Assignment 16.2: A New Concept

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To add to the game feel of my game, I’ve added parallax scrolling to my background, with different rates of scroll for different depths. While the ground and the foreground elements move with the player, the trees in the middleground (which are still detailed and prominent) move slightly slower, while the valley in the background moves slower still, and the skybox moves the slowest. This gives the impression that the world at large is far bigger than what the player occupies.

This is present in all of my outdoor gameplay scenes, but is disabled for my indoor one, as the house doesn’t have an area beyond what is interactable.