REPORT

CS427 – 3D GAME DEVELOPMENT

Midterm: 1651067 – Trần Thanh Thảo

I.   My idea:

My idea is create a 2D platformer game just like the legendary Mario game. The story is my character: Kaimen, when he went looking for food, he lost his wife – whom has been kidnapped by the eagle. So he has to take the journey to find back his beloved wife.

II.   Features:
-   Jump, crouch.
-   Kill enemies.
-   Pick up food.

III.   Techniques:
-   Jump on enemies head to kill

IV.   Resources reference:

Sprites:

1/ https://assetstore.unity.com/packages/2d/characters/2d-free-platformer-char-148631

2/ https://assetstore.unity.com/packages/2d/characters/sunny-land-forest-108124

3/ https://assetstore.unity.com/packages/2d/characters/sunny-land-103349

Scripts:

1/ https://arongranberg.com/astar/download#

2/ https://github.com/Brackeys/2D-Character-Controller

Tutorials:

1/ https://www.youtube.com/playlist?list=PLpj8TZGNIBNy51EtRuyix-NYGmcfkNAuH