Game Prototype

Two player game, one plays as a ball, and one plays as the level. The levels will be short, and there will not be save, the players will restart from the beginning of the level

Ball

-can jump

-rolls around the platforms, avoiding obstacles

-has an ability to charge and break objects

-has ability to change the gravity of the level

Level

-can rotate platforms

-can move certain parts up and down

-must roll the ball around the level

Working together mechanics

-mainly timing, the players must work together so the ball avoids obstacles and moves through the level

-players have to find the easiest way through the level

Extra things

-unlocking a knew level by beating the previous one

-different types of platforms – ones that make the ball stick, ones that make it bounce more, ones that make it faster

switching gravity of a level

the two players have to work together to get to the ball to the goal.

Tasks

Set up unity 2d project

Create scene with ball and platforms, add colliders

Create platform rotation movement

Create ball jump movement

Test speed and movement of the player movements

Colliding with enemy should restart scene

Adding a timer that finishes when the player reaches a finish line