

FOR NEY MON

ARENA

Niccolo Menotti

Now in Unity!

The Forneymon Arena is a game heavily inspired by Dr. Forney's honor policy for the Data Structures midterm. The original was built in the Construct 3 game engine, which uses heavily block-based coding and as such had limitations in what it could do. This new version was created as a fresh start, in order to allow a much more expansive game with more in-depth features.

Meet the 'mon!



Burneymon



Dampymon



Zappymon



Iceymon



Stackymon



Queueymon



Blobbymon

Dr. Forney's Honor Policy

Fall 2022 - CMSI 2120 Midterm

Professor Andrew Forney
10 / 21 / 22

Your Name: _____

"I, the above listed, do solemnly swear that I am up to all good, and that I shall not share any exam answers on this test with any of my peers, nor attempt to solicit answers or otherwise copy from a neighbor during the examination lest I be cast into the Forneymon Arena and forced to fight my way out."

Your Signature: _____

WIP Gameplay



All art and sounds were created from scratch over the past few years, with the honor policy coming directly from Dr. Forney's midterm and cutscenes recorded with Dr. Forney last semester.



Inspired by Dr.
Andrew Forney

Built by Niccolo
Menotti

Additional help from
Wobbles the cat

Built entirely in  unity