Efren Martinez

The game consists of the 2D potato trying to collect as many coins as possible by jumping from platform to platform before the characters eventual demise in the oven, because potatoes don't live happily ever after. To make the game harder, the platforms will fall about a second after the player makes contact. The platforms and coins are randomly generated, with there being a set number of platforms generated.

To play, simply use the left and right arrow keys to move the character and the space or up key to jump.

I downloaded two different 2D asset packs from the Unity store, from Unity themselves, and used the character sprite and a coin sprite. I also used Unity's 2D platformer tutorial to create the base game to build upon. I made the spawn location of the generated platforms be possibly more difficult by having it higher or farther from the player. I also added a point tracker script for the coins, which required that the character's circle collider be turned, since both the circle and box colliders were colliding with the coin and adding +2 to the points total instead of +1. This is also why, if zoomed in enough, the character looks like he's sliding across with the platform between his legs.

One of the things I learned was to not get tunnel vision when there's a problem. When the issue with the coin counting came up, I was certain the problem was related to some code in one of the scripts. I spent about 4 hours just trying to figure out why the issue persisted after multiple code changes and additions until one website mentioned turning off one of the colliders if two are active. I also got a good amount of exposure to C# by working on the scripts, along with some of the basic commands, functions, etc. In my opinion, it was easier to call variables and functions from other scripts than in C/C++.

If I could add something to the game, then I would make the game keep spawning platforms and coins until death and add a timer that keeps track of how long the player has been alive and gives points for every second alive. I was also thinking of adding a 'step' platform that would require the player to react quickly to climb it before it falls.