Thin Ice Design Document Oscar Parra CIT124

My 2D videogame is based in already create videogame with same name. All sprites I took them from internet the rest of the Assets such as Scenes, Scripts, Animation are mine. The game consist of a Gameobject that moves on tilemaps depending on player position tilemaps could change, player can or cant move.

There is an “enemy” I called Breaker that is nothing than an invisible enemy that chase the player and breaking the ice tiles it never kills the player the only way to die is if player step on water. The idea is convert player World-Position to Tile-Position to break the ice tiles. The player moves always in World-position. I have had very hard time with this because even if I use the Tilemap.WorldToCell position function the coordinates were wrong meaning that even if player is over a tile their coordinates were different solve this problem took my days to solve it I just modify the coordinates to make them match.

The game only has 2 levels due to time reasons but I would have loved develop more levels the original game has more than 20 levels

The only bug I remember is when you died and hit the reset button the game stays paused even if a set back Time.timescale=1 I don’t know why. If you hit twice the reset button after dying the game will resume. Other than that no bugs that I am awate of.