Untitled Platformer Game

Developed By:

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Developers

Sahil Faruque -- Movement/Physics and Game Feel and Press Kit, Bayside Village

Varun Peesapati -- User Interface and Narrative and Gameplay Testing and Press Kit, Mirai City

Ian Scott -- Game Logic and Trailer, Davis

Justin Lim -- Input and Audio, Hidden Forest

Description

Welcome to the world of Isolasia, a once-thriving continent now on the brink of destruction! Embark on a journey with our hero, Koble, as he tries to reconnect all of humanity…

Untitled Platformer Game is, as its name suggests, a platform adventure game that tasks the player to collect a certain amount of gems in order to clear unlock the portals and gain access to the next world, with each world being progressively more difficult than the previous one.

Main Game Features

Guide the brave adventurer Koble and explore several new worlds

Collect the ancient gems to power the magical portals

Successfully power the portals to connect the various worlds in Isolasia
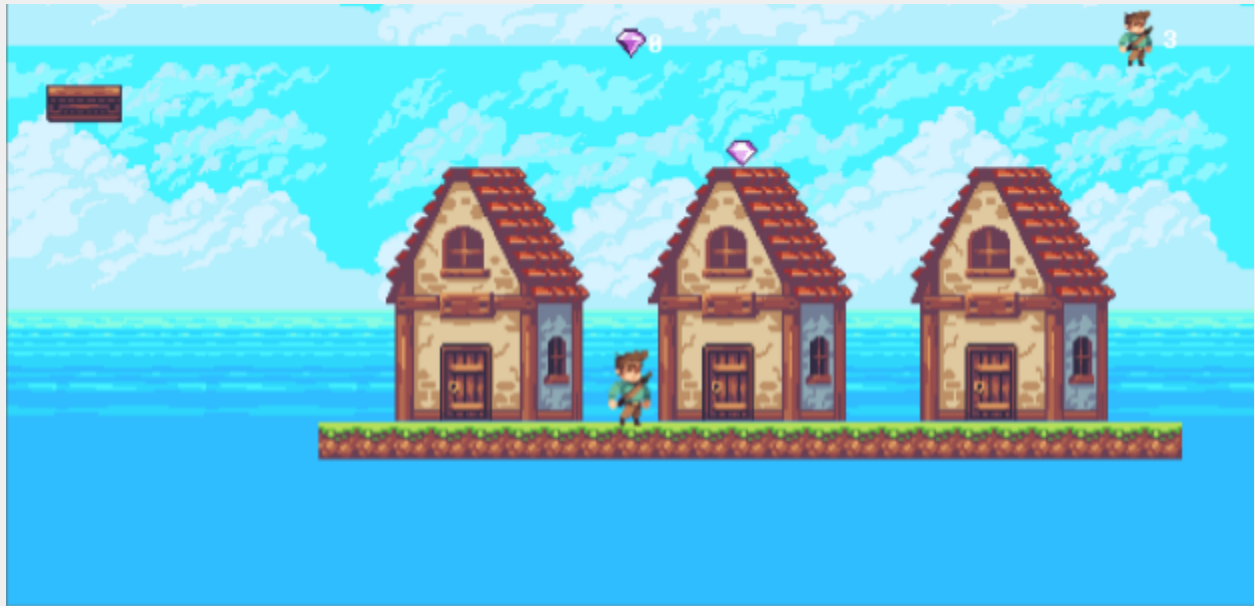
Worlds to Explore

Mirai City

Hidden Forest

Bayside Village

Davis

Do you have what it takes to help Koble connect these isolated worlds together again?

Play Untitled Platformer Game!

Links

Trailer: https://www.youtube.com/watch?v=f9yEC4gjdEY
Repository: https://github.com/vpeesapa/ECS-189L-Final-Project