

Final Project Report

For this project I aimed to create a short 3D platformer. The final build became more of a collect-a-thon with a single level, challenging the player to collect all 65 collectables. The player can move with the WASD or arrow keys, and orbit the camera around the player with the mouse. The player can also jump with the space bar (and can use that to wall jump) and hold shift while moving to move faster.

While working on the game a programming error caused the player character to move strangely, and I thought it looked so funny I included it as a “reward” for collecting all 65 of the collectables.

