

Ryan Renales

Professor Fodor

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Individual 2D Project: Roadkill

The main gameplay for Roadkill hasn't really changed much from my one-pager aside from a few small assets or details. The game is still based on crossy roads but you have one road and you try to bring items from across the street back home. The items still weigh the player down, and the player does have a sprint and stamina bar. All of the core gameplay stayed the same. One difference is I added more than 4 cars since I found a nice free asset pack of variety cars on the asset store. For the fruits, I couldn't find a great asset for all the ones I wanted so I just found enough for what I needed which is cherries, an apple, and a pumpkin. I also removed 2 powerup ideas and only kept one. The reason is because I thought about the three powerups and I thought they would all make the game way too easy, so to allow for difficulty, I just chose to do one powerup which is the one that slows the cars down. It destroys all cars and the next cars that spawn in 2 seconds are slowed. The map is still the same with a house on one end, but I didn't do a forrest because the trees would block the view of my objects, so I left it with grass. I did include a snowflake for the powerup icon and it lays in the road. The HUD also stays the same as well. There's a lot of deviation for the audio assets. The only audio assets I included were footsteps and car sounds. I didn't add background music because it would make it too loud with the car sounds. After adding the car sounds and playing for awhile, there was already enough cars on the road and a lot of sounds going on, so I decided to hold off for now on more audio. Instead, for the powerup sounds, you can tell you grabbed it when all cars disappear. For

picking items up, it is held above your head to show you are holding it, and it disappears automatically when you get back home. I also didn't add a death sound, I just reset the scene. Instead of a sound, my other idea was trying to implement a way where the chicken ragdolls and goes flying when it is hit, but I was having trouble with the collision and ragdoll, and I ran out of time before submission. But I probably will polish afterwards and still implement more sounds and balance the sounds out. That was all the deviations when developing my game.