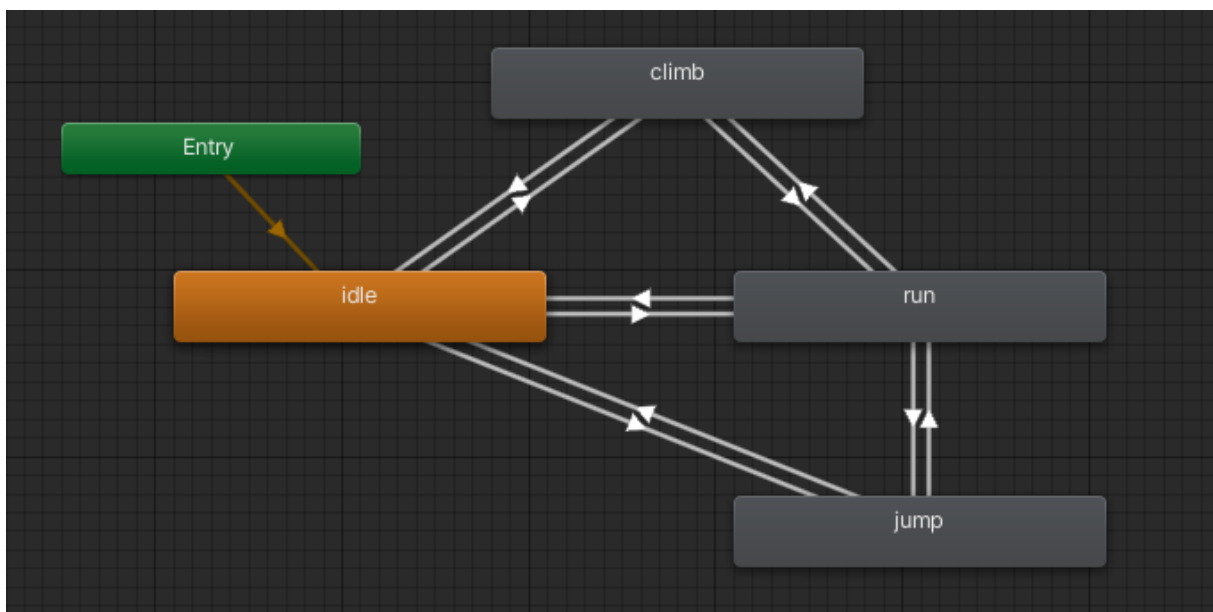


# CENG 462 FINAL JAM SOLO REPORT

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I designed the character controls and animations. In order to do that, firstly I found a character sprite. Then, from sprite editor I divide this sprite into the multiple pieces. From these pieces, I create our animations. We have four animations: idle, run, jump and climb. In order to switch between these animations, I add parameters from the animator tab and make necessary transitions with the right constraints. After that, I write the necessary code so that when the player presses the key from the keyboard character will be able to play the right animation.



I designed Start and Win screen. We do not have a Game Over screen, if the character dead he will start from the same level again. Generally, if the character collides with one of the obstacles, he will restart the level. We have collectibles at our level, player try to collect them.

Also, I wrote the necessary scripts that provide the general game flow. Our, first flow is to start the game. When the Player press the Start button we will go the Level-1. At this level, our goal is to reach the gate. However we need a key, so players need a key before to go next level. In Level 2, the goal is the same: to reach the out. However, this time we have an easter egg.

While developing the project, I encountered some problems. One of them was to adjust the ladder's tilemap collider. After research, I found I can adjust the collider of tile from the sprite editor. The second problem was, that our character was stuck on the edges of tiles. In order to solve, that I added Physics 2d materials and make its friction to zero. Then, I add this material to the grid colliders. In addition, I took advantage of your project while developing the project. For instance, we add a composite collider to our grid and the same ladder-climbing logic with you.