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MIRTIK PROJECT



INSPIRED FROM A STEAM GAME (FORGOT THE NAME)

OBJECTIVE: GOING FROM POINT A TO POINT B
BY ESCAPING TRAPS ON THE ROAD
THE TRAPS ARE HARD TO GUESS, YOU WILL
MAYBE NEED TO DIE ON THEM FIRST

- STREET LAMPS, PIPES, CARS, SEWER,
TRAPPED TRASHCAN.....
- NEED FOR TWO VEHICULE: ONE MAN, ONE
BIKE ! THE BIKE IS BIGGER & DIFFERENT...
- DEFINE THE LEVEL & DEFINE THE BEHAVIOUR OF
EVERY COMPONENT IN A GRID LIKE SO

safe	dead	occupied
dead	occupied+by what	dead
safe	dead	safe
safe	safe	safe



DEFINE THE BEHAVIOUR OF THE COMPONENTS

- Code: a grid define the cases that are walkable the cases that cause death, and how it does cause the death ...
- Defining the behaviors: need to be done firsthand, the lamp falls on the player accordingly to the position of a cone, cars explode and so on
- Score: $100000/\text{Time taken to complete the level}$
- Some collectable are implemented as asked to be a bonus or malus.

GAME OUTLINE

FIRST LEVEL

Feedback:

- Struggled with the player pref for the scores, the persistency broke some panel (the win panel was always active) but it is fixed by forcing the setActive(false) on SceneLoad
- Debugging is extensive: freeze the player position after a game over or a win, lock the second level before completion of the first one (tricky because some instances are not always easy to access in the start menu, so a boolean did not work out for me), verify the behavior of components
- Grid idea easy to implement but probably not optimal
- Bike implementation went smoothly but not much differences were made
- Failed to match every task asked for the project: could not think of a use of the object intractable yet for instance, lack of speed control...

SECOND LEVEL

Feedback:

- Struggled with the pressable buttons: the same error kept flooding the console. Fixed by fixing the script PressableButtonInspector.cs
- We added a timer to have difficulty: you have to complete the walk in 45 sec
- We didn't have time to implement the bike on this level

THANK YOU