COMPUTER GRAPHICS | FINAL PROJECT

ARAGON

Praneeth Baru   PXB170006

Summary

This project is a third-person view 2D side- scrolling adventure game that tells the story of a wolf that is lost in the jungle, away from its pack.

So, it must face all the challenges and get through all the levels to reunite with its pack.

Project Environment

Unity Game Engine

- **Scene Management**
- **Tilemaps**
- **Audio management**
- **Enemy and player animations**
- **Character control**
- **Cinemachine**

Goals

1. To capture the user actions on the screens and to perform relevant actions.
2. To develop the basic game environment and generate defined arenas.
3. Associate the user input controller to the player object.
4. Add animations to the player for every user input action

Goals

1. Implement the levels in the Play-screen.
2. Enemy Animations and movement and their animations relevant stimuli.
3. Enemy animations on colliding with player and killing the player
4. Enemy animations when player jumps on the enemy's head and destroy the enemy.

Goals

1. Implementing Lives, Gems for display on the Play Screen.
2. Cherries make the score for the game, score increases as more gems collected
3. Gems are collected to be able to play the next level. A total of 10 gems are required to open the door at the end of the level and navigate to next level.

Challenges

- **Level design**
- **CineMachine**
- **Killing Enemy on jumping on its head**
- **Enemy detection and collision**
- **Game over net**
- **Prop animations**
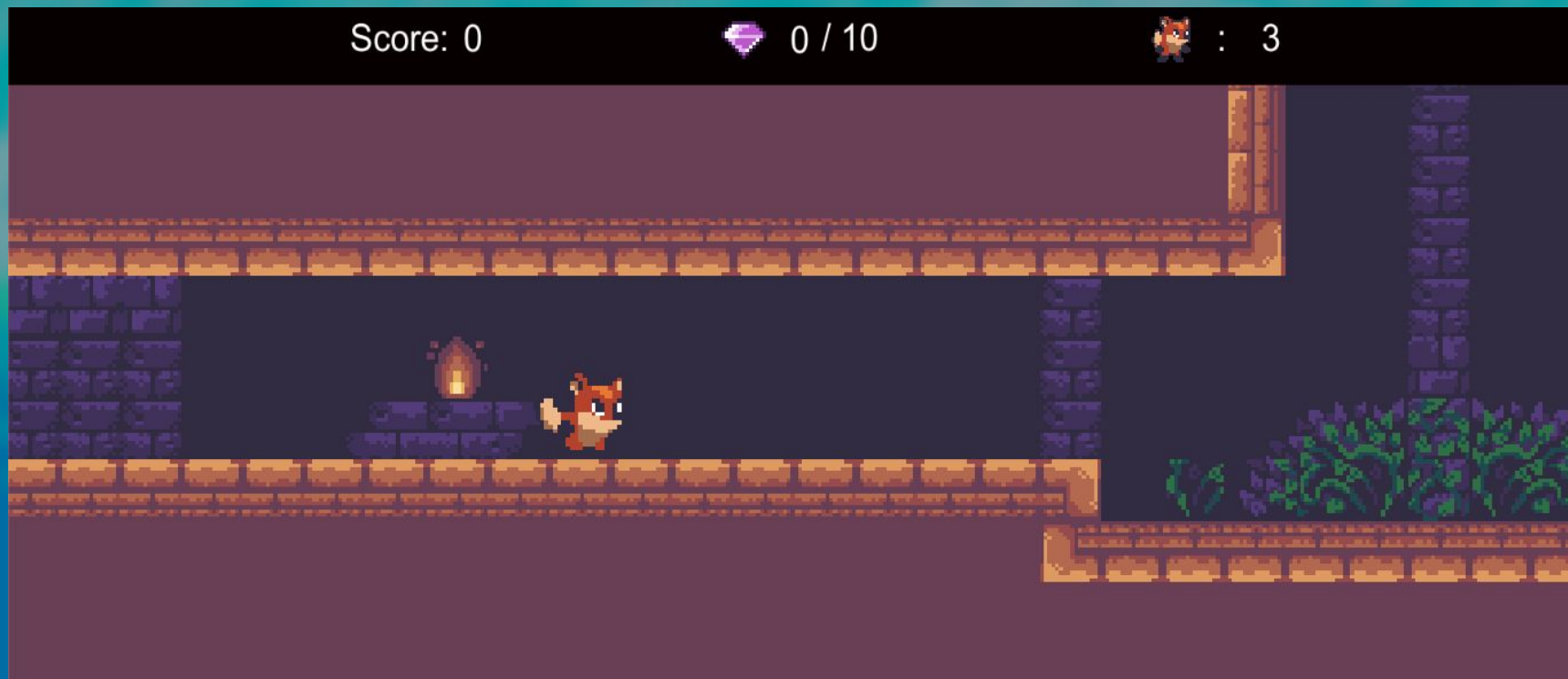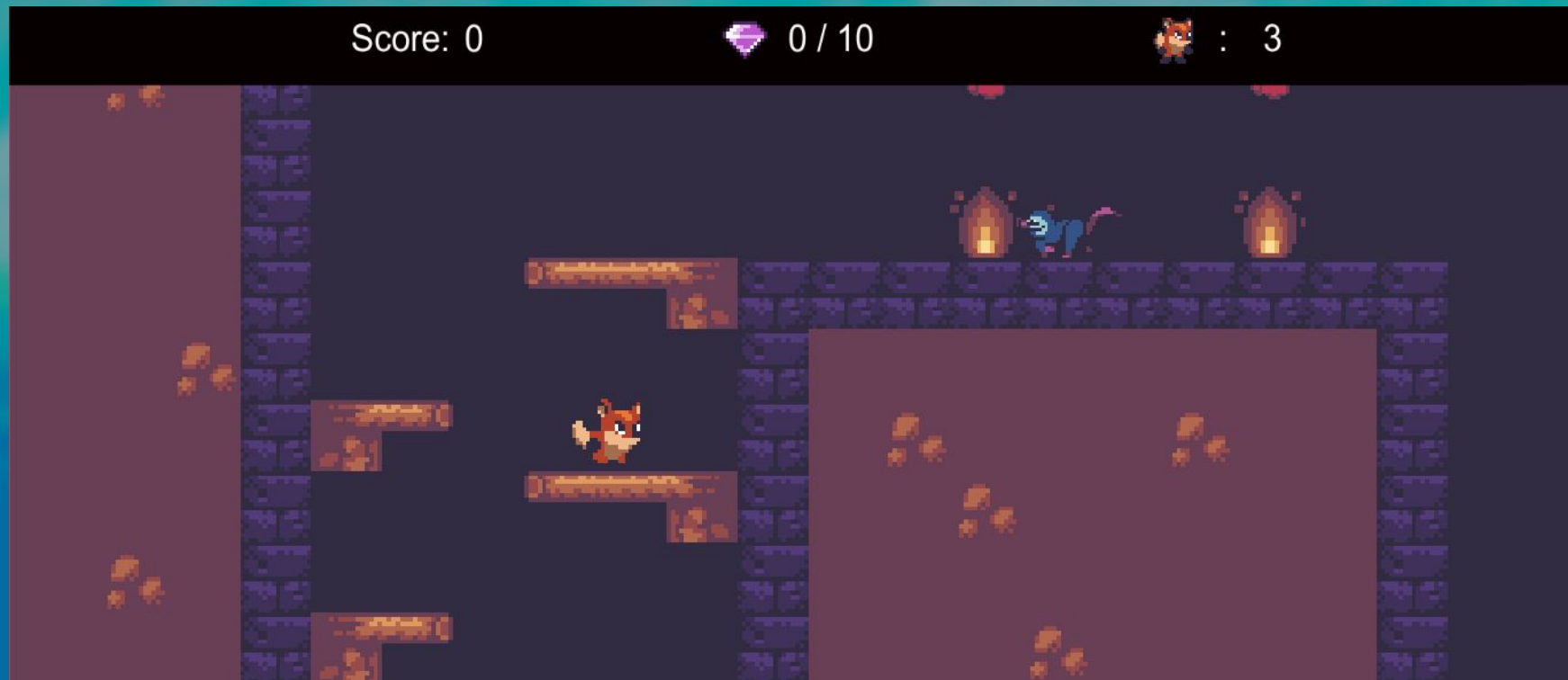
Results

Results

Results

Results

Results

THANK YOU