

3D Visualization and Game Development Report

Game Title: Crystal World

1. Student Information

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2. Idea

We aim at creating a game that features an endless adventure of a female character to find out ancient treasures. On her journey, she may encounter several obstacles such as traps, and monsters.

3. Platform and Resources

We named our game crystal world. The product is developed in the 2D platform of Unity 2020.3.14f1 with some C# code for advanced development.

This game uses awesome sprites from this great source
<https://szadiart.itch.io/crystal-world-platformer-set>. Credit to @Szadi

4. Advanced requirements

4.1. User satisfaction

Our game has apparent content with a compelling storyline. The game is designed to be accessible by a wide range of users. The movements of the

characters are totally controlled by players, and the game's logic is understandable.

4.2. Multi-Resolution Adaptation

We integrated the **Canvas Scaler** and **Anchor Presets** components of relative UI to make our game's resolution adaptable with various types of screens.

4.3. Intelligent techniques

Enemies in our game move between two predefined coordinates. We use the `Physic2D.BoxCast` functions to determine whether the main character is in the attack zones or not. If the main character enters the zone, the enemies will automatically attack her.