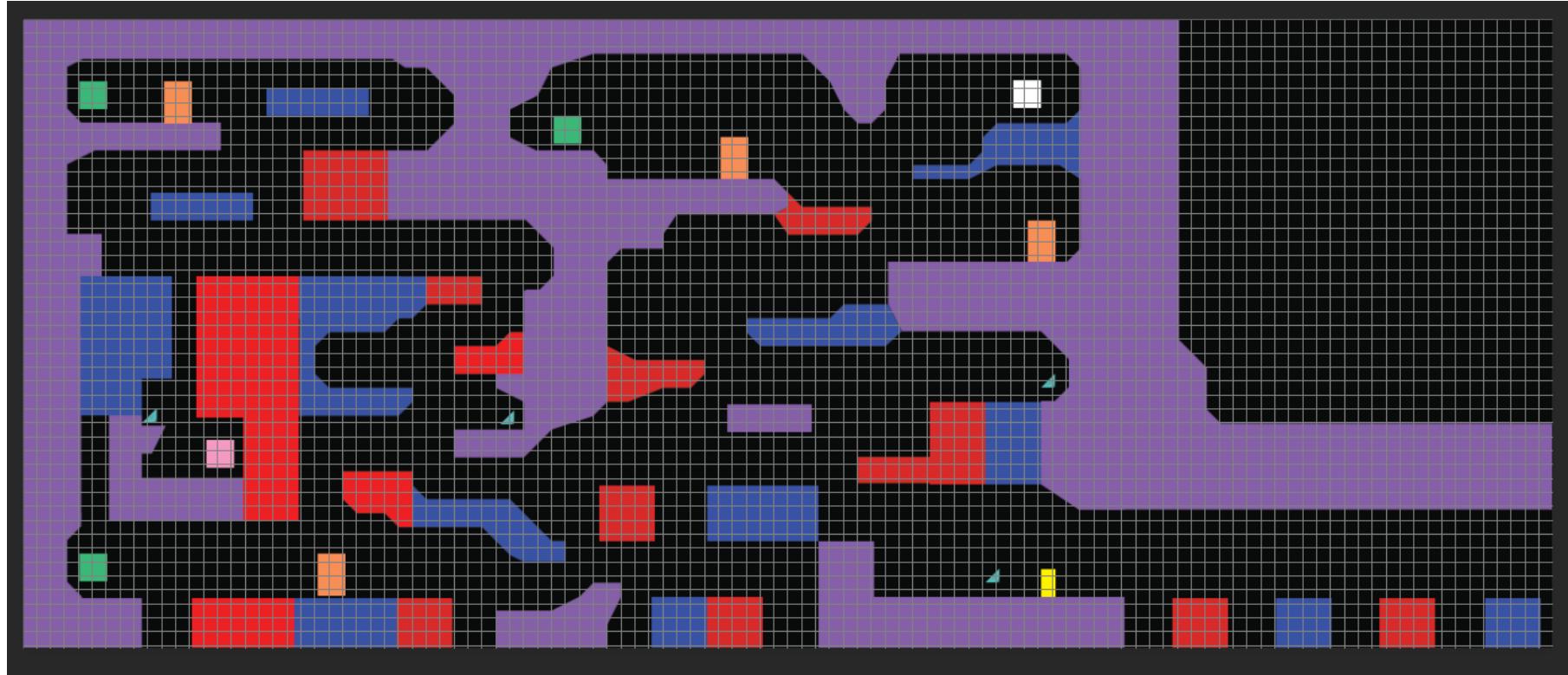
Level 2:

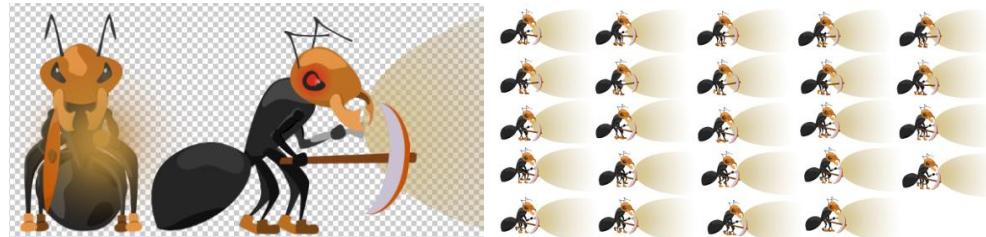
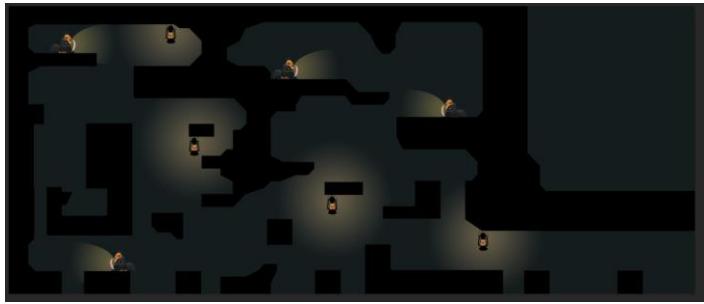


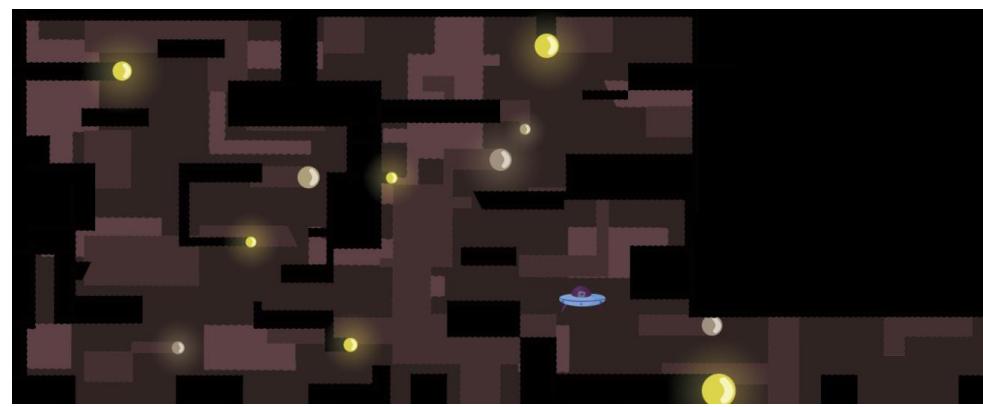
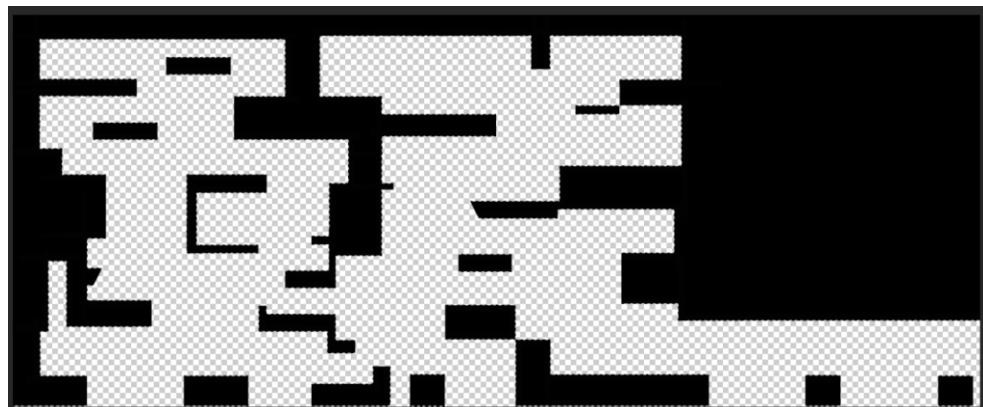
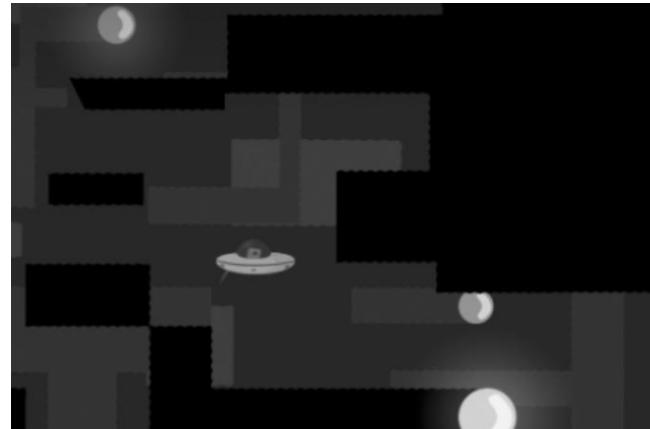
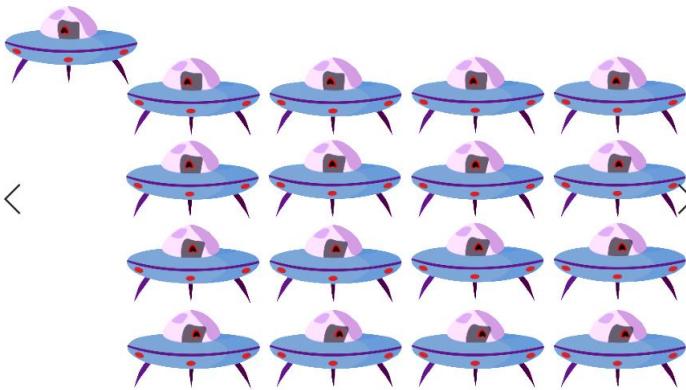
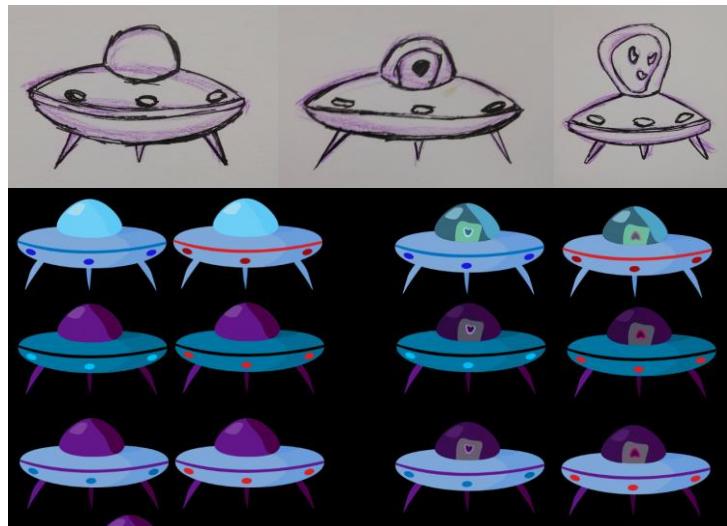


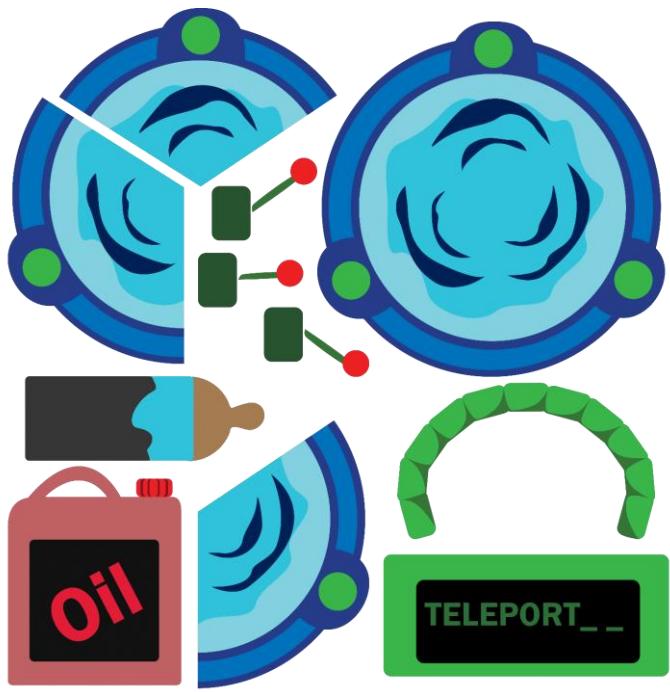
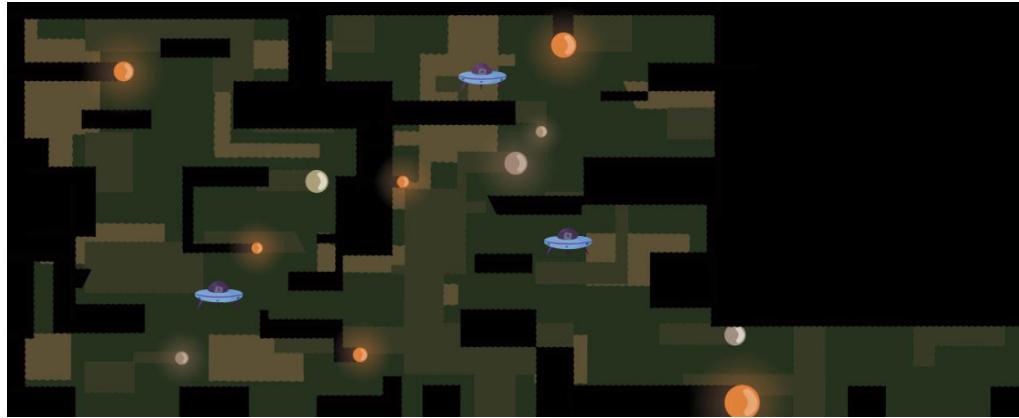
Manuel Caruana

Level 3:

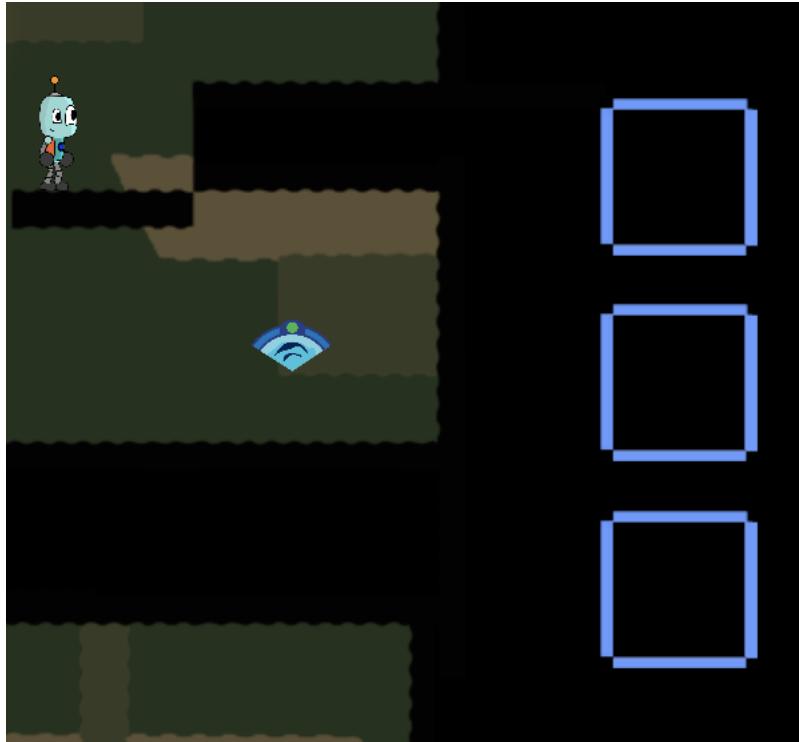








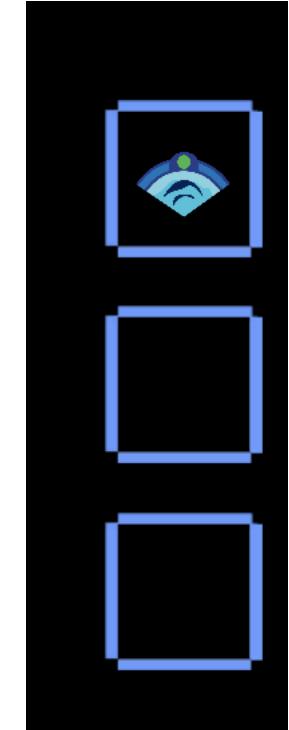
Michela Mifsud: Picking Up Items



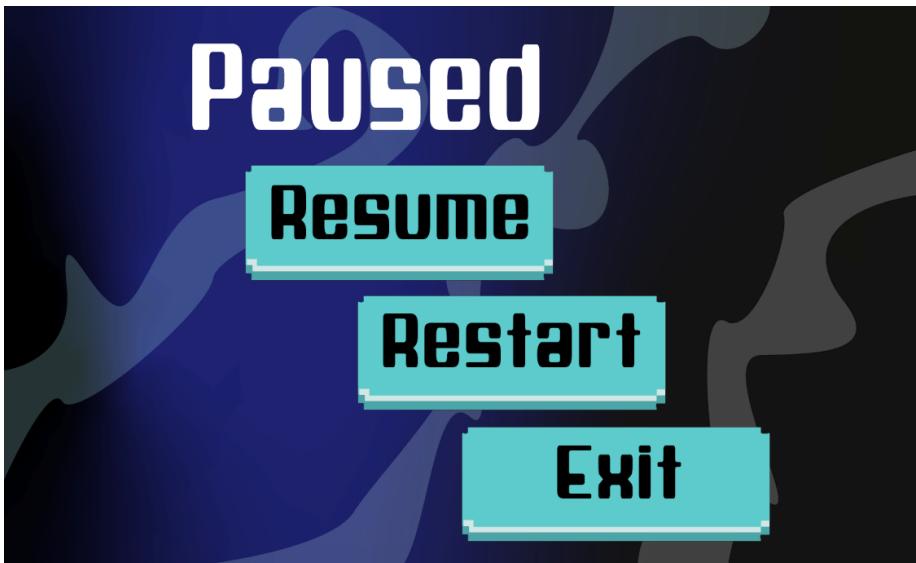
I took care of the mechanic that is concerned with picking up the items. The player needs to find all of the teleporter pieces found in the different dimensions.

When the piece is picked up, it pops up in the inventory on the side of the screen, so that the player will be able to keep track of their progress.

When the player picks up the part, a sound plays, which informs them that the item can be picked up.



Menus



```
0 references
public void PlayGame ()
{
    SceneManager.LoadScene(SceneManager.GetActiveScene().buildIndex + 1);
}

1 reference
public void Resume()
{
    pauseMenuUI.SetActive(false);
    Time.timeScale = 1f;
    GameIsPaused = false;
}

1 reference
void Pause()
{
    pauseMenuUI.SetActive(true);
    Time.timeScale = 0f;
    GameIsPaused = true;
}

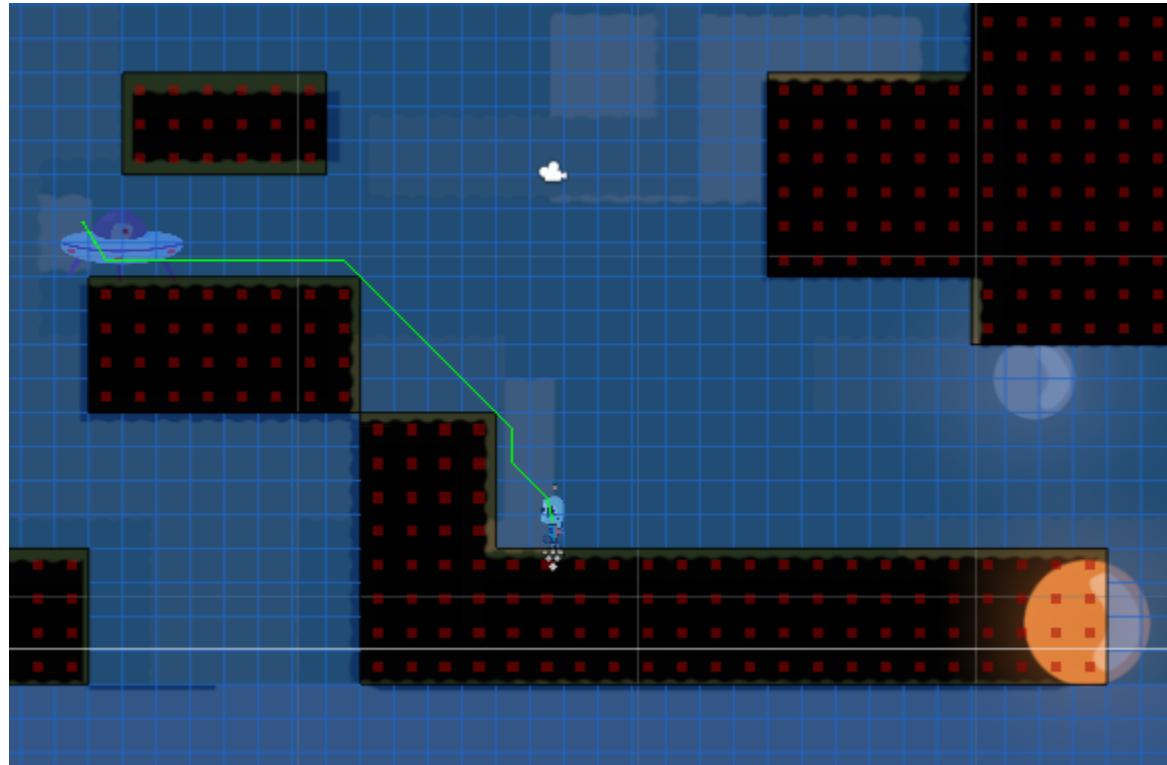
0 references
public void LoadMenu()
{
    SceneManager.LoadScene("MainMenu");
    Time.timeScale = 1f;
}

0 references
public void Restart()
{
    SceneManager.LoadScene("ManuelLevel");
}

0 references
public void QuitGame ()
{
    Application.Quit();
}
```

Andrew Tanti

AI:













AI

- Enemy that chases the player, and fires a projectile in their general direction
- Enemy that switches from a patrol and attack state
 - Patrol State - Moves from one predefined point to another
 - Attack State - Stops moving and throws pickaxes at the player.
 - When player leaves the enemies vision it returns to a patrol state.

Reference List

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