Cyber Uprising - Mini Production Document

Step 1 - Project Overview
Project Name: Cyber Uprising
Genre / Type: Action-platformer
Platform: PC
Team Size: 3 people
Duration: 2 weeks
Project Goal: Create a short, playable demo of a cyberpunk action-platformer where players fight
rogue technocrats and their enhanced mercenaries while exploring vertical cityscapes and industrial districts.

Step 2 - Development Report
Used Unity for development and Photoshop for 2D textures. Started with a paper prototype to design
levels and movement mechanics. Implemented vertical platforming, combat, and shooting mechanics.
Adjusted enemy AI for simple patrol and attack patterns. Created basic visual assets to quickly test gameplay flow.

Step 3 - Problems Encountered
1 : Enemy AI sometimes got stuck on platforms.
2 : Jumping mechanics felt too floaty for precise platforming.
3 : Level design was initially too confusing, causing players to get lost.

Step 4 - Solutions / Adjustments
1 : Simplified AI pathfinding and added collision checks to prevent getting stuck.
2 : Tweaked gravity and jump height for more responsive controls.
3 : Added visual cues and clearer paths to guide players through levels.

Step 5 - Key Learning
Playtesting early and often helps identify control issues and level confusion, ensuring a smoother player
experience in future projects.