CSYE 7270  
Building Virtual Environments

Final Project

**YouTube Link:**  <https://youtu.be/3vq4t5XxfGI>

**Description:** How to play the game:

* Move the character through the scene to reach the goal location.
* Collecting the coins to increase the score.
* avoiding the obstacles and enemy.

**Features added**

* Using 2D sprites for
  + Menu item buttons
  + Character movement
  + Coin Animation
  + Water movement
  + Enemy and obstacle
* Player Health UI component – using Image and Slider.
* Adding coin animation using multiple Sprite to produce animation.
* Using multiple player sprite animated the jump, run and idle movements of the character.
* Adding obstacle animation by using the Rotation Transform of the Game object
* Using Free Assets from Assets store (Free Platform Game Assets)
* Adding music score for the game.
* Used shader to create a portal for exit points at levels
* Used particle effect to create dust particle when character is moving
* Using the A\* pathfinding package to make the enemy follow the player

**Is it OK to show videos of your game to future classes**

* + Yes