Push Peak

I created a platformer with an 8-bit style to it, where moving boxes is key in reaching higher peaks in each level and helps you climb to the victory point.

I used sprites which I sliced exactly like how we did in the exercises.

I used a Tilemap Ccollider2D on the Tilemap, and switched it to polygon like in the exercise to fill it in. Collider2D’s and Rigidbody2D’s on every push able object in the game (barrels and boxes). Collider2D’s on every strip of spike traps as well as a collision on enter script where the character dies on contact with the spike trap’s collider. Collider2D on the victory treasure chest with code to trigger a text object congratulating you on completely the level, followed by a delay which is where I used Invoke:

<https://docs.unity3d.com/ScriptReference/MonoBehaviour.Invoke.html>

<https://docs.unity3d.com/ScriptReference/Collision-gameObject.html>

https://docs.unity3d.com/ScriptReference/Object.FindObjectOfType.html

as well as a trigger which is delayed by the invoke to change to the second scene (Level 2).

Finally in the this aspect, I Used box colliders on children objects of the spike traps in order to have some sort of a scoring/points system, so by doing this I applied a box collider on each spike through its prefab and each point in both levels where a spike is jumped over and avoided, I placed its children’s collider on the landing spot of the player scoring them 100 points.

Cinemachine’s 2D Camera + Confiner, I retraced my steps from the past exercises and did according to how those were done in class but with custom adjustments that favor to my game’s requirements.

Pixel Perfect Camera, I changed the resolution to 1920x1080 and added a dead zone big enough that small movements made by the player won’t jiggle the camera back and forth.

I used a Tilemap for my level design, using a generic block style with rule tiles.

2D animation done on my character sprite exactly like we did in the exercise.

Pushable boxes (to advance) and barrels (to assist your advancement or asthetic)

Made 2 particle systems for smoke using the material from a space rocket exhaust smoke trail.

Smoke for the chimney’s on the little house sprites.

Sound Effects: Bloop sfx when you jump, sliding/grinding/dragging sfx when pushing boxes and the sound varies to the size of the box, as well as an overkill grunt yelling from the character when pushing the box.

Added a lives aspect for a total of 3 lives that decrement when the character collides with a spike trap collider and when the total of currentLives reaches less than or equal to zero the level resets at the beginning with 3 lives total again.

Other Sources:

https://www.google.com/url?sa=i&url=https%3A%2F%2Fopengameart.org%2Fcontent%2Flightning-cloud-0&psig=AOvVaw21Q8ote3IQP0rBLBMxmW5v&ust=1634927734733000&source=images&cd=vfe&ved=0CAsQjRxqFwoTCMDiwsuS3PMCFQAAAAAdAAAAABAD

Cloud Sprites (Level 2 Scene)

https://freesound.org/people/LloydEvans09/sounds/187025/

Jumping sound effect

**Rounded Blocks by Gamertose**

<https://assetstore.unity.com/packages/2d/textures-materials/nature/rounded-blocks-by-gamertose-50492#reviews>

ground, groundAndGrass, & stonewall

# Free Pixel Army - Platformer Pack by Aiden Art

# <https://assetstore.unity.com/packages/2d/characters/free-pixel-army-platformer-pack-168264#content>

# General(animation sprites 0, 1, 2), Environments, Trees

# 2D Pixel Item Asset Pack by Startled Pixels

# <https://assetstore.unity.com/packages/2d/gui/icons/2d-pixel-item-asset-pack-99645>

# 3 lightOutlined Items (chest00, jar00, jar0661)

# 2D Space Kit by Brett Gregory

# <https://assetstore.unity.com/packages/2d/environments/2d-space-kit-27662>

# Dwarf (Stars), and Starflare /:Particles/:Materials/Smoke

# Box Sliding Sound Effect:

# <https://www.youtube.com/watch?v=ETRDi9WegOw>

# Coverted to .mp3 with:

# <https://320ytmp3.com/en17/>

# https://answers.unity.com/questions/1563051/create-death-upon-collision-with-another-gameobjec.html