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Period 2

New Proposal

My new project is going to be a 2D platformer game in which the goal is for the player to attempt to complete all of the levels without dying. The game attempts to bring back the old-school style of game that is not merciful when you die and is purposefully tedious.

Milestones:

1. Create a player that has a walking animation and can move around a basic map by walking.
2. Allow the ability for the player to jump and tweak this functionality to fit the game.
3. Develop 1 basic level that the player can walk around.
4. Update this basic map to include features so that certain elements when hit by the player indicate things in the code.
5. Make any obstacles used in the map coded to execute functions when the player collides with them (i.e. spikes that kill the player)..
6. Make the load design so that death will make the player go back to the beginning of the first level.
7. Edit level design so that reaching the end of a level loads the next one.
8. Add levels intended to use for the game (preferably 5).
9. Add a start screen as well that the player views before they can begin the game.
10. Add music that plays during gameplay and restarts when the game is restarted.
11. Add sound effects that are triggered by collisions as well as give them different pitches to differentiate the sounds.
12. Add more levels intended to use for the game (preferably 5).
13. Add a counter at the top of the screen to indicate which level the player is currently on.
14. Allow the player to pause the game by clicking a pause button.
15. Add more levels intended to use for the game (preferably 5).
16. Add an option for the player to turn on/off checkpoints that saves the game at certain points.
17. Add an options menu on the start screen to change options before playing the game.
18. Add more levels intended to use for the game (preferably 5).
19. Add functionality for a mobile version of the game.
20. Put the game on the Unity store.