Escape Game

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Drive link (Game play/source code):
https://drive.google.com/drive/folders/1jn6MHpkcTVN9CDnRKPrjUm1sSWXOpbsI?usp=sharing

This game is about a character run and escape through three levels while avoiding contact with the enemies and harmful objects.
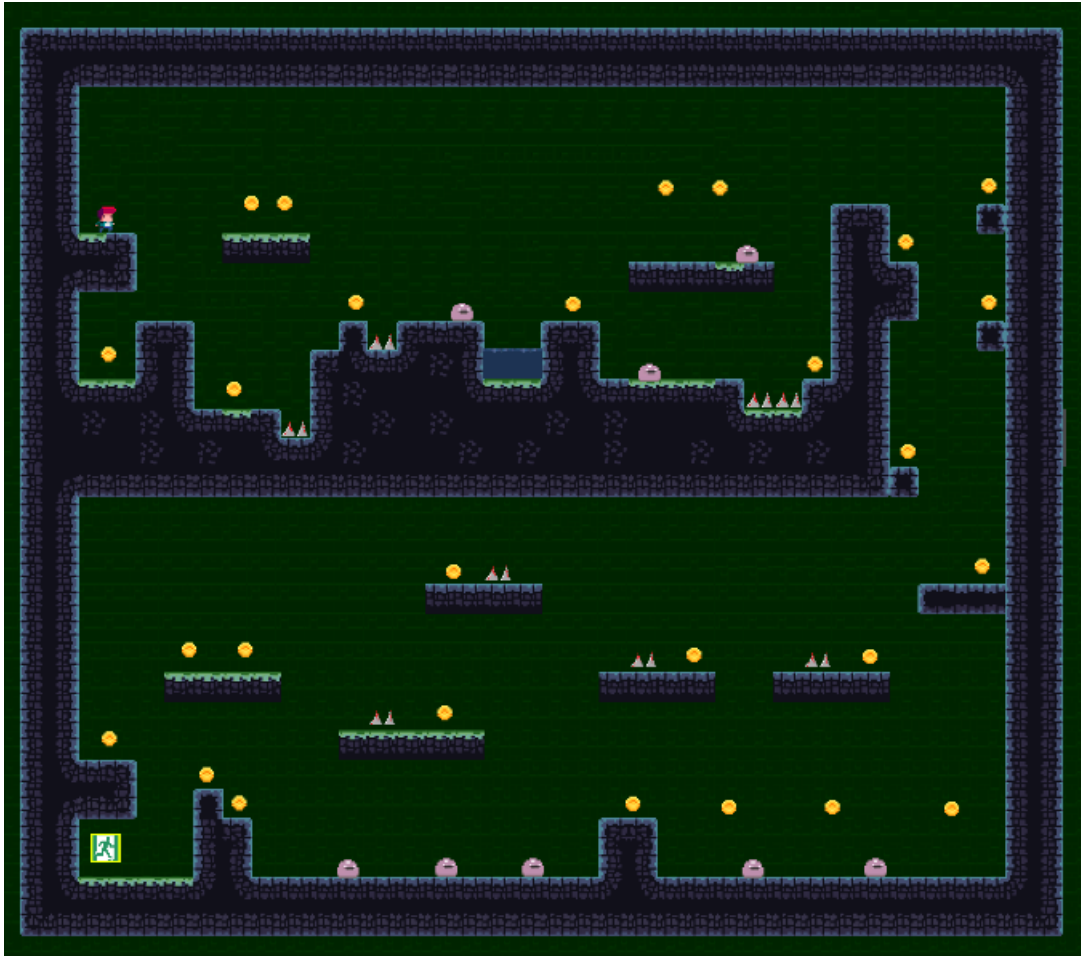
- Main stack – Unity / C#

Through the three levels user have to face enemies and objects, and also can collect coins while running and jumping.
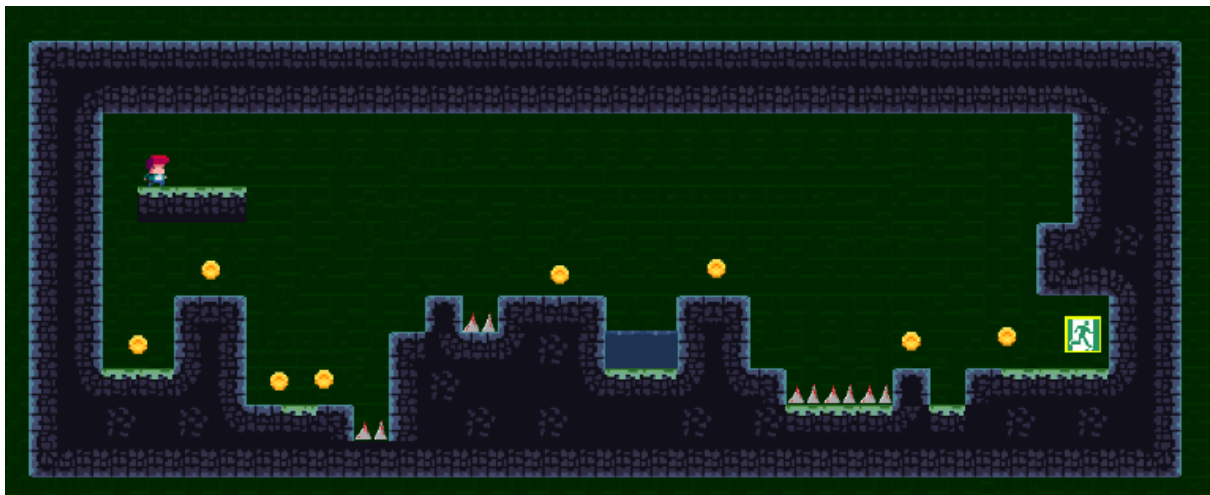
Level 1.jpg

Level 2.jpg

Level 3.jpg

Instrutions:

- User have to go through the path and passing the enemies to exit in each level.
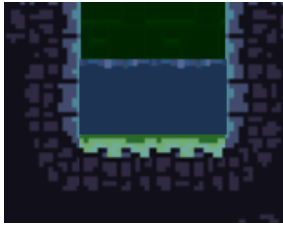

- Must avoid the below enemies and harmful objects.

This enemy can move horizontaly.

This spikes are static object placed in random places around the play area.

Avoid getting fall into water

Implementation:

- Sketch three different levels with different layout.
- Used Rigidboy for the apply physices to the each asset.
- Used different type of colliders to identify collison between character, walls, enemies and background.
- Add rewarding scheme to by collection coins while go through the path.
- Character can shoot enemies.
- Add lives acount schme and collected points schme using Canvas to show statics of the state.
- Add music to coin collecting.
- Character will be died if collide with enemy, water of spikes.