Jumper Jungle

Our 1st plan of the project is a remake of the famous and timeless game “Snake and Ladders” but it is too much for us since we are only beginners. We will have to deal with 3d objects and stuffs. We need to make a dice object and make it roll in the board and we don’t have any clue on how we will do that. Honestly, we don’t know how to start in making that game.

The next plan is to make a shooter game. But we realized that we will just get assets from the store and use them in our game. We won’t have our own designs so we came up with a new game.

Our 3rd game is a falling game like rapid roll of the early phones of Nokia. A player must go down and must not be crashed by the ceiling or the top layer. But we made it as jumper because we thought that it was more fun that way.

Our game story line is like this:

A plane crashed in a deserted forest and 1 man survived. He has no one with him. The only thing to do is survive and try to get some help before he gets eaten by some wild animals in the jungle. He needs to go as high as he can so that the animals will not get to him.

The name of our game is jungle jump. The goal of our game is to jump from one obstacle to another. It is composed of 3 scenes: menu, main game and game over. We used Unity 3d to make this game. We used other apps like photoshop, audition, and paint in the game making process.

The first scene is the menu, it has a start button. The second scene is the main game, where you can see the platform, score and character. The platform appear randomly as the game goes on. The third scene is the game over which contain the retry and back to menu script. We put in every scene a background music and a sound effect in the character.

The mechanics of the game is to go as high as you can and get more score as you can. The player can warp on both sides. A special platform with a vine can boost the jump height of the player. There is a left to right platform and up and down, also a regular platform.

The game over scene has two buttons the “retry ” and “Menu”. The retry button takes you to the main game scene where you can play again. The menu button takes you back to the 1st scene which is the menu scene.

We also included a close button which will terminate the game if clicked.

The player will change its perspective when moved. When he is going to the left he will also face left and vice versa. The player will auto jump and will have a sound effect when he is grounded or in the ground.

The game over scene will execute when the player is not detected or seen on the camera. Hence, the player fell.

We also add a transition effect when accessing the scenes or level. All of the scenes will fade at the start of its execution. Since other transitions are not free and hard to code, we used the fading. It is easy to put into the game.

Also, the background of the main game will follow the camera so it will not have a blank background. We used a GUI Skin to design the buttons in the game. We used 4 GUI skins in the entire game. We also used the GUI style to customize the fonts of the score and high score text. The high score will be saved and will also be shown when the game is executed again. It will only change when a player exceeds the current high score.

The game is a casual fast paced game and that will test your eye and hand coordination. It is suitable for all ages. No animals were hurt during the period of game making. No blood effects or violence is shown in this game.

Sources: Google.com, stackoveflow.com, youtube.com, unity3d.com/community

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