

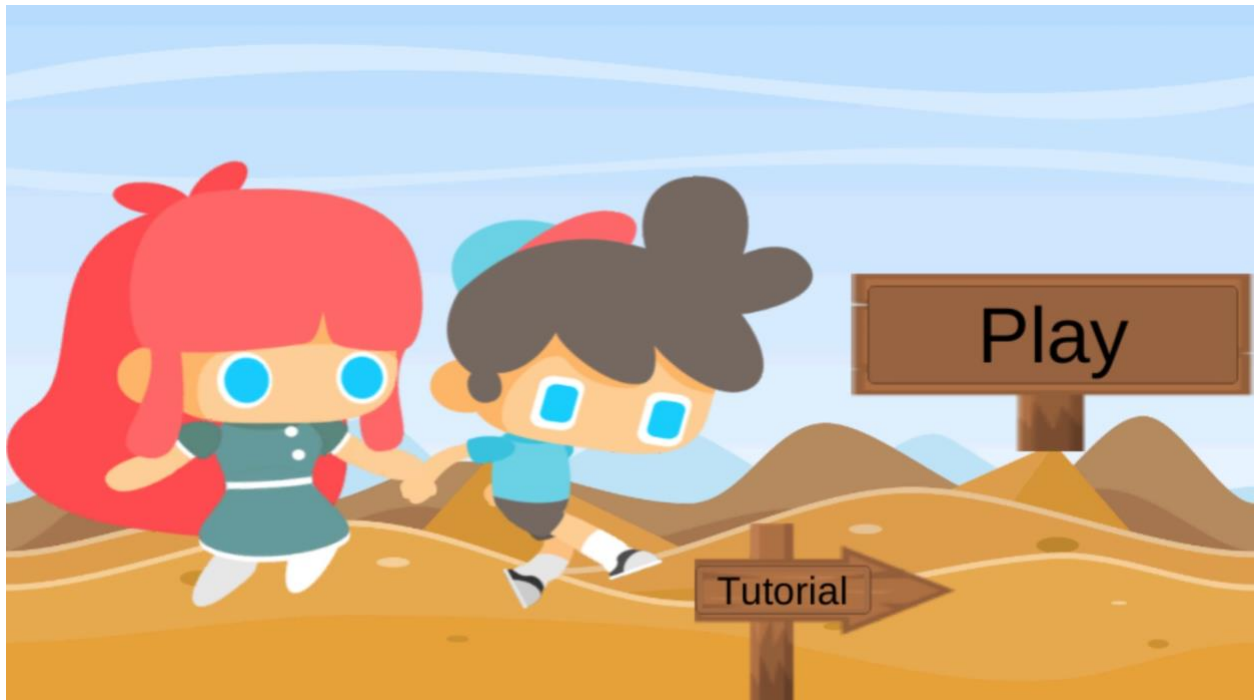
Lê Dương Công Đức
1651044

Idea

At the moment of developing this game, I was inspired by the game that I had played in my childhood [Fireboy and Watergirl](#). In this game, I tried to make as much as pitfalls and challenges as well as mind-hacking situation.

Features

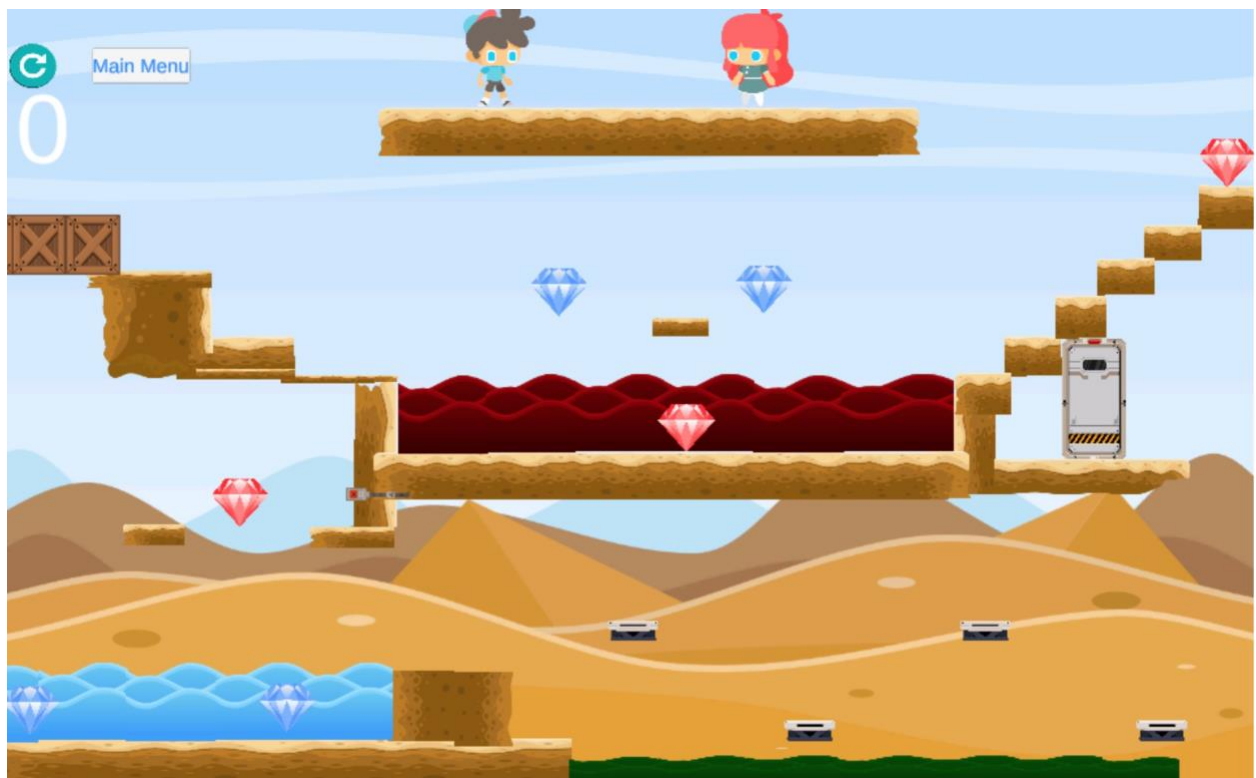
Main menu



Tutorial level

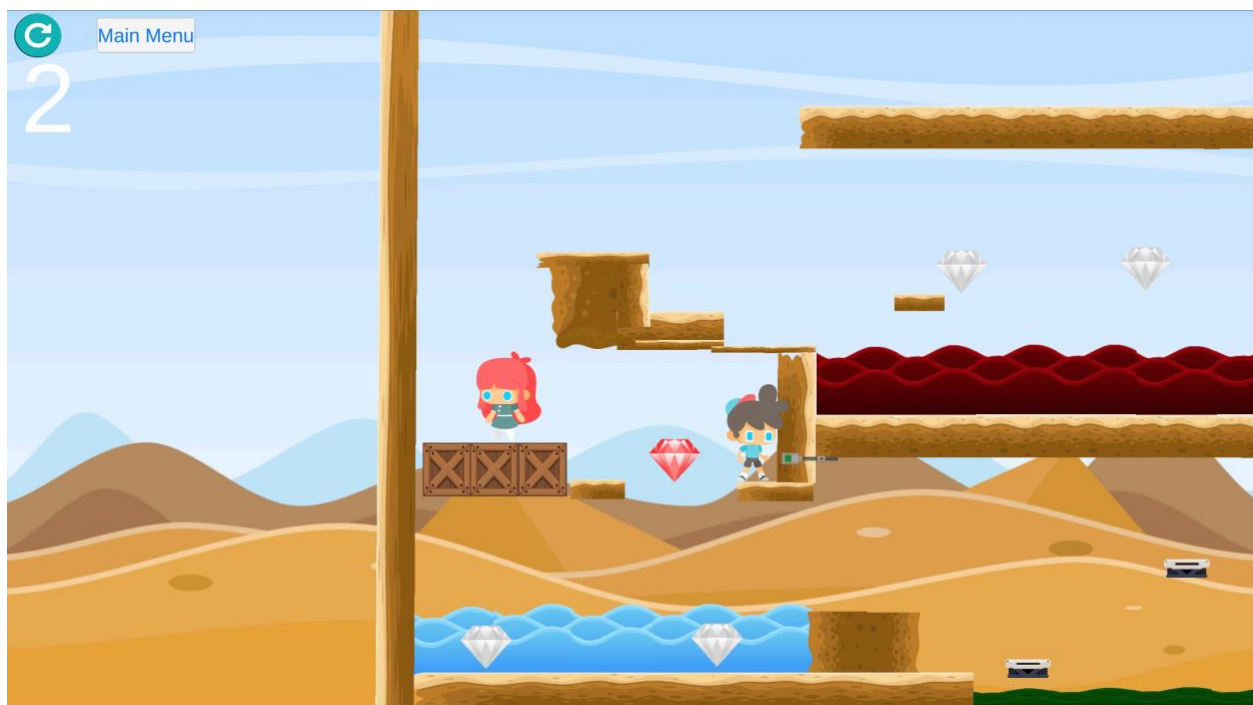


One single level

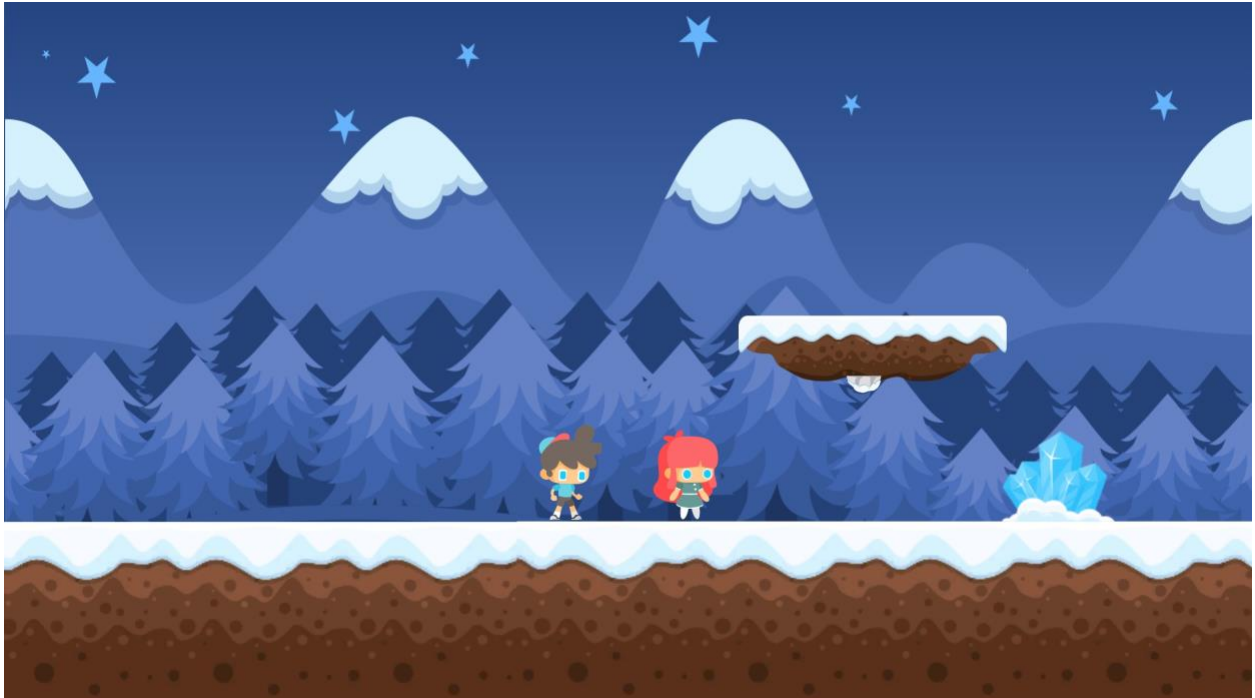


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Many triggered events



Multiplayer



Techniques

Camera moves along with players

To carry out this feature, I stick the camera X position to the middle of X position of 2 players. I also stick the background image to the camera to assure that people always see the background correctly when they move.

Player collision ignore (2 players)

This feature allows two players to go through each other by ignoring the collision (box colliders) of another player. I implement this by detect if the collision object is the other player then I ignore it.

High quality text on zooming

Use TextMeshPro

Players stick to the moving platform

I implement a script to stick the player to the platform by considering it as a platform's children component When player stands

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on the moving platform (up-down, left-right) and when player leave the platform I unset it as the platform's children component.

Speed changing upon several actions

I implement a C# namespace to contains all of the constants belongs to settings and apply these setting constants to all scripts in the game. In this namespace, there are constant for *speedFactor*, *jumpFactor*, *walkSpeed*, *runSpeed*, *slideSpeed*. And when we press the DOWN/S key + (LEFT/A key or RIGHT/D key) I apply the *walkSpeed* to *moveSpeed*, otherwise apply the *runSpeed*.

Resources

<https://www.gameart2d.com/cute-girl-free-sprites.html>

<https://www.gameart2d.com/the-boy---free-sprites.html>

<https://www.gameart2d.com/free-platformer-game-tileset.html>

<https://www.gameart2d.com/winter-platformer-game-tileset.html>

<https://www.gameart2d.com/free-desert-platformer-tileset.html>

<https://www.gameart2d.com/free-graveyard-platformer-tileset.html>

<https://www.gameart2d.com/free-sci-fi-platformer-tileset.html>

<https://opengameart.org/content/animated-spinning-gems>

<https://opengameart.org/content/diamond>

https://www.youtube.com/watch?v=1MPBnVU8_I4

<https://www.youtube.com/watch?v=rudx0-gXZD4>

<https://www.youtube.com/watch?v=q9swmo6309U>