

Mini Project 1

2D Games

Name	ID
Nguyễn Hải Sơn	1751100
Huỳnh Minh Quốc Nhật	1751089

I. General information

Game type: Platform game

Game name: MEGAMAN MULTIVERSES

Characters:

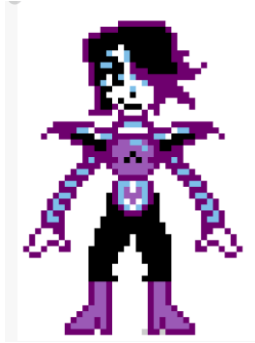
- Megaman



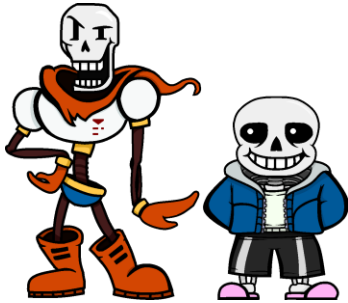
- Mettaton



- Mettaton (True form)



- Papyrus (left) and Sans



- Doggo



- Tutorial Guy

Storyline:

- Megaman suddenly finds himself in a strange world. The first person he encounters is Mettaton who is on his way to meet his friends.
- Megaman asks Mettaton about where they are now. Without answering Megaman's question. Mettaton rush away and Megaman try to follows him.
- While follows Mettaton. Megaman goes through many different "worlds". Finally, they meet at a bar, here is where all things get unravel...

II. Features and Techniques

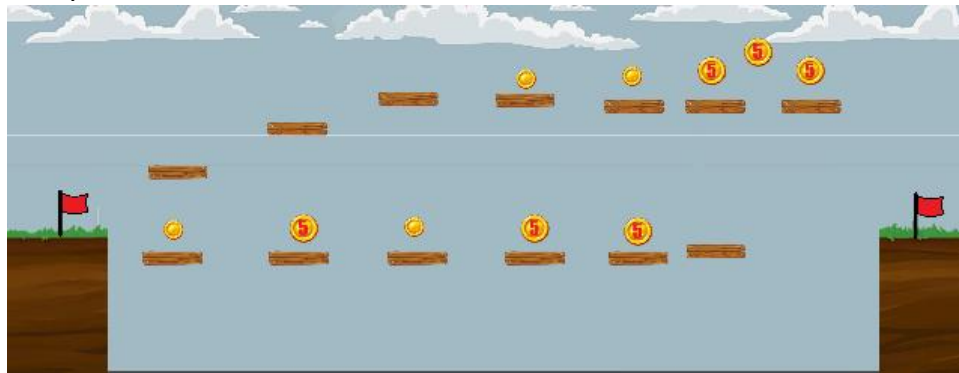
- There are 9 scenes



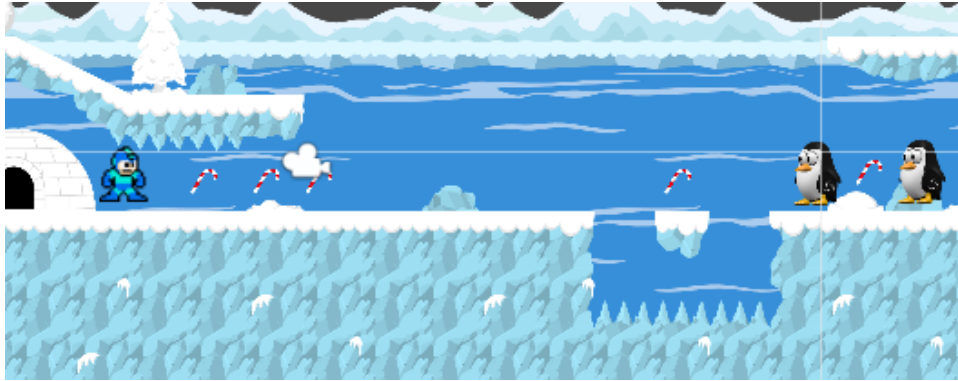
- Start Screen



- At level 1, player has to control the character and jump precisely through a valley



- At level 2 and 2.2, player now has a gun and can shoot the enemy (the penguins)



- The **dialogs** and **credit** are text display scenes that help the player understands more about the game storyline.

E.g.



Main techniques: 2D sprites, physics, graphical user interface, animation, checkpoint, respawn, score, audio.

Control:

- A D to move
- Space to jump
- K to shoot
- Use left-mouse to click continue in dialog scene

III. Builds

- Build on Windows
- Build on WebGL

IV. References

- Sprites from unity assets store and Google.com



UNITY TECHNOLOGIES
2D Sprites pack
2.9 MB
Purchased: 2 months ago
Organization: nguyenhaison7(def...

Version: 1.1 • Nov 14, 2019
Updating for whitelisting
[Add label](#) [Hide asset](#)



RAFMANIX
2D Ice World
1.4 MB
Purchased: 9 days ago
Organization: nguyenhaison7(def...

- Character movements, shooting and others set up are based on self-research on Youtube.com and Google.com
- **GitHub** link for project:
https://github.com/nguyenhaison1999/A1_Design_2D_scene