

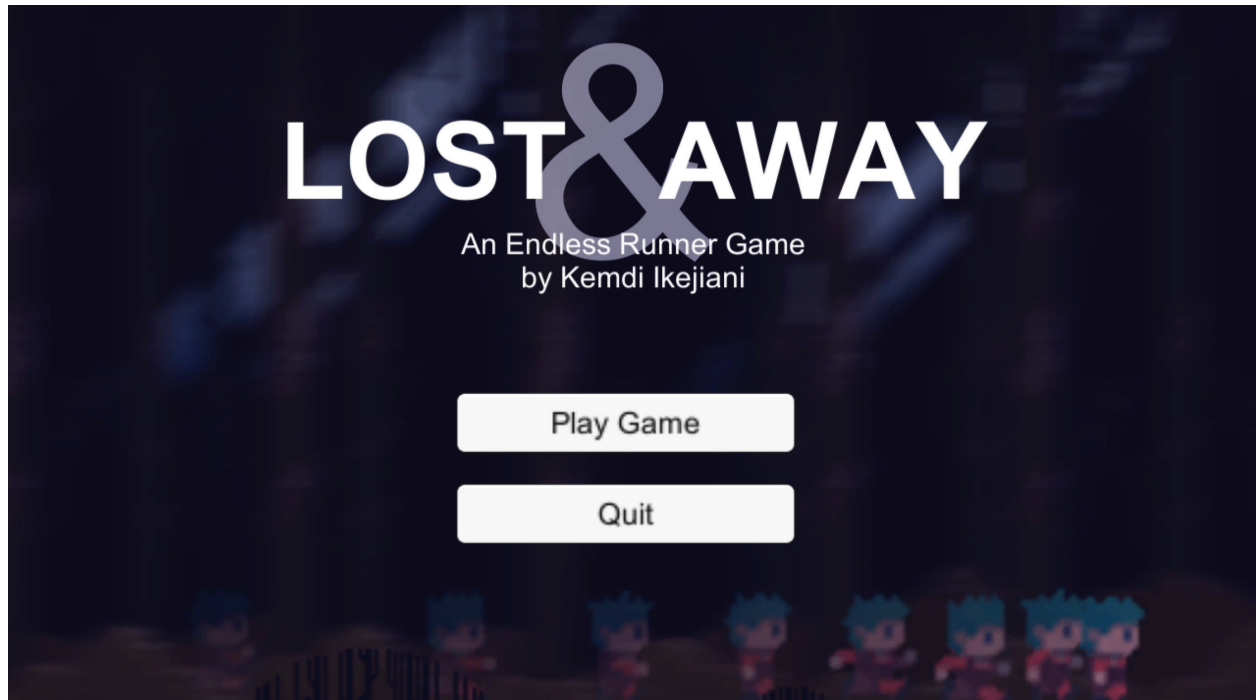
SHORT DOCUMENTATION, PROJECT 2

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COURSE: DATT 2300

GAME TITLE: Lost & Away



For this project, I had some difficulty with the ground reappearing. Sometimes, there was a tiny gap between the first and the next one, which made my player stuck in place. What I ended up doing was using two ground objects, instead of the three that I was using before, and made them wide so that they overlapped each other. This seemed to fix the issue.

For my coin respawn, I simply used the original code given to us called “Spawn Generator” All I did to make it compatible was change the type from BoxCollider to CircleCollider, then “size.x” to “radius.” Another problem I had with the coins occurred when I was about 80 percent done with the game. For some reason, some of my coins were being spawned underneath my ground where they couldn’t be reached. After an exhaustive search I realised I was using the MaxHeight

GameObject of the regular platforms for the coins. Once I created a different MaxHeight Object for the coins, that appeared to fixed the problem.

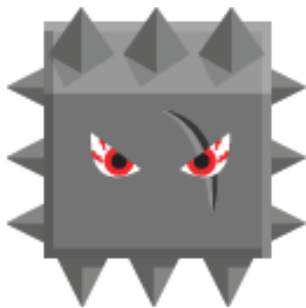
To make the game trickier, I added the falling script to a few platforms. Some platforms in my game are a 6x1 matrix (made by six individual boxes). I made one of them fall and the other one bounce. The bouncing script was easy to create. I simply right clicked in my materials folder, picked Physics2D and changed the bouncing property from to be higher than zero.

I also had a problem where my character would land on the side/edge of a floating platform and get stuck. After googling a few things, I found a solution that worked for me

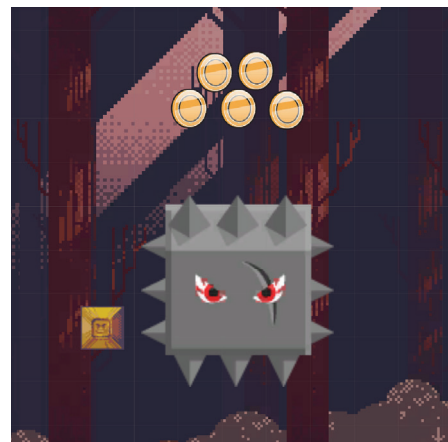
(https://www.youtube.com/watch?v=yiXlPP8jOvs&list=PLiyfvtjWC_XmdYfXm2i1AQ3lKrEPgc9-&index=4 from 8:48 to 9:54). I created a material named “Slippy” which had zero friction.

Then I attached it to the 2D collider of my character.

To create my enemy, I used a one of the 2d PNG that I downloaded.



Main Enemy



Main Enemy surrounded by rewards (bouncy block and coins)

I then added a script that would restart the game if my character collided with the Enemy. Editing my spawn script, I made it so that it didn't appear too frequently. In addition to that, I added spikes the side and bottom of a few platforms. If the player touched them, they would have to restart and their score will be reset to zero. Lastly, I created my main menu and a restart menu. For my main

menu, I went on to add a simple background image that I created using the already available PNG files from the asset.