



Inception Presentation:

“He Dies”

Team 8

Team Members:
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GitHub Repository (Ver. 01) :

<https://github.com/hvdelrosario/CSE-3311-Team-8-Platformer-Game-/tree/main>

Summary

- ❖ Developed a 2D adventure game with smooth mechanics
- ❖ Designed immersive levels and dynamic environment interactions

Tools: Unity, GitHub, C#





Game Features:



Platformer



Enemies/Hazards



Heart System



Level Based (difficulty scales up)



Movement



Powerups



Art/Music



Screen Design: Title



Screen Design: Level



Screen Design: Game Over



Project Risks & Mitigation

Risk	Exposure	Mitigation
Team Coordination	25 hrs	Finish early before finals
Unity Engine Issues	15 hrs	Standardize version, communicate early
Over-Scoping features	12 hrs	Prioritize core features
Insufficient Testing	10 hrs	Playtesting with peers/customers
Missed Requirements	8 hrs	Buffer time + peer checks
Asset Shortage	1.8 hrs	Use free assets



Citations

❖ None.



Thank you!

Questions?