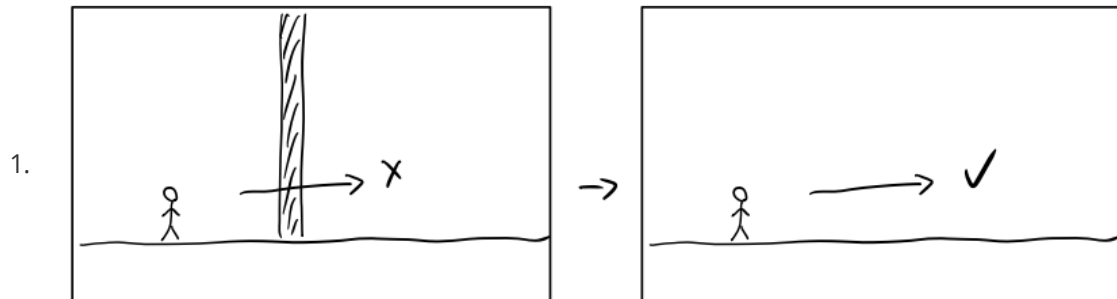


Lab 6 Proposal

I am planning to create a 2d platform game with a core mechanism that the main character has to switch between two scenes to accomplish its goal.



2. Unity and 2d related techniques. Should be done in 2000 lines of code.

3.

1. Find a proper asset and set up an experimental scene.
2. Write code for game mechanism and objects.
3. Set up animations, lightings and scenes.
4. Add UI.

4.

1. 3-1: Before Nov 24
2. 3-2: Before Dec 1
3. 3-3: Before Dec 5
4. 3-4: Before Dec 8

5. This will be an individual project.