SNOWBOARD
FREE

Introduction

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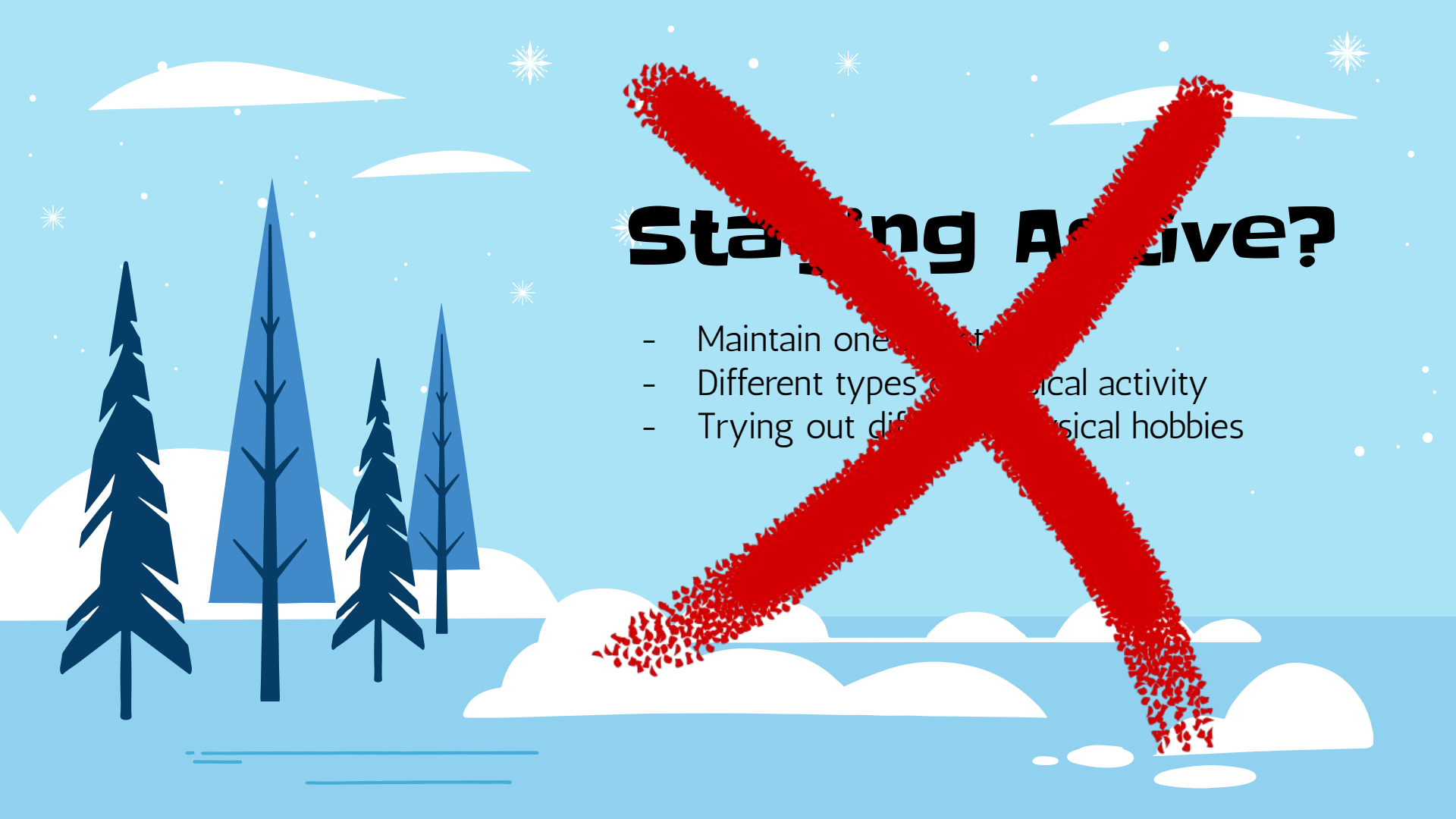
Areas of Interest?


Sta ng A ive?
- Maintain one
- Different types ical activity
- Trying out di sical hobbies

New Pokemon Game?

- Real life pokemon
- Sort of like keeping
- Housing, Feeding

Snowbo ing?
- Players ride ountain
rocks, and trees
r to real life

Inspiration / Homage

Timeline

1-3

Base Project Creation
Tons of Research
Creating background scrolling

4-6

Lots of Sprite creation
Player Movement done
Obstacle Spawning done

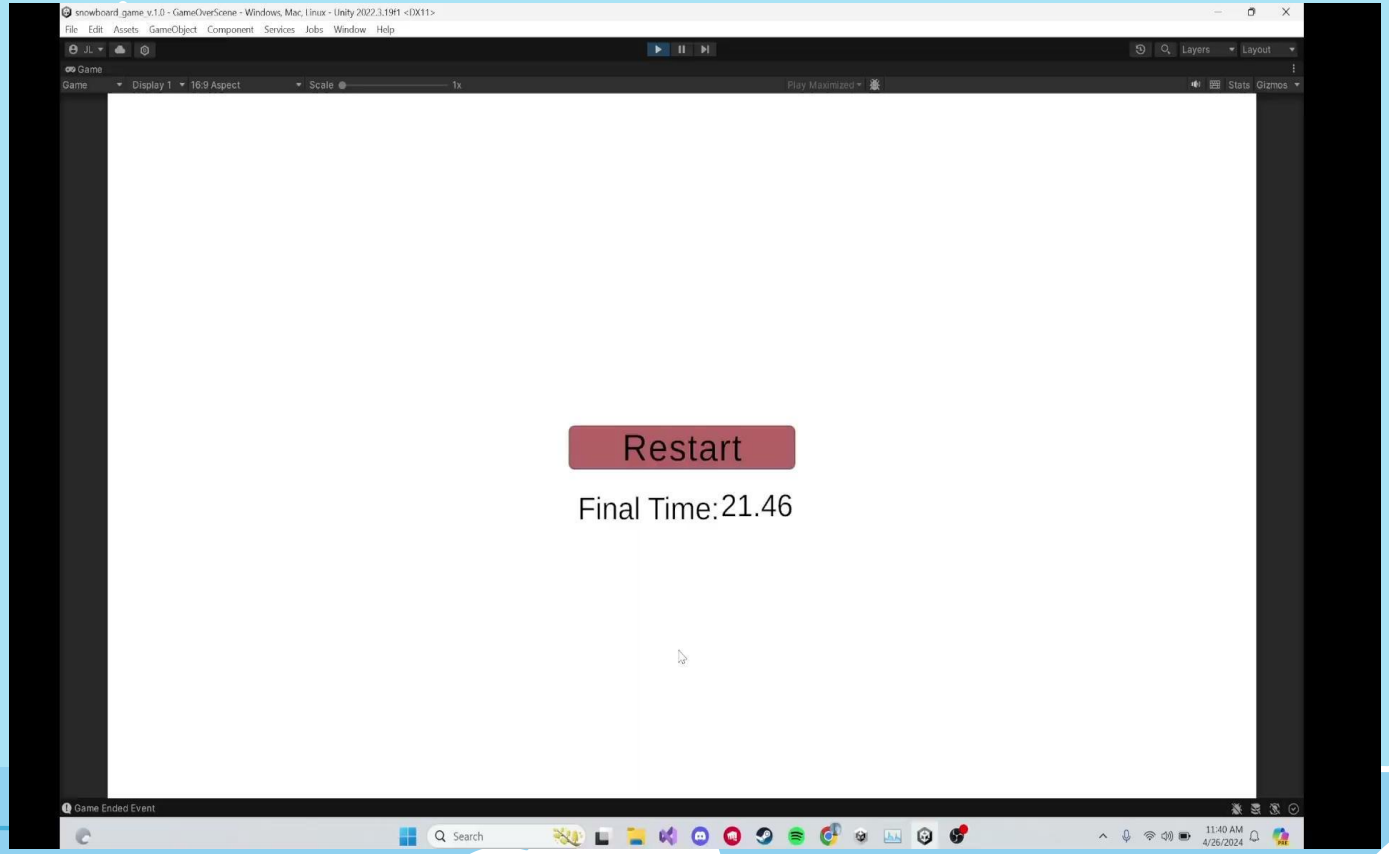
7-9

UI Sprite + Implementation
Player Health
Collision System + Bug Testing

10-12

Skier AI Done
Time System
Testing + Polishing

Demo Vid


snowboard_game_v.1.0 - GameOverScene - Windows, Mac, Linux - Unity 2022.3.19f1 <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Game
Display 1 16:9 Aspect Scale 1x Play Maximized Stats Gizmos
Restart
Final Time:21.46
Game Ended Event
Search
11:40 AM
4/26/2024

Challenges?

Challenge 1

- Instancing in Unity
- Carrying scripts, values, and instances over scenes
- Deleting Duplicates

Solution 1

- Unit Forums

What this code does step by step:

1. Declares a class by name `GameControl` which extends `MonoBehaviour`, this gives `GameControl` access to `MonoBehaviour` methods and "behaviors"
2. Defines a public static variable called instance of type `GameControl`, this variable can be accessed anywhere in the code just by calling `GameControl.instance`.
3. On the Awake method (is called when the object it placed in the scene) it is checking if there is already an instance for `GameControl` in the variable instance, if there isn't any then it assigns itself to instance.

Challenge 2

- Sprite Creation
- Terrible at art
- Some good some bad

Solution 2

- Do a lot of the sprite creation early

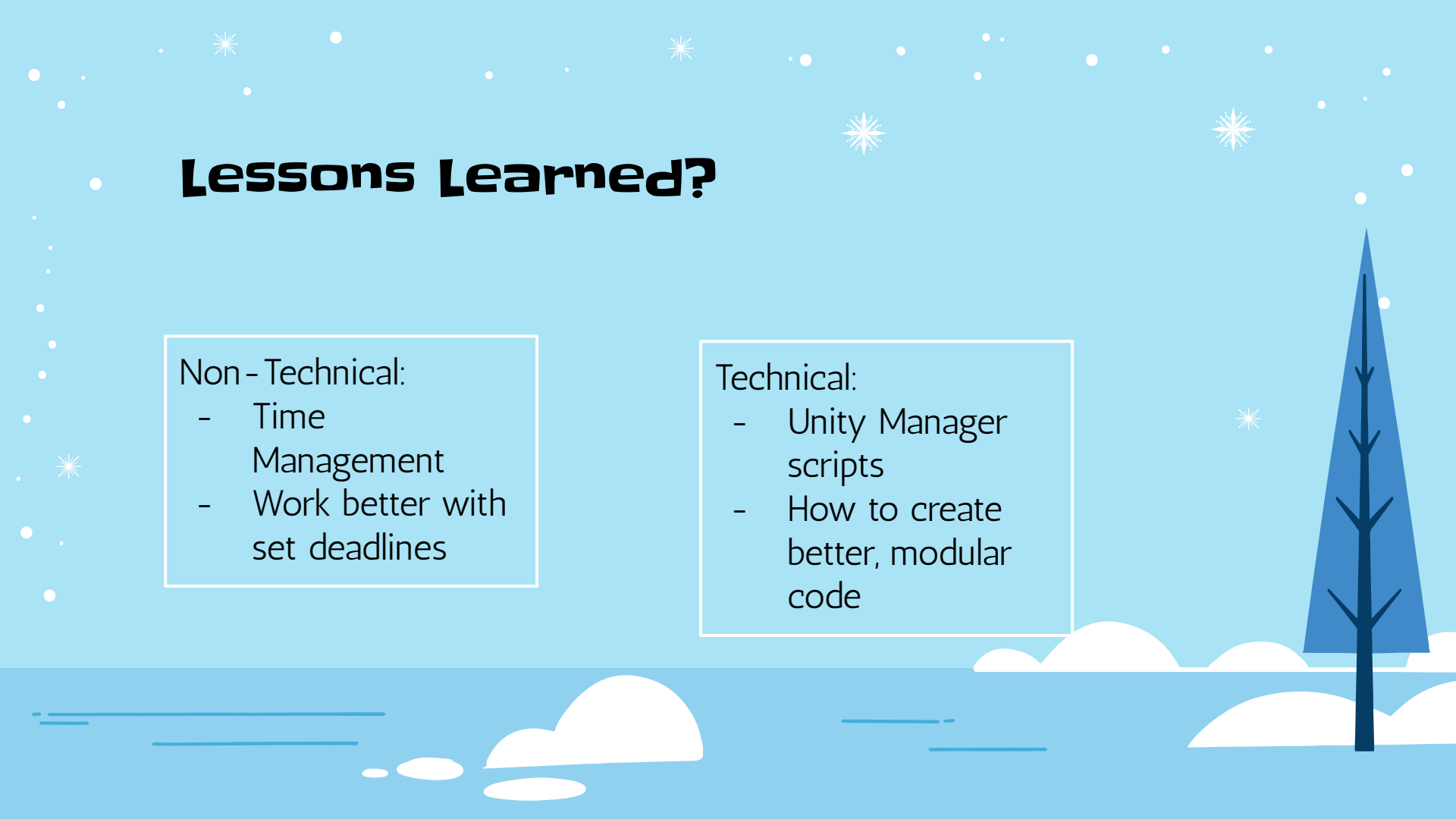
Lessons Learned?

Non-Technical:

- Time Management
- Work better with set deadlines

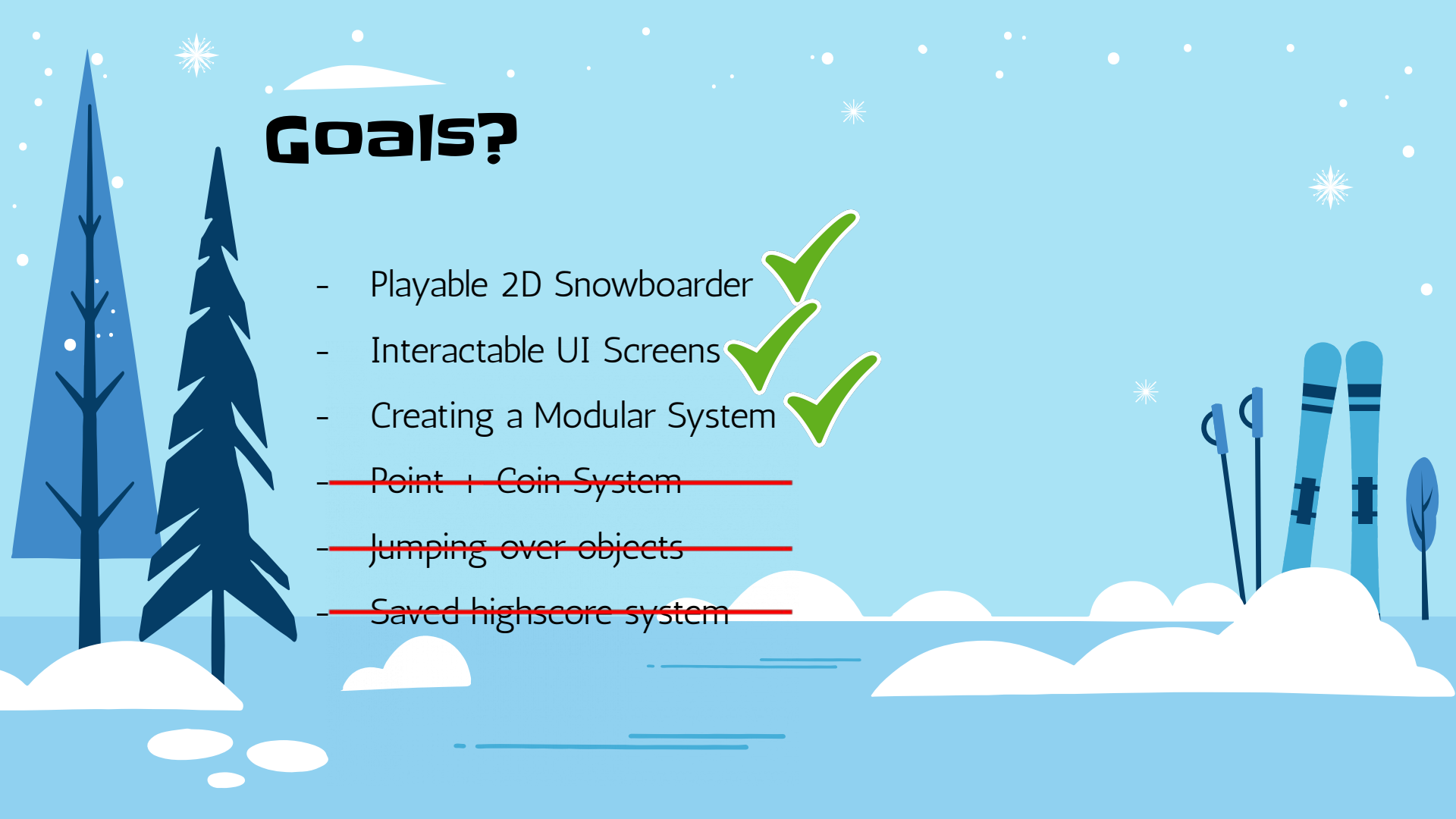
Technical:

- Unity Manager scripts
- How to create better, modular code

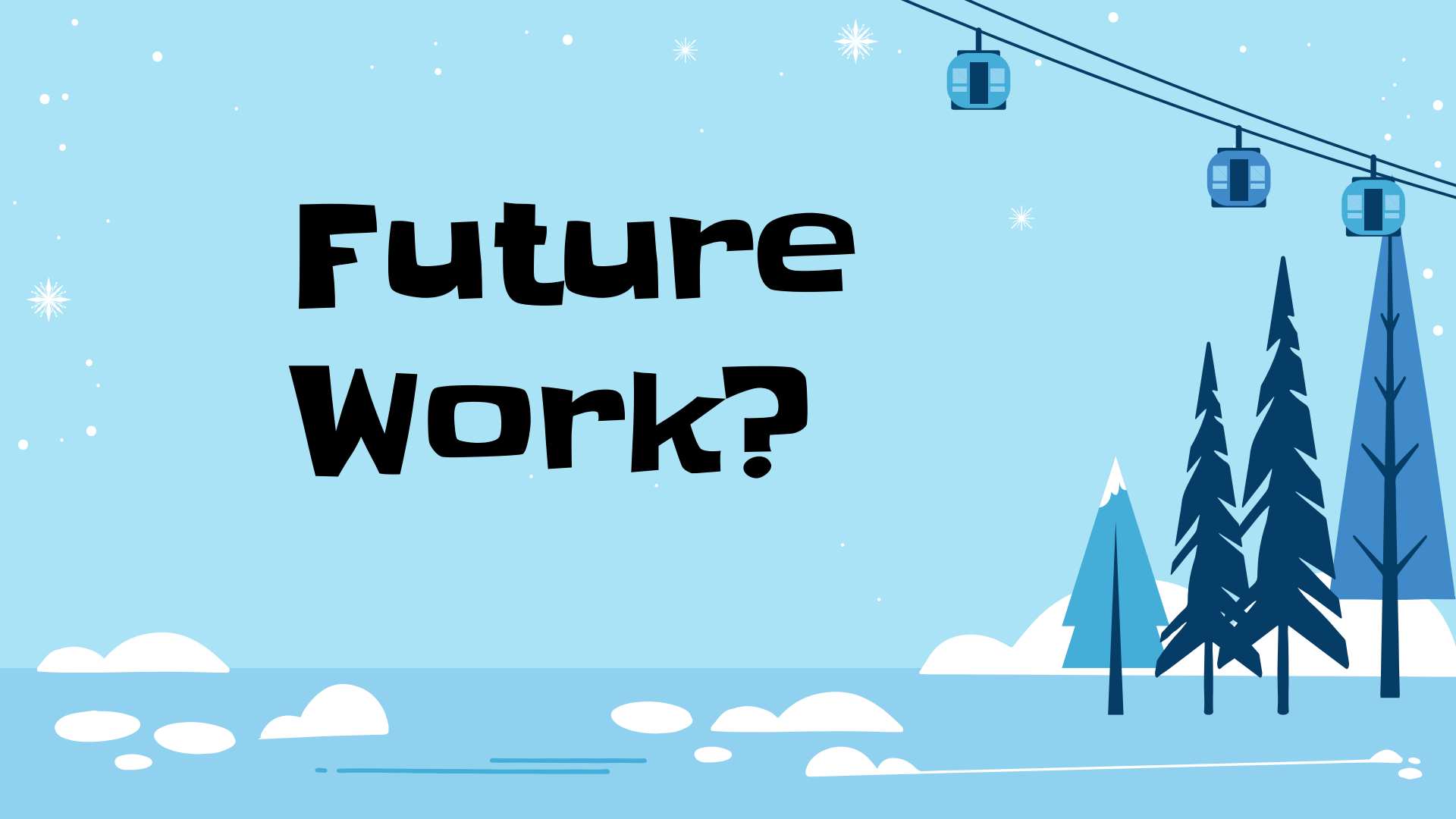


Goals?

- Playable 2D Snowboarder
- Interactable UI Screens
- Creating a Modular System
- ~~Point + Coin System~~
- ~~Jumping over objects~~
- ~~Saved highscore system~~



Future Work?



+ Point System!
+ Jumping System!
+ Different Obstacles
+ Rails + Tricks
+ Better game feeling

Thanks for watching!

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