Game Report

July 21, 2019

1 Report

Title: Project;Mankind

Genre: puzzle, adventure, action

Story: In the future, when the human is becoming extinct, a project named Project;Mankind was released by NASA with the mission of finding a new planet like earths. That when the story begin.

Gameplay: control the ship by hold the mouse the screen and use skill by Q,W,E. Before each level, you can select skill and review the whole map before start the level and there will be instructions cutscenes to help you to understand the game, which you can choose skip if you knoww how to play. After each level, you will have a new skill or weapon that help you solve puzzle, fight or run from the enemy. The game has 9 levels, where each level will have new skill, new kind of enemy or new kind of obstacle and you can just select at most 3 skill to use each level, so choose suitable skill and have suitable plan to complete level. This game is inspired from PlantVsZombie and the Commando series.

Special technical: The game use cinemachine to make cutscene and to make the camera. It also use A* pathfinding to apply to the enemyAI and a new light features for 2D game called Light2D.

2 Resource reference:

2D light: https://www.youtube.com/watch?v=nkgGyO9VG54t=458s
A* Pathfinding: https://arongranberg.com/astar
Assets: https://assetstore.unity.com/packages/templates/tutorials/into-the-space-2d-space-shooter-project-20749