

GAME DEVELOPMENT WITH THE UNITY CROSS-PLATFORM GAME ENGINE  
Felix Meplon  
2232332

Project Checkpoint 1:

Team Name: Possum Inc.

Team Members: Felix Meplon 2232332 felix.meplon@gmail.com

GitHub Link: <https://github.com/felixmeplon/Unity-Project.git>

Project Description: The game will be a 2d platformer game. You will control a grey character and will have to jump from platform to platform and eliminate red enemies in a white world. The game will be fast-paced with a lot of die and retry. The enemies kill you in one shot and start at the beginning of the level every time you die. The game will have special mechanics such as jumping, double-jumping, dashing, dashing in the air, climbing walls, etc. The game will feature objects such as bonuses and destroyable environments such as boxes, trees, doors, etc. The characters will include the main character, regular enemies, heavy enemies, fast enemies, and an NPC that will give the player more information as the game progresses.

Plan: Since I am the only one in my team I will do everything. The sound design, gameplay, levels, programming, and character models will all be done by me.