

I would like to try to show case what some snippets of events that happen in the game. I am aiming for a 2D platformer like Mega Man. Show off a few enemies and hopefully the boss at the end of the level as well as some of the things you have to avoid or collect through the levels. All of my references will be form Mega Man games and since I'm not the greatest at programing, I will try my best at making the game my own. I will also be using templates from the Unity asset store. My main goal to accomplish if I can't master combat, is to gather lots items and bring them to their rightful owners. This version probably won't have any combat.

I will be using my Unity on my Mac for the time being and might use the school machines if I start having a lot of trouble.