Fire And Fury

by Paolo Tormon

v1.3 (08 Apr 2022)

Overview

Fire and Fury is a 2D platformer game made using Unity where Bruce the Baby Dragon fights his way through hordes of enemies and obstacles to reach his green apple juice. The player uses the keyboard to control Bruce.

Assets

Assets are from:

https://assetstore.unity.com/packages/2d/characters/dragon-warrior-free-93896

https://assetstore.unity.com/packages/p/pixel-adventure-1-155360

https://assetstore.unity.com/packages/p/knight-sprite-sheet-free-93897

https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838

Game World and Narrative

Plot

The game takes place in the world of Genesis where a Bruce, a hungry baby dragon, goes to great lengths to reach his green apple juice. Along the way he battles enemies and avoids traps making his reward very satisfying.

Mechanics

Player

The player controls Bruce by using the keyboard and the mouse.

Lives/Hearts

1. Bruce has 3 lives (hearts) that get reduced by 1 when Bruce takes any damage from enemies/obstacles. When the hearts reach 0, Bruce dies and the player loses the game.
2. The player can pick up floating hearts which will refill Bruce's hearts. Bruce's total hearts are capped at 3 at any given time.

Progression

1. The player has to defeat enemies and go through obstacles to reach his green apple juice.
2. Bruce can defeat the enemies by shooting them with fireballs.
3. Powerups help Bruce progress through the game by increasing his jump power and movement speed
4. When Bruce reaches his green apple juice, the game ends and the player wins
5. If Bruce runs out of lives before reaching his green apple juice, the game ends and the player loses

Enemies and Obstacles

1. Enemies
   a. Knight with Sword Attack
2. Obstacles
   a. Moving Spike Box
   b. Ground Spikes

c. Arrows

d. Moving Saw

Score

The player's score increases as he collects coins

Powerups

Bruce can get power ups that will enable him to shoot his fireballs more quickly.

Movement and Actions

Action	Keyboard+Mouse
Movement	A, D
Jump	W or Spacebar
Fireball	Left mouse click

Technical

Game Engine

Unity will be used for this Fire and Fury

—------------------------------------