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CSC 329 Final Project

NECROPOLIS

Necropolis – (noun) - a cemetery, especially a large one belonging to an ancient city.

STORY

As an aspiring jewel thief lost in an ancient burial city, you must traverse through the treacherous terrain, collecting as many gems as possible while avoiding supernatural enemies at all costs. Throughout the first level, the sun is shining, and skeletons and bats impede your path. Darkness follows as you enter level two, where you must face off against ghosts and slime monsters. Once you get past the final guardians of the king's grave, you must race to the finish to beat the game.

GAMEPLAY

The goal of Necropolis is to complete both levels as quickly as you can, while collecting as many gems as possible along the way. There are a total of 20 gems to be found, 10 per level, and you have two minutes to complete each.

Your score is calculated in a simple manner: 100 points per gem collected, plus ten times the number of seconds you have left at the end of each level. Therefore, the secondary objective to this game is to achieve the highest score possible, by optimizing the speed of your runs and discovering how and when to collect each gem.

INSPIRATION AND RESOURCES

This game was inspired by classic platformers like Super Mario and Castlevania. My goal was to create a mechanically simple but challenging experience for players, and one that would be conducive to them returning to play repeatedly, due to a combination of frustration and enjoyment.

All the sprites and assets used that I did not create myself, came from the unity asset store. I would have liked to hand-design each individual entity, but I was able to get the look and feel I wanted from these pre-made assets. In fact, I feel that all the assets I selected fit really well together and create a cohesive environment for the player.

MUSIC AND SOUND

The background music is the same for both levels, and I produced it myself. My goal for this composition was to create a "endless running" feel, that fit in well with old-school sounds and graphics. To do this, I used a drum kit that felt somewhat '8-bit' and played simple guitar parts over it to add somewhat spooky tones as you get further into each level.

The jumping, coin collecting, and death sound effects were produced using this website:

https://sfxr.me/

CONTROLS

Move left: 'a' or left arrow

Move right: 'd' or left arrow

Jump: space bar or right click

Toggle mute: 'm'

BUGS, ISSUES, ETC.

Through my testing of the game, I have made sure that there are no bugs or issues that impede the player's ability to complete both levels and win the game.

There is one small bug that can still happen, although it does not impact the game in what I would consider to be a negative way. I chose to modify each box collider on the jumping platforms individually, and this leads to specific situations where you can "wall jump" or "double jump" off the side of a platform – but this sometimes allows you to save yourself or do a maneuver that would otherwise be impossible, so I decided to keep it as I thought it was actually a fun accidental mechanic.