Hello, I am Cody Ferguson a Senior Computer Science major at Berea College and this is the first video in a demo series, detailing the progress of my capstone project: Ahura Mazda.

Ahura Mazda is a 2D platformer, in the style of Super Mario, in which the player must jump from platform to platform avoiding enemies and falling, or “stomping” on the enemies. This project was built using the Unity3D game engine, available for free, and open source 2D game resources provided by OpenGameArt.org. I have provided links to both in the description below.

In this video, I will be playing through the currently available content and describing the different aspects of the project along the way.

First, to run the game you need two things: The build data and the executable.

When you run the executable, you are given the option of selecting the settings for running the game. For this demo I will be using the resolution setting of “1024 by 768” and the graphic setting of “Fantastic”, and I will have the game windowed.

Currently, there is not title menu to prompt the user to actually start playing the game, while this is designed and the scene is available to be included in the build, I am not happy with the design of it just yet. Therefore the player begins on what I consider to be the tutorial level.

In this level, the player is simply climbing from the bottom of what can be considered a dungeon. This is symbolic of the player’s ascension to the title of “Hero”. There is storyline, and such content will likely not be implemented as it is outside of the scope of this project.

The floating gloved hands are used as indicators, these indicators point with their index finger in the direction the player either needs to go, or indicate the spot at which the player must attack or jump and land on to defeat an enemy.

Jumping onto an enemy is called “Stomping” in Ahura Mazda, the first enemy is a spider and therefore this is a fitting attack. Notice that when I stomp on a spider, the enemy is “squashed” or shrivels up before floating down and fading away.

There are two types of platforms in Ahura Mazda, horizontal and vertical platforms and their purpose is fairly straightforward. I am going to move ahead and get to the next landing of the level, one moment.

\*Reach the top of the level\*

Now that I have reached the top of the level, I have hit a checkpoint, currently there is no indication of this to the player, however this will be added with the next build. Notice that I respawn at the edge of this landing each time I die.

Speaking of deaths, notice the top of the screen, there is a score counter and a death counter. Currently, the death counter has no ill-effect on the player’s score. However, in the next build the deaths will have a drastic effect. The score however can be increased by stomping on the enemies. Doing so provides a one thousand point boost. I will now proceed to the end of the tutorial level.

\*Reach the end of the level\*

Upon reaching the end of a level of which there is another level after it, the player will be greeted by a teleporter which will transport them to the next level. Currently, there are only two levels in Ahura Mazda, but in the next build players can expect to adventure through roughly five!

Let’s proceed to the next level!

\*Go into the teleporter.\*

Like before the player is guided by indicators. Whether or not these are too helpful currently is open for feedback. But these indicators have just been introduced for this build.

I’ll go ahead and skip a few beats here, enjoy the new, friendlier music!

\*Get to the boss.\*

Some levels will have a boss monster, in this case – it is a giant spider!

However, because this is an introductory level, or simply the first real level of the game, the player is aided in identifying the spot at which they must stomp this opponent. For this giant bug, just landing on its back won’t work, so we’re going to have to hit it in the face!

\*Kill the boss.\*

Well, that is the end of that spider and the demo. I hope you enjoyed watching! I’ll have new demo videos up with the additions that I have already mentioned soon, so stay tuned. And remember, it’s all about the GAIMZ!