Judah Perez

Assignment 1

Game Link: <https://cookiedragon.itch.io/roller-and-launcher>

Git Link: <https://github.com/judah4/CS-485-Assignment-1>

Super Distance Launcher!

Launch yourself as far as you can! Each time you earn money and can upgrade your platform or jetpack! How far can you go?

Controls:

WASD to move

Space to Jump

Get as far as you can, get upgrades, don’t run into anything

Resources Used:

Unity Standard Assets

<http://www.bfxr.net/> for Sound Generation

<http://www.habrador.com/tutorials/unity-boat-tutorial/4-waves-endless-ocean/> for water generation(Experiment, not used in final game)

<https://assetstore.unity.com/packages/audio/music/music-starter-kit-63054> for music loops

Asset Foge to make a plane

What did I learn? I experimented with some water physics and tried a new game type I have not made before. I’ve been using unity for years now so nothing new there. I tried adding playfab but I just did not have enough time to add some leaderboards.