Instruction

Install the whole folder: Effect Man. Then you will be able to play the whole game.

The folder is in:

Prologue

This is a game we developed for my final project of Game Design class in TechX, a summer camp held in Shanghai. Our teacher asked us to brainstorm a name, a genre, and the core mechanism for a game in 40 minutes and spent about 3 days to realize it. Our group came up with the name effect man because one of our group members was passionate about realizing the special effect and animation in our game and he desired to learn more about special effects by himself. Then I advised that we should make a 2D platform jumping game, a game will compete with Celeste directly since they belong to the same game genre.

Team Member:

Qiyuan He: Art design, programming, game design

Shijun Zhou (me): Level design, programming, game design, composer

Bingrui Hu: Animation, programming

Chengyi Xu: programming

Resources:

Metroidvania Controller by AisuKaze Studio

We found this asset from the Unity Store and its simple art design caught our attention. So we used its main character as our main character and our whole game design was based on this character.

Game & Level Design:

I spent most of my time trying to create a unique core game mechanism for our game. What will attract the players? What will make our game so different or even better than Celeste? Earlier that summer camp, I was playing games like Bloodborne, Hollow Knight, so I thought that maybe designing difficult levels would render players a sense of achievement. On the other hand, normal platforming games will only give the player ability like a dash or double jump. However, I gave our main character different ability for him to finish his journey and I will also render him cooldowns for each ability so that he won't be able to infinitely use his skill to finish the levels. The precisely designed cool down is my most proud design in this game. Some skills can be used not only once at a level and all skills must be used at the right time and the right series to pass a level. Players must have to use them wisely.

After the alpha test, the testers complained that the level was way too difficult so I added 3 levels before the demo levels so that the players could get used to all three unique skills at each level.

Background Music:

I created music based on the core idea of our game. Our game is basically a stickman is trying to search for the color in this colorless world. But as he is the effect man, his animation has the color. So, in fact, he doesn't fit this colorless world at all. So my music is trying to create this a bit spooky vibe

and a bit uncomfortable here. And the stickman is like a hero, and this game is like a journey, so there's also a sense of epic in my music. And the hollowness in my music sounds like that it comes from far away.

The Playthrough video is down here:

https://youtu.be/IsEC462_3gI