"MiniX Heist"

About

MiniX Heist is a platformer game developed as part of the preliminary project of the Digital Games Design and Development course.

"MiniX Heist" is a stealth-puzzle 2D platformer developed in Unity, where players navigate a guarded facility to collect vital items, uncover secrets and escape with LCOM's teacher moodle password. Through a blend of stealth, exploration and clever use of power-ups, players must outwit patrolling guards, avoid detection from cameras and make use of their collected items.

Installation

Installation is not required. Instead, follow the steps below:

1. Locate the DDJD-PP-G08-MiniX Heist-game.zip and extract its contents.
2. Double click on the MiniXHeist.exe file to run the game.

How to Play

Goal

- Collect **3 key items** and **a card** scattered around the map
- Use stealth to avoid guards and cameras
- Get the final password door and **escape**

Map Features

- **Vision Cones**: Getting spotted triggers alarms and health loss
- **Lockers**: Hide to avoid detection
- **Sticky Notes**: Lore and hints
- **Doors & NPCs**: Interactions tied to progress and story
- **Password Door**: End goal requiring a correct code

PowerUps & Items

- **Weapons**: Temporary ranged defense (banana gun)
- **Collectibles**: Visually tracked in the UI once picked, give more final score if collected
- **Keycard**: Grants access to restricted zones

Controls

Key	Action
A / D	Move left/right

Key	Action
E	Interact / Pick up / Talk
Mouse 0	Shoot weapon
W	Use Stairs/Doors
ESC	Close panels

Credits & Resources

- **Engine**: Unity 2D
- **Sprite Assets**: Made by ourselfs, from Google and from Gameart2d

Group Members

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