



From
Below

WispyMire Games

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DAGD 355 Programming 2

Summary

I Wanted to make a 2D runner for this final. To spice it up a bit I wanted this game to focus on vertical movement. To add some urgency I also added ever rising lava to each level but the first. These concept worked out well and a simply yet fun game was made. This king of game's many target are those who enjoy challenge or games with simple controls

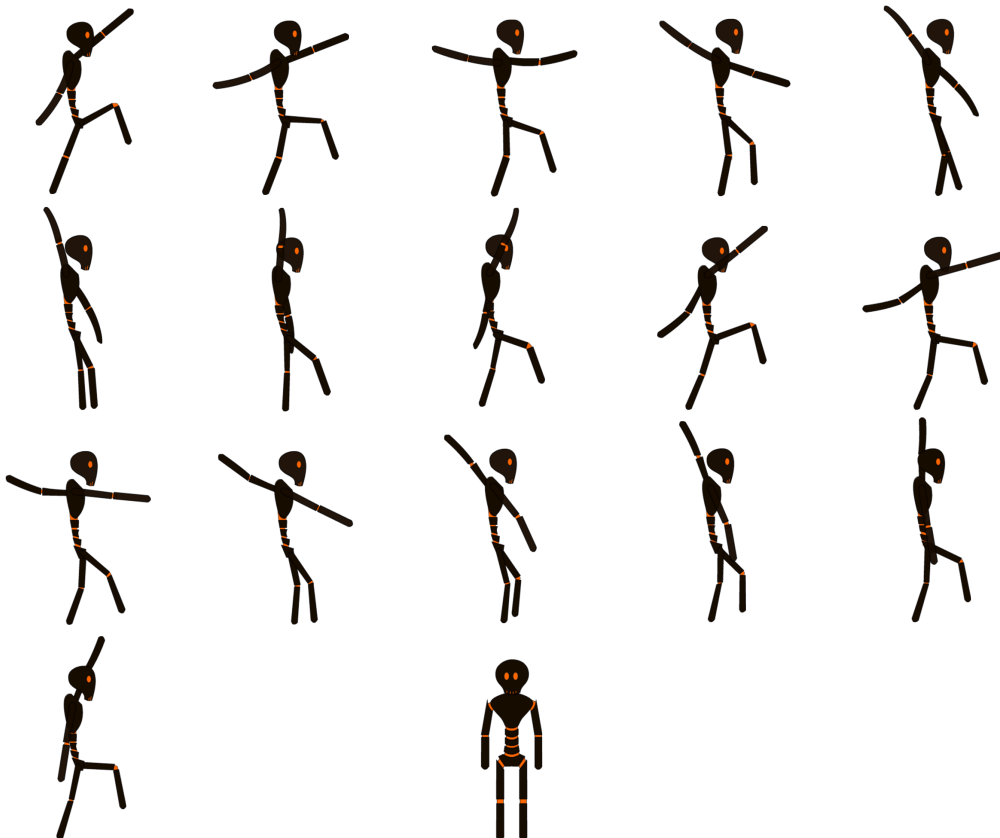
Design Problems

This game went very smoothly and my early prototype really aided my final product.

The main issue was that this was not the only game I was working on and therefore was left on the back burner more often than not.

The art overall could be improved and I had to cut back on my initial ideas due to time constraints but fell it holds up well enough for the game play.

Enemies never made it into the game due to time and only environmental hazards exist.



Schedule

| 1 | Asset List: | Estimated Time: | Time Put In: | Done | Asset List: | Estimated Time: | Time Put In: | Done |
|----|-----------------------------|-----------------|--------------|------|----------------------------|-----------------|--------------|------|
| 2 | | | | | | | | |
| 3 | Player Concept | Hours: 1 | Hours: 1 | X | Title Screen Code | Hours: 3 | Hours: 2 | X |
| 4 | Player Character Model | Hours: 3 | Hours: 2 | X | Transitional Screen Code | Hours: 1 | Hours: 1 | X |
| 5 | Player Character Animations | Hours: 3 | Hours: 4 | X | Options Screen Code | Hours: 2 | Hours: 0 | |
| 6 | Climbing | Hours: 2 | Hours: 2 | X | | | | |
| 7 | Running | Hours: 1 | Hours: 0 | X | | | | |
| 8 | Attacking | Hours: 2 | Hours: 0 | | Game Code | Hours: 10 | Hours: 12 | X |
| 9 | Spawn | Hours: 2 | Hours: 0 | | Climbing Logic | Hours: 2 | Hours: 2 | X |
| 10 | Player GUI Images | Hours: 2 | Hours: 0 | | Player Movement | Hours: 4 | Hours: 2 | X |
| 11 | | | | | GUI Code | Hours: 2 | Hours: 1 | X |
| 12 | Map Concept | Hours: 1.5 | Hours: 1 | X | Enemy Spawning Code | Hours: 3 | Hours: 0 | |
| 13 | Rock Platforms | Hours: 1.5 | Hours: 1.5 | X | Level Progression / Reset | Hours: 2 | Hours: 2 | X |
| 14 | Wall Hazards | Hours: 1 / per | Hours: 1 | X | Camera Tracking Player | Hours: 3.5 | Hours: 1 | X |
| 15 | | | | | Environmental Hazards | Hours: 2 | Hours: 2 | X |
| 16 | Title Screen Images | Hours: 2.5 | Hours: 3 | X | Moving Platforms | Hours: 2 | Hours: 0 | |
| 17 | Credits Screen Images | Hours: 1 | Hours: 1 | X | Collision Logic | Hours: 4 | Hours: 2 | X |
| 18 | Victory Screen Images | Hours: 1 | Hours: 0 | | | | | |
| 19 | Options Screen Images | Hours: 2 | Hours: 0 | | | | | |
| 20 | | | | | Audio Selection | Hours: 1 | Hours: 1 | X |
| 21 | Enemy Concepts | Hours: 3 | Hours: 0 | | Audio Implementation | Hours: 2 | Hours: 1 | X |
| 22 | Enemy Models | Hours: 4 | Hours: 0 | | Controller / Game pad Code | Hours: 2 | Hours: 1 | X |
| 23 | | | | | Process Book | Hours: 2 | Hours: 1 | X |

Inspiration

I was really inspired by Metroid final sequence where you need to run away vertically from an exploding planet. Taking simple art ideas from other flash games I came up with this vertical climber game. I choose a lava and rock theme just because I thought it would look nice

Final Solution

The final product is a vertical climber that begins easily but increase in difficulty as the levels progress. This meets many of my main goals for this project and I have content with the results.

Final design

I the player a lava monster because I thought it would be fun and look cool to run away from rising lava. I also wanted a reason for the player to be at some low point and feel the need to climb and this was all that I could come up with. My simple art style let me get the art done quickly but other projects took time away from completing all of my planned assets.

Evaluation

I really like the 2D side of unity and given the chance I would make more games with it. My simple art style goes well with this format and I feel I have found interesting ways to make use of the 2D dynamics after this game. This climber turned out alright but I was really not throwing enough time into this project due to the difficulty of others

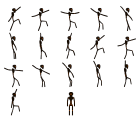
I would as usual want to clean up my code, make it easier to understand and more efficient given the format but this at least works as it is. I could really do with making larger platforms to not throw so many stagnate assets into the scene.

I feel as though I produced a fun game that met most of my original points and have at least meet the rubric requirements.

Attribution

Programming and Art

Shane Myers

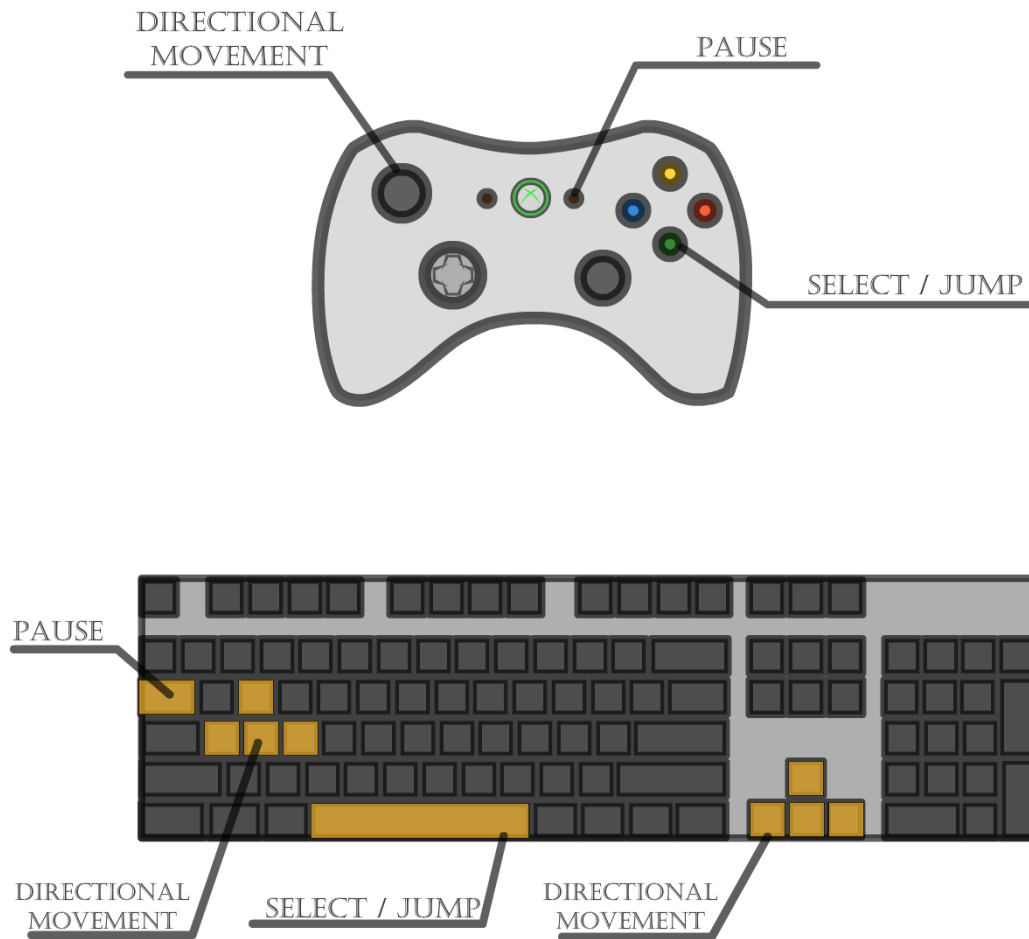


“Lava_Man”, Copyright 2014 Shane Myers



“Mounain_rocks”, Copyright 2014 Shane Myers

“Controls_Menu”, Copyright 2014 Shane Myers



Audio

This game features the song “Don't Look Back” by Paul Lawler, licensed from De Wolfe Music.

<http://www.dewolfemusic.com/trackdetail.php#!/?id=1194579&code=yZtEwo>

“Negetive_Beeps.wav” by TheMusicNomad. Used with permission.
<https://www.freesound.org/people/themusicalnomad/sounds/253886/>

“Menu Button” by fins. Used with permission.
<https://www.freesound.org/people/fins/sounds/191592/>

“Victory.wav” by RunnerPack. Used with permission.
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