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Midterm Report CS427

* Elle is a puzzle platformer where we control a little girl to advance throught levels.
* The puzzles require keys, and sometimes there are fake keys to trick you. There are traps along the level and hints to progress.
* Techniques:

+ The control using velocity on the character and there’s a double jump feature. All interactable object have collider which is the trigger for the character to interact with. In menu, you can restart the level or go back to the main menu.

+ On Github is the complete build for PC and WebGL. The project is in Google Drive, which I will provide the link.

Unity version: 2019.3.0a5

References:

* Character asset: https://opengameart.org/content/cute-girl-free-sprites
* UI asset: https://kenney.nl/assets/game-icons
* Background asset: https://kenney.nl/assets/background-elements-redux
* Items and Tiles asset: https://kenney.nl/assets/simplified-platformer-pack
  + - https://kenney.nl/assets/background-elements-redux
* Script references:
* + Brackeys - https://www.youtube.com/channel/UCYbK\_tjZ2OrIZFBvU6CCMiA
* + Scripting is Fun - https://www.youtube.com/channel/UCw4oSfq5YOh4FyJt1Ugeuaw
* + Daniel Wood - https://www.youtube.com/channel/UCce8IrfTd8RpIIRxBTfbQbQ
* + GameDev Development Course videos by the Teacher Assistant.
* The poster + sprite at start menu + 1 level background are self drawn by AutoDesk Sketchbook.