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MIT xPro: Professional Certificate in Game Design

Assignment 16.2: A New Concept

Real-time rules can have a massive impact on game feel and the player experience. My capstone project will be a 2D puzzle platformer. I started building my prototype with some assets from the Unity Store so that I could visualize and implement the general concept. I started with a basic background with some level ground and platforms that the character can jump on. I added more movement and controls into my prototype so that the player can move the spider character around the screen. I enhanced the boundaries of the scene and added additional mass and gravity to the character. To add some juice to the game, I have added a particle trail that follows the playable character's movement. As I proceed with further development of the game, I look forward to creating more real-time rules that can enhance the experience of the player.