





Project Forest

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My project is a game set in the forest, and it will be a 2D side-scrolling, Action platformer and will be like the beginning part of my game that will continue off from this.

Making a game that I wanted to create that I thought of, and to get more of an idea of what type of game or what ideas I got run wild. And after playing and seeing games that I went through I wanted to make a game with a general basis the idea of what I wanted to came to me during summer.



The project is in still like working out the idea and art style I know what I want to make but putting in the game into pixel style and making the character is harder than I thought so I'm still working on it. Another problem is finding the right program to use for the pixel art style there's many out there and using free ones don't have many freedom or stuff to use than paid ones.

The project right now I want to get this part done with and find someone who can either help me with coding or do the coding as it's not my strong suit. So, working on coding, finding example sound effects, and doing the art style is going to take longer.

I got the inspiration from my ideas from different games either from what I know about, played, or saw
Another inspiration was seeing either on twitter or reddit and seeing people create games with a pixel art style and seeing how they made their characters and background.

Feedbacks like art style or how the gameplay would be helpful

