

Feature video link: <https://youtu.be/ILeo6YFCz9I>

The features I implemented were the death cube, the SpeedReducer power-up, the time freeze power-up, and the sphere (similar to the barrel in Donkey Kong).

The death cube is a cube that floats back and forth in a straight line that will instantly kill the player if they were to touch it. Commit:

The time freeze (the blue one in the video) and speed reducer power-ups (the yellow one in the video) are similar to the mushroom and the flower in super mario bros. Here, these power-ups directly impact the death cube. As the name suggests, they can be used to stop the movement completely or slow down the movement of the death cube, allowing users to get past the hurdle without wasting ammo (the death cube can be shot down with ammo)

The sphere is quite similar to the barrels in Donkey Kong. When the player comes into contact with the sphere, they lose 1 HP point. Additionally, the sphere has the ability to bounce off platforms. To ensure that the sphere consistently moves toward the player, I have implemented a feature that directs the projectile from which the sphere is launched to always aim at the player. This prevents the sphere from bouncing away in the opposite direction. As a result, the sphere rolls toward the player after being dropped from a small height, which is not enough to trigger the bounce effect.

Commits:

deathcube:

<https://github.com/ql1232/416gamejam/commit/88b7d8b262563ff7276198ee6281c347424cabf>

Sphere (initial version):

<https://github.com/ql1232/416gamejam/commit/b9ff83b2935bc358b5d6a443106cbf390743d6b3>

Sphere damaging xp script:

<https://github.com/ql1232/416gamejam/commit/d48fc395ef2a375c5f8d178b87d9ab60af5457de>

powerups, and pressing x to crouch:

<https://github.com/ql1232/416gamejam/commit/154fe4572e359fa3db2894c758baf03e73fa2a4>

Apart from this, I have also added all the sound effects in which are, the background music (from fesliyanstudios - royalty free) , the death effects, the jump sound, the crouch sound, the sound made, when you attain powerups, (from freesound.org)etc. I also did implement the scripts behind background music manager and music volume controller to interact with the elements in the ui like, volume slider and such.

Commits:

Death sound

<https://github.com/ql1232/416gamejam/commit/b29ff917a85e0a8f4d9618d6dc39a918dd23f448>

Sound effect to power ups:

<https://github.com/ql1232/416gamejam/commit/0c2119090b350273b7d3f60852e9abd1959d6759>

Sound effects to player movement:

<https://github.com/ql1232/416gamejam/commit/0c2119090b350273b7d3f60852e9abd1959d6759>

The scripts and Bg music:

<https://github.com/ql1232/416gamejam/commit/0107f73740c0c911e5ebf9e1c7ddc5afeb9753f6>