Super Alien Slime Post Mortem

Project download folder in Google Drive: <https://drive.google.com/drive/folders/1DHGK9PRCQs-MlKQafuhIHlXu7TsE9-wV?usp=sharing>

I began the project after having been undecided on whether I should go for an endless runner (which I thought to be a little cliche for a single input game) or a pinball machine where both handles are controlled by the same input.

I decided to open Unity and go for a simple platformer where I could showcase a lot of different gameplay mechanics, my knowledge of Unity, and a little of my level design skills.

I made a list of all the features I wanted to implement and a general description for five levels. In the end, I had to cut a few features but I compensated with more levels than I had planned -- eight instead of five.

Among the planned features I cut were simple hookshot mechanics and wall slide. I ended up not even starting to implement the hookshot, it just felt too complex and I would have to build movement and levels around it. I chose to cut the wall slide since I couldn't figure out how to make it work with a single-input control. Most examples I found online used sticking to the wall as the main way to hold a player to a wall coupled with horizontal input, which I had none.

While implementing features, I prioritized getting interesting gameplay instead of optimization. Instead of looking for the proper way to code a feature, I used logic and balancing to have a prototype that just feels as fun as possible.

I know the proper way to check for objects and layers is by raycasting but I was trying to be fast, so I used colliders instead because they’re quite easy to use.

I asked my wife to playtest the game, and I saw that the levels were a little bit too difficult for someone without experience playing platformers. For that reason, I decided to include a video playthrough of the whole game as well. The video is in the delivery zip file, but can also be seen on Youtube: <https://youtu.be/5V42E6nrdPk>

Among the features I really wanted to implement but had no time were mostly game feel related -- sound effects, visual effects, camera shake. Those would be the main things I’d add if I had more time.

Hope you have fun playing Super Alien Slime,

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