



# The Leftovers

**Produced By:**

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# The story of the game

Scientists sought to clone humans until a scientist's experiment went terribly wrong when he tested the formula on a person who volunteered to participate in the study. This incident was horrible and caused irreparable damage. The formula backfired, instead of making a clone it mutated the scientist into something unimaginable, a blood-sucking and people-chasing Zombie.

# The story of the game

After being rescued from a post-apocalyptic scenario, Mamisha, who lost her family during the apocalypse, is searching for other survivors to join. Once Mamisha defeats the last enemy, she will be able to gather the remaining survivors and live peacefully.



# Instructions for playing the game

- Move the Mamisha by using the arrow keys. You can also play with a mouse.
- If you need to jump, press the space button.
- You can destroy Giants by shooting two bubbles by pressing left-click.



# Awards

You can gain three items as a reward - the first being coins. The second reward is the big heart, which can be found near the enemies. You can obtain it after successfully defeating them.

The last one is the gold chest that gives you 10 coins.





# Warning

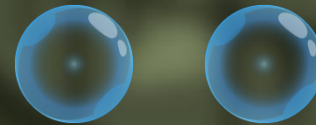


**Remember to avoid being touched by zombies as they will infect you and cause you to go back to the checkpoint.**

**Falling off the ground will also result in Game Over.**

**If you touch the spikes, you lose your heart.**

As you progress through the game, the difficulty level gradually increases. While battling small zombies, you may encounter giant ones. To defeat them, throw two bubbles. The Giants further ahead are more perilous.



## About our system

The laptop's Graphic Card is 2.50GHz and because of that, we were not able to create a 3D game. So, we decided to create this game by Unity 2021.

### About

Your PC is monitored and protected.

[See details in Windows Security](#)

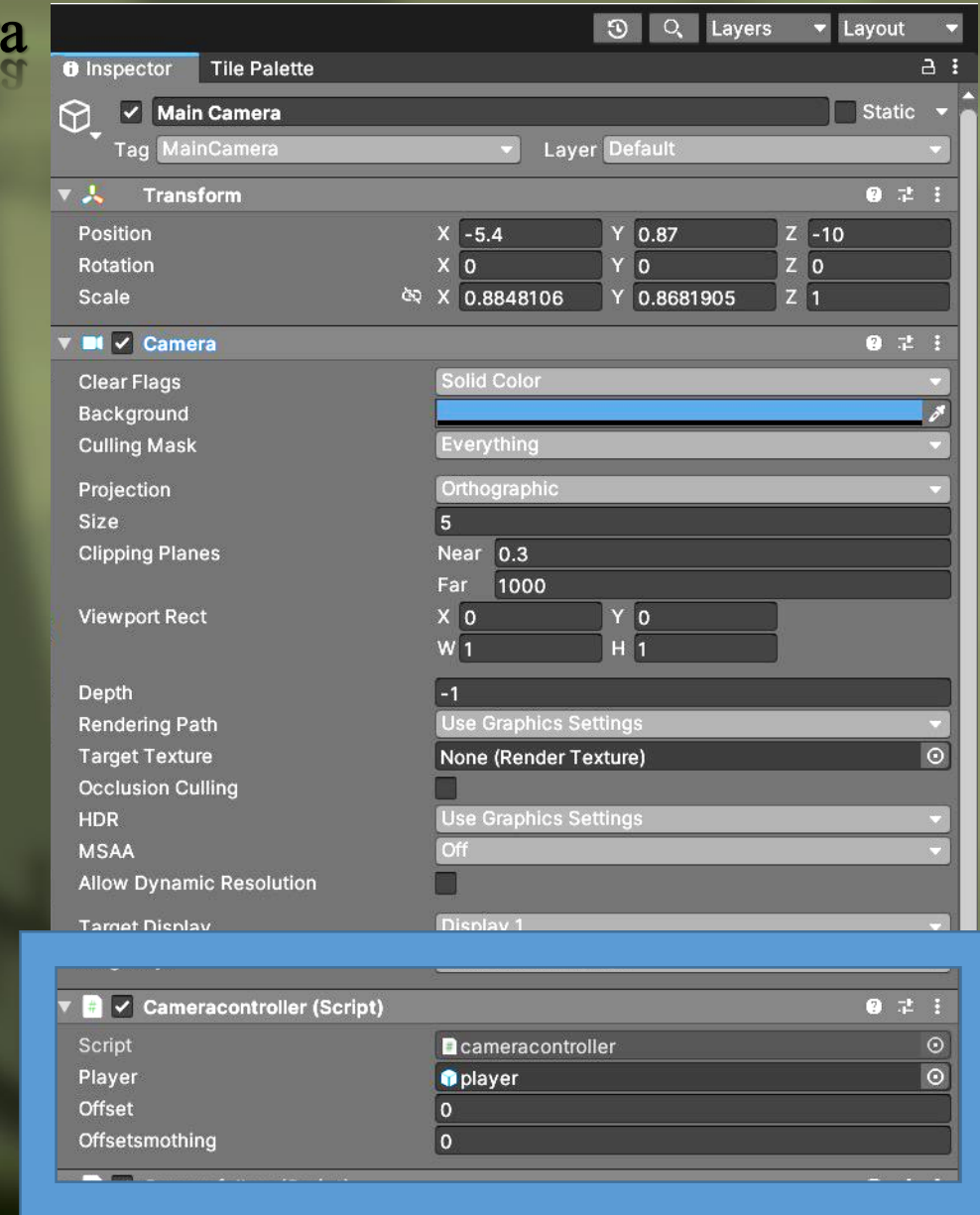
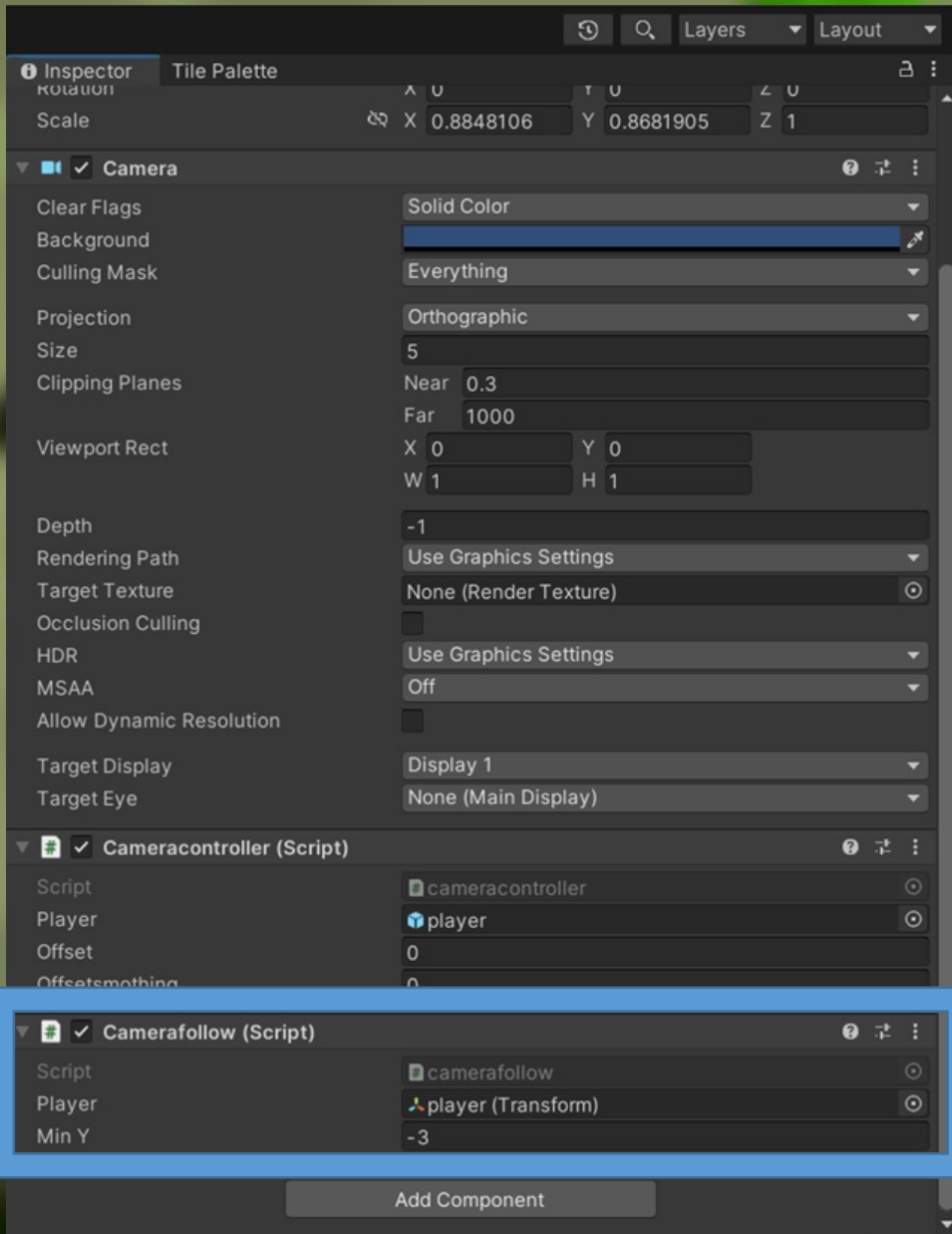
### Device specifications

Device name	DESKTOP-AQ9IA72
Processor	Intel(R) Core(TM) i5-7200U CPU @ 2.50GHz 2.71 GHz
Installed RAM	8.00 GB (7.89 GB usable)
Device ID	
Product ID	
System type	64-bit operating system, x64-based processor
Pen and touch	No pen or touch input is available for this display



# The Setting of Camera

For camera settings, we just add two scripts to control the player. We should set the value for Min Y which is explained in C# code.



# The Setting of the player



Player (Script)

Script

player

Rb

player (Rigidbody 2D)

Flip

player (Sprite Renderer)

Movespeed

3

Jump power

5

Ground Check

groundCheck (Transform)

Ground Check Radius

0.3

What Is Ground

GRound

Bubblepos

bubblepos (Transform)

Bubble

Bubble 1

Moveleft

Moveright

Startx

0

Starty

0

Attackdelay

0.5

Sprites-Default (Material)

Shader

Sprites/Default

Edit...

Add Component

Rigidbody 2D

Dynamic

Ground

Simulated

Use Auto Mass

Mass

1

Linear Drag

0

Angular Drag

0.05

Gravity Scale

1

Collision Detection

Discrete

Sleeping Mode

Never Sleep

Interpolate

None

Constraints

Freeze Position

X

Y

Freeze Rotation

Z

Info

Box Collider 2D

Edit Collider

Material

Ground

Is Trigger

Used By Effector

Used By Composite

Auto Tiling

Offset

X

0.01794568

Y

-0.0107674

Size

X

0.3592569

Y

0.6197524

Edge Radius

0

Info

Attached Body

player (Rigidbody 2D)

Friction

3

Bounciness

0.1

Shape Count

1

Bounds

Center

X

-8.805086

Y

-2.656919

Z

0

Extent

X

0.4490714

Y

0.7746905

Z

0

player

Tag

Player

Layer

Default

Prefab

Open

Select

Overrides

Transform

Position

X

-8.849951

Y

-2.63

Z

0

Rotation

X

0

Y

0

Z

0

Scale

X

2.5

Y

2.5

Z

2.5

Sprite Renderer

Sprite

Idle\_0

Color

Flip

X

Y

Draw Mode

Simple

Mask Interaction

None

Sprite Sort Point

Center

Material

Sprites-Default

Additional Settings

Sorting Layer

Default

Order in Layer

3

Animator

Controller

player

Avatar

None (Avatar)

Apply Root Motion

Update Mode

Normal

Culling Mode

Always Animate

Clip Count: 7

Curves Pos: 0

Quat: 0

Euler: 0

Scale: 0

Muscles: 0

Generic: 0

PPtr: 7

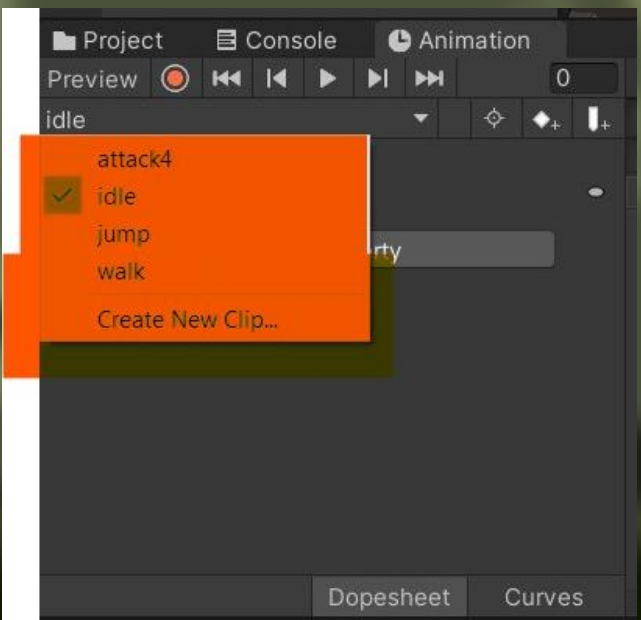
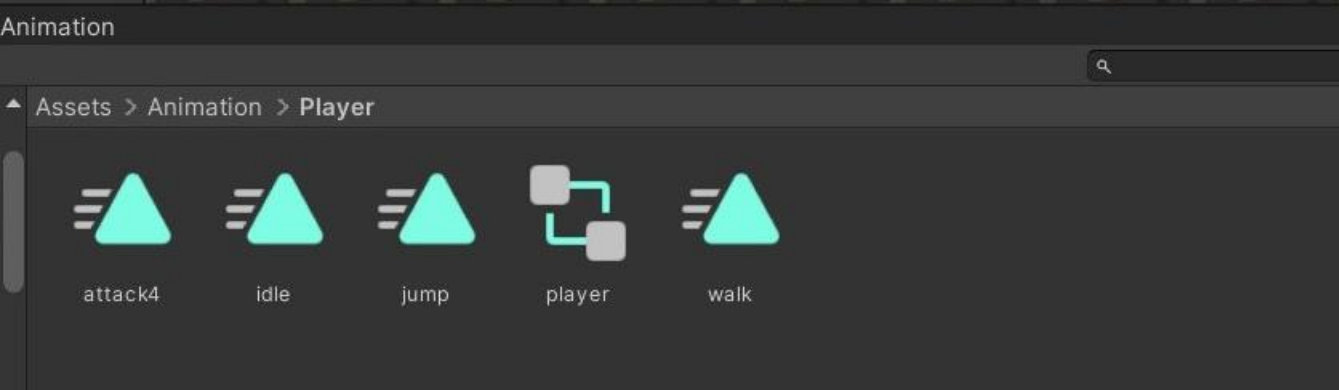
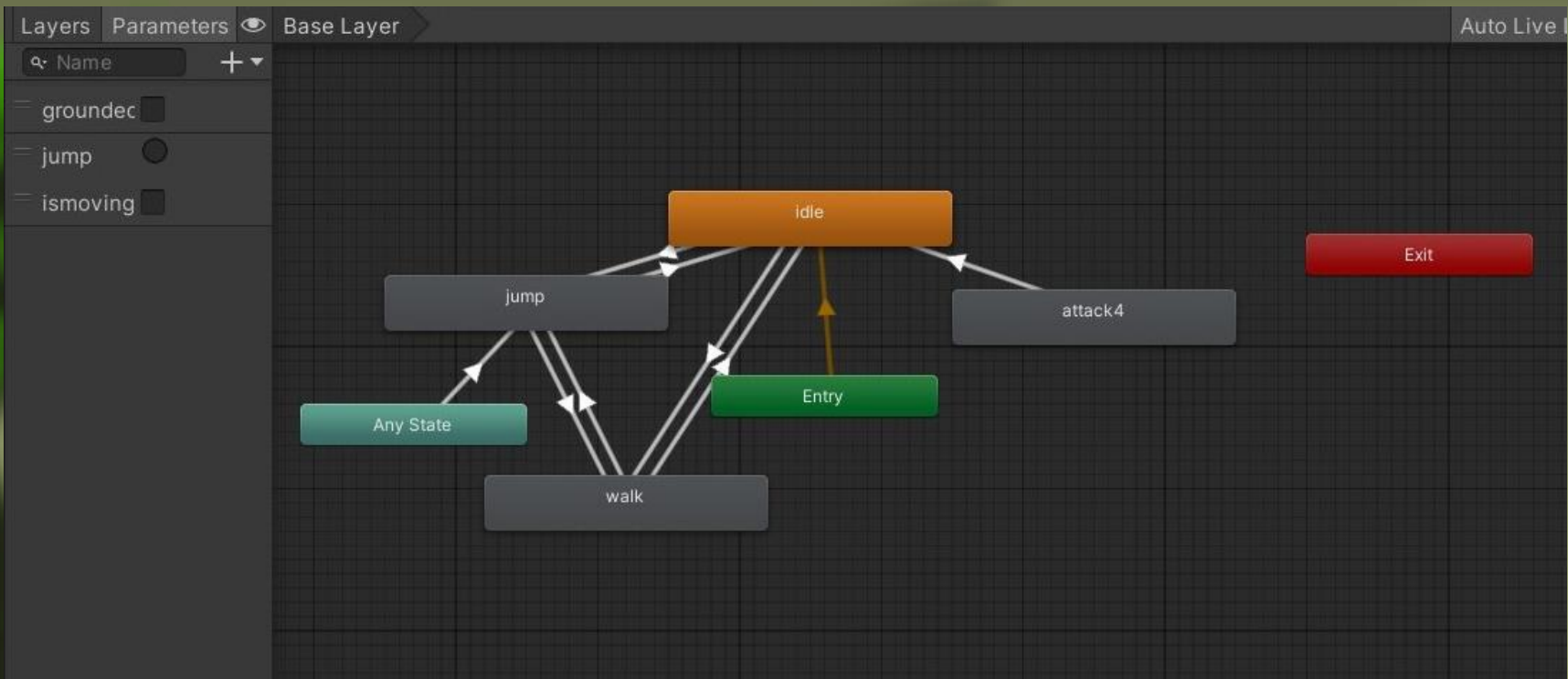
Curves Count: 7

Constant: 0 (0.0%)

Dense: 0 (0.0%)

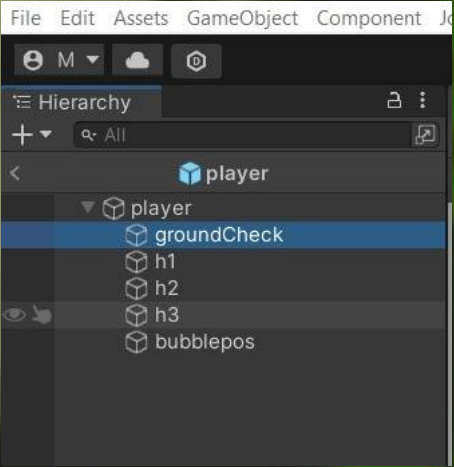
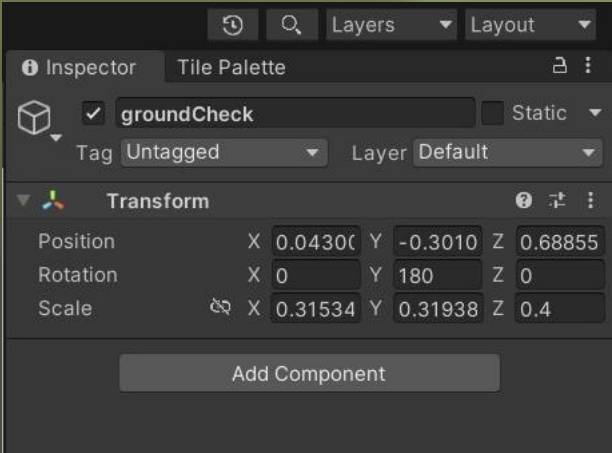
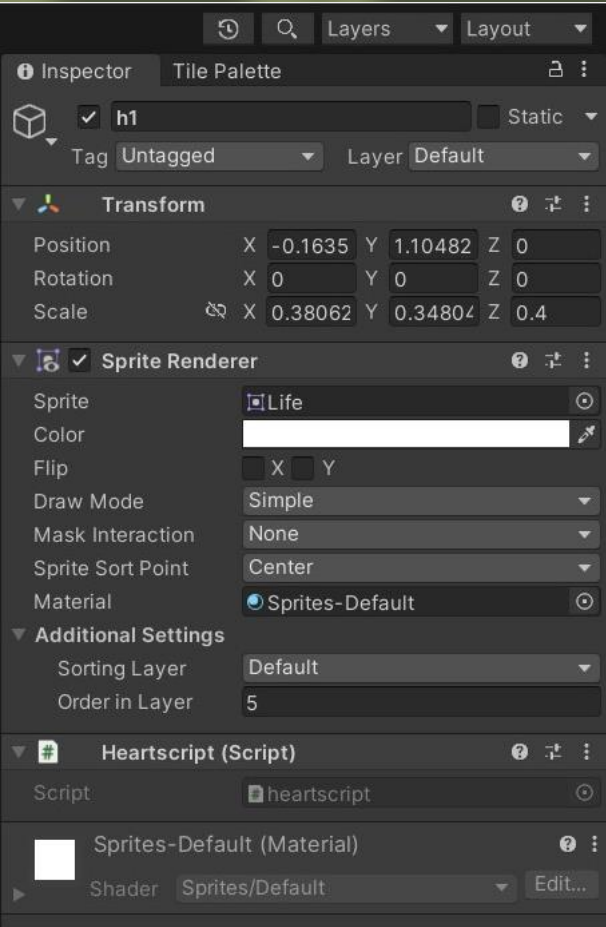
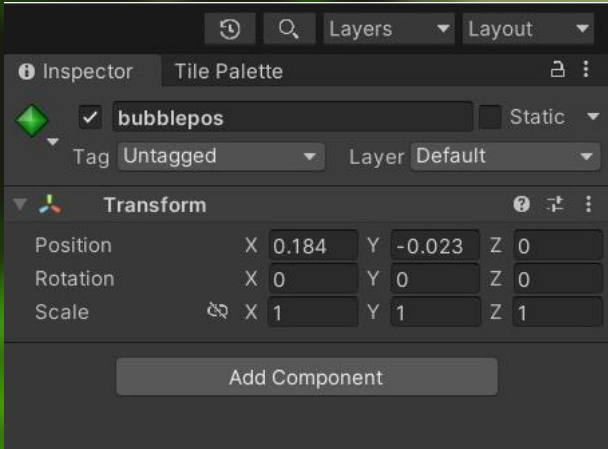
Stream: 7 (100.0%)

# The Animation of the player





# The Setting of the player





# The Setting of Awards



Inspector Tile Palette

Sprite Renderer

Sprite: Coin\_01

Color: [Color Picker]

Flip: ☐ X ☐ Y

Draw Mode: Simple

Mask Interaction: None

Sprite Sort Point: Center

Material: Sprites-Default

Additional Settings

Sorting Layer: Default

Order in Layer: 2

Box Collider 2D

Edit Collider: [Edit]

Material: None (Physics Material 2D)

Is Trigger: ☒

Used By Effector: ☐

Used By Composite: ☐

Auto Tiling: ☐

Offset: X 0 Y 0

Size: X 0.4266 Y 0.4266

Edge Radius: 0

Info

Collectcoin (Script)

Script: collectcoin

Coinnum: CoinsNumber (Text)

Bling Audio: bling (Audio Source)

Sprites-Default (Material)

Shader: Sprites/Default

Inspector Tile Palette

coins1

Tag: Untagged

Layer: Default

Prefab: Open Select

Transform

Animator

Controller: coins

Avatar: None (Avatar)

Apply Root Motion: ☐

Update Mode: Normal

Culling Mode: Always Animate

Clip Count: 1

Curves Pos: 0 Quat: 0 Euler: 0 Scale: 0 Muscles: 0

Generic: 0 PPtr: 1

Curves Count: 1 Constant: 0 (0.0%) Dense: 0 (0.0%)

Stream: 1 (100.0%)

Sprite Renderer

Sprite: Coin\_01

Color: [Color Picker]

Flip: ☐ X ☐ Y

Draw Mode: Simple

Mask Interaction: None

Sprite Sort Point: Center

Material: Sprites-Default

Additional Settings

Sorting Layer: Default

Order in Layer: 2

Box Collider 2D

Edit Collider: [Edit]

Material: None (Physics Material 2D)

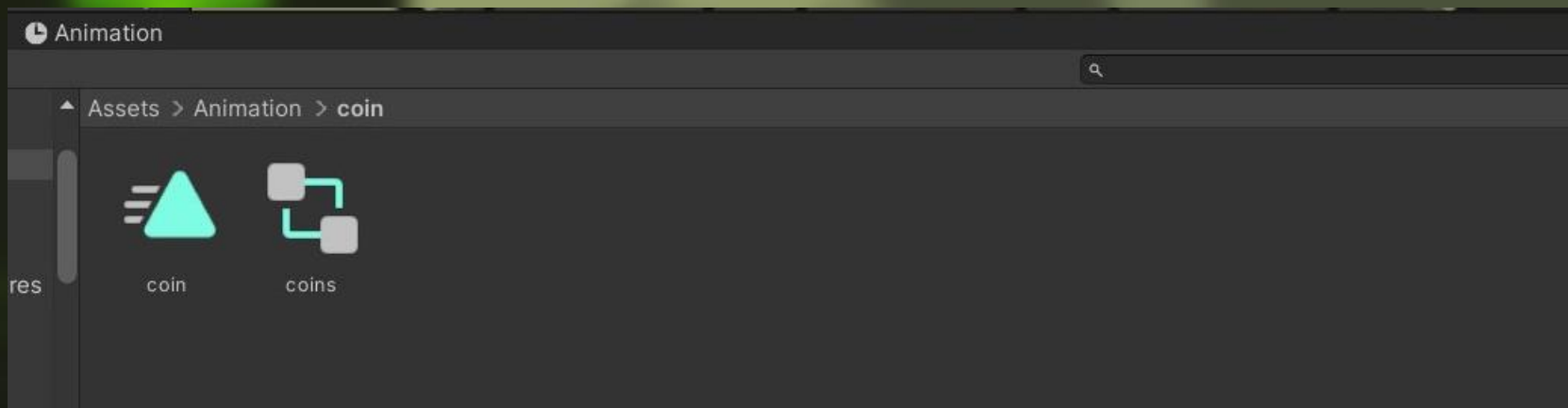
Is Trigger: ☒

Used By Effector: ☐

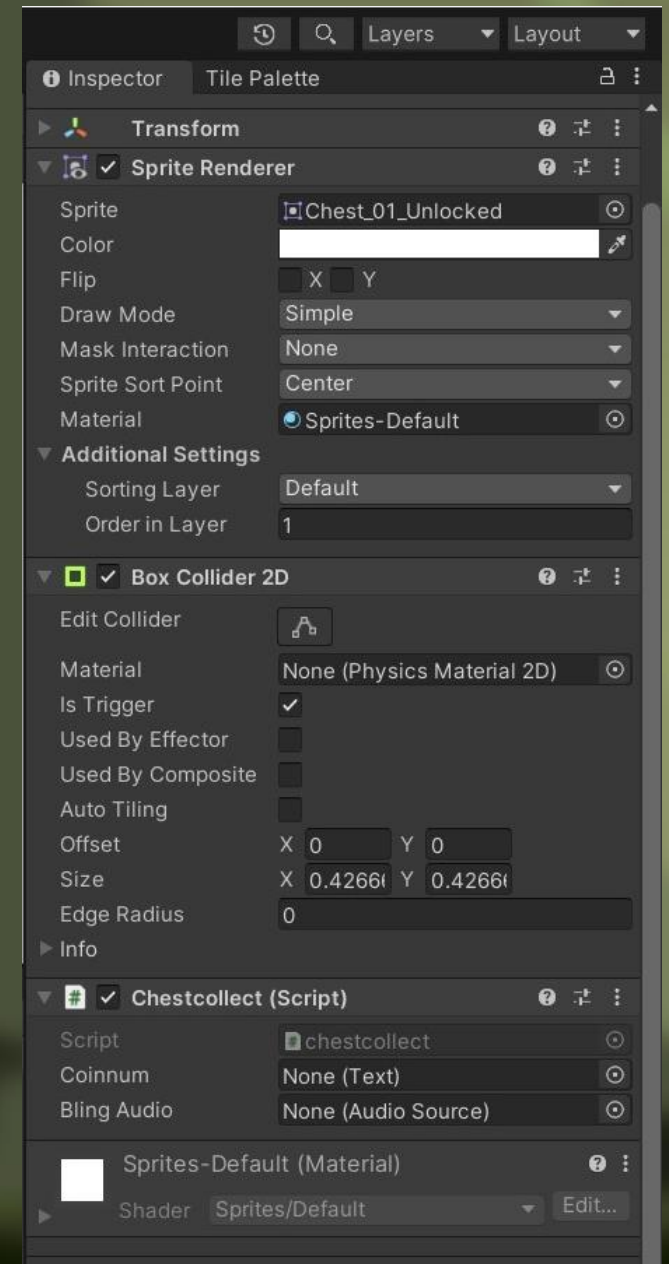
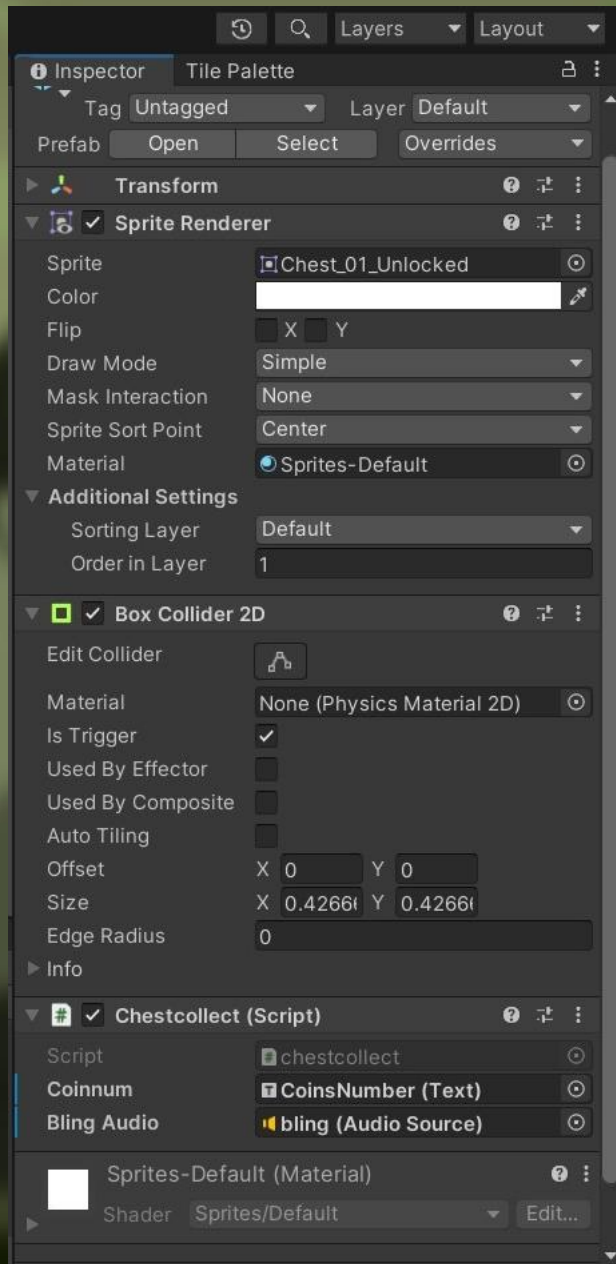
Used By Composite: ☐

Auto Tiling: ☐

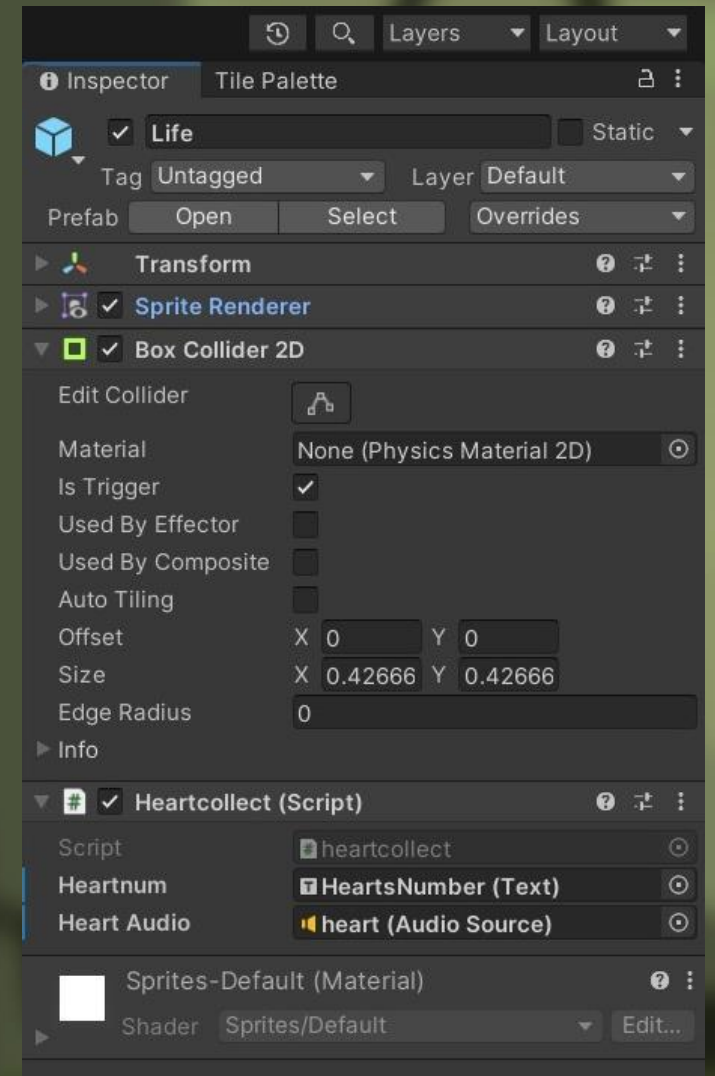
# The Animation of Coins



# The Setting of Awards



# The Setting of Awards





# The Setting of Enemies



Inspector Tile Palette Layers Layout

**Sprite Renderer**

- Sprite: pnghut\_the-binding-of-isaac
- Color: [Color Picker]
- Flip: ☐ X ☐ Y
- Draw Mode: Simple
- Mask Interaction: None
- Sprite Sort Point: Center
- Material: Sprites-Default

Material to be used by SpriteRenderer

- Sorting Layer: Default
- Order in Layer: 2

**Backandfront (Script)**

- Script: backandfront
- Distance: 6
- Speed: 0.08

**Box Collider 2D**

- Edit Collider: [Edit Icon]
- Material: None (Physics Material 2D)
- Is Trigger: ☒
- Used By Effector: ☐
- Used By Composite: ☐
- Auto Tiling: ☐
- Offset: X 0 Y 0
- Size: X 12.8 Y 10.93
- Edge Radius: 0

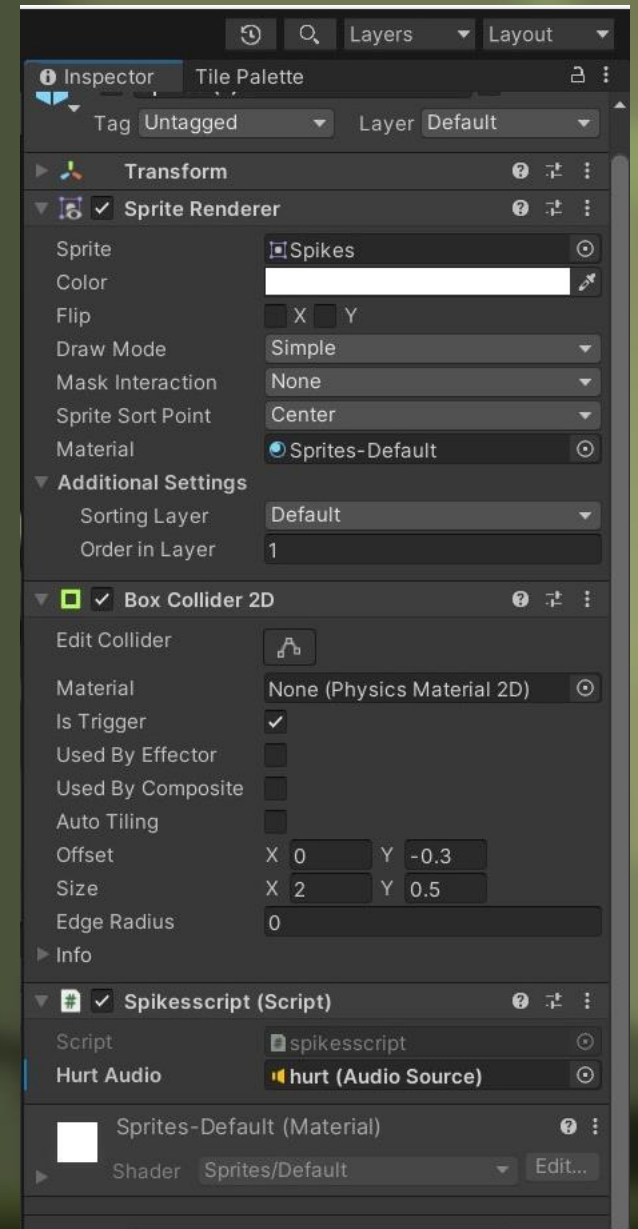
Info

**Badguy 1 (Script)**

- Sprites-Default (Material)
- Shader: Sprites/Default

# The Setting of Enemies

THE 26TH OF ENEMIES



# The Setting of Enemies

Enemiescript (Script)

Script

enemiescript

Attack Audio

None (Audio Source)

Box Collider 2D

Edit Collider

Material

Ground

Is Trigger

Used By Effector

Used By Composite

Auto Tiling

Offset

X 0.2467Y -0.2987

Size

X 3.5440Y 3.5270

Edge Radius

0

Info

Attached Body

enemy (Rigidbody 2D)

Friction

3

Bounciness

0.1

Shape Count

1

Bounds

Center

X 272.701Y -2.9072Z 0

Extent

X 1.06321Y 1.05812Z 0

Contacts

Sprites-Default (Material)

Shader

Sprites/Default

Edit...



Rigidbody 2D

Body Type

Dynamic

Material

Ground

Simulated

Use Auto Mass

Mass

100

Linear Drag

0

Angular Drag

0.05

Gravity Scale

1

Collision Detection

Discrete

Sleeping Mode

Start Awake

Interpolate

None

Constraints

Freeze Position

X Y

Freeze Rotation

Z

Info

Inspector

Tile Palette

enemy

Static

Tag

Untagged

Layer

Default

Prefab

Open

Select

Overrides

Transform

Sprite Renderer

Sprite

Golem\_02\_Walking\_000

Color

Flip

X Y

Draw Mode

Simple

Mask Interaction

None

Sprite Sort Point

Center

Material

Sprites-Default

Additional Settings

Sorting Layer

Default

Order in Layer

2

Animator

Controller

Golem\_02\_Walking\_000 (2)

Avatar

None (Avatar)

Apply Root Motion

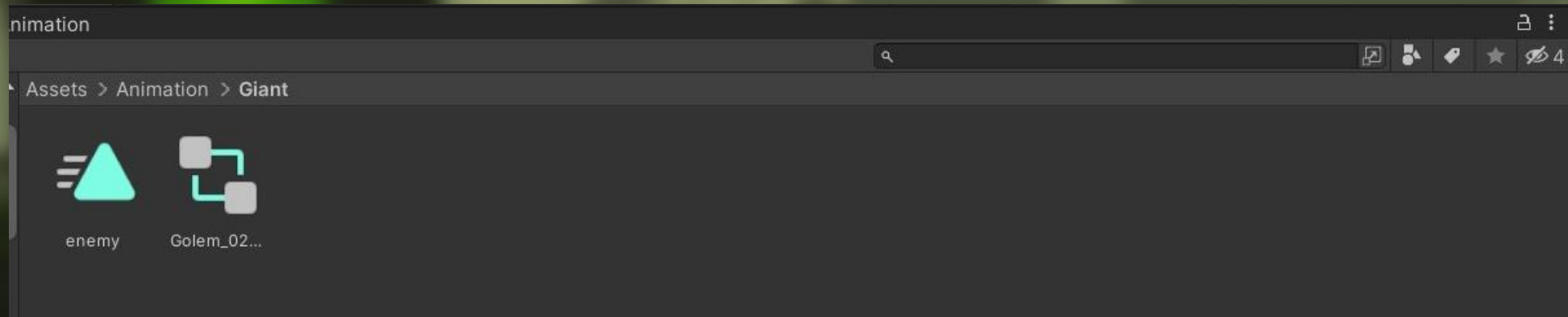
Update Mode

Normal

Culling Mode

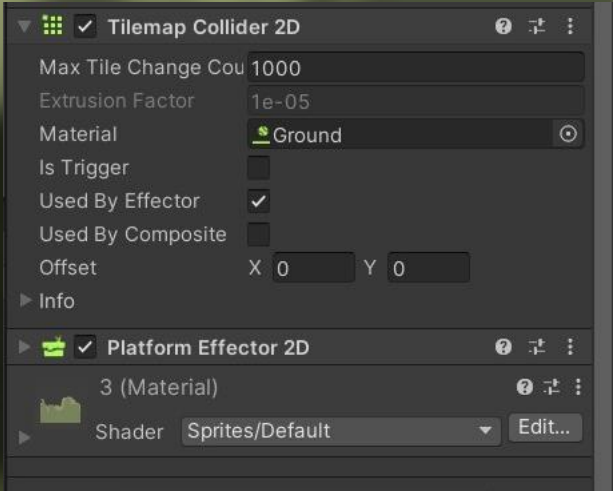
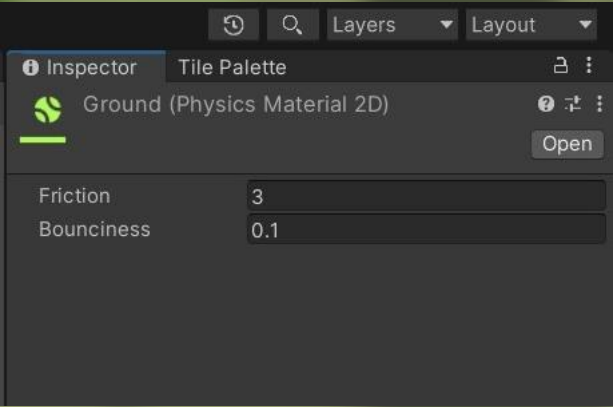
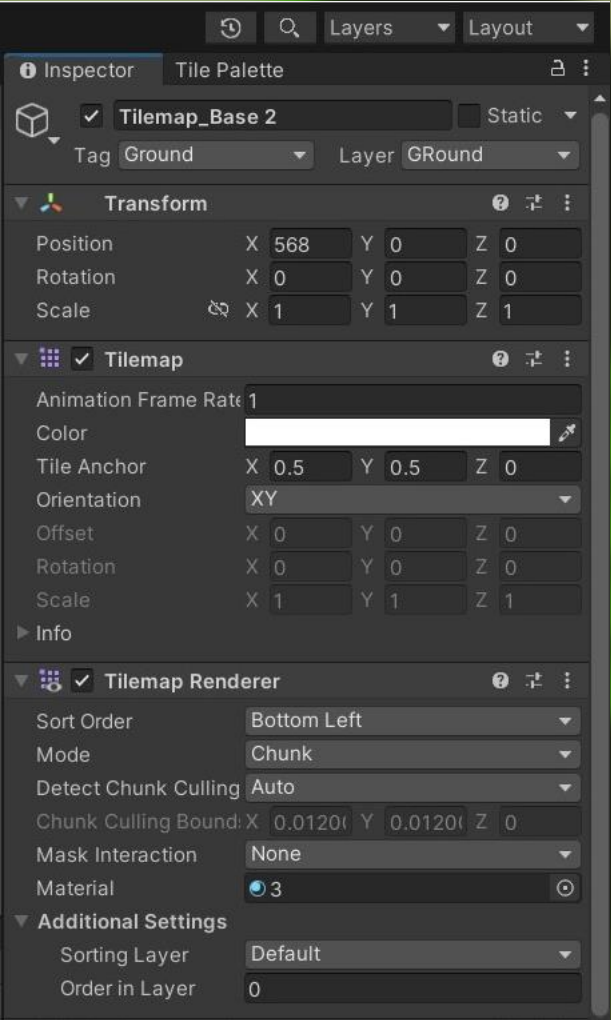
Always Animate

# The Animation of enemy

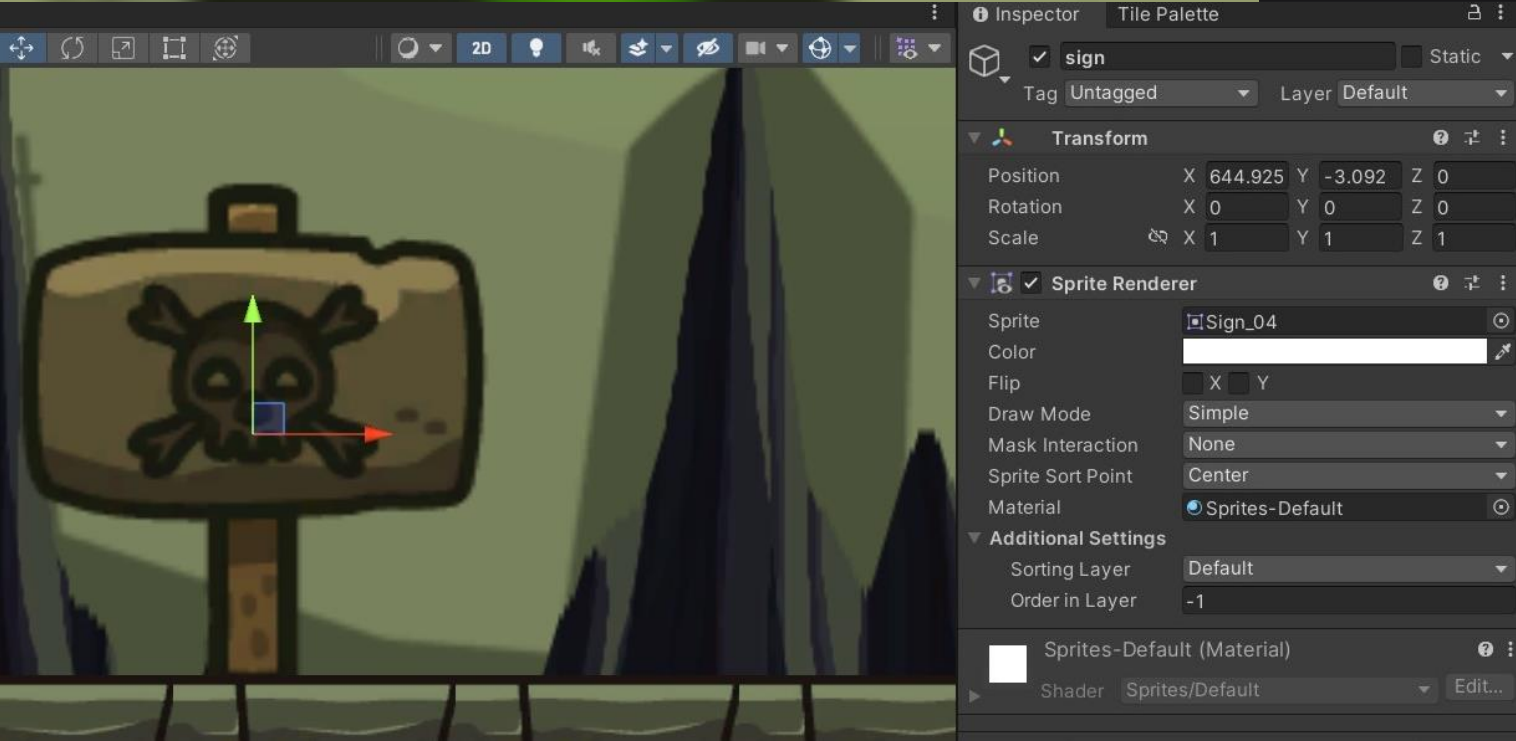
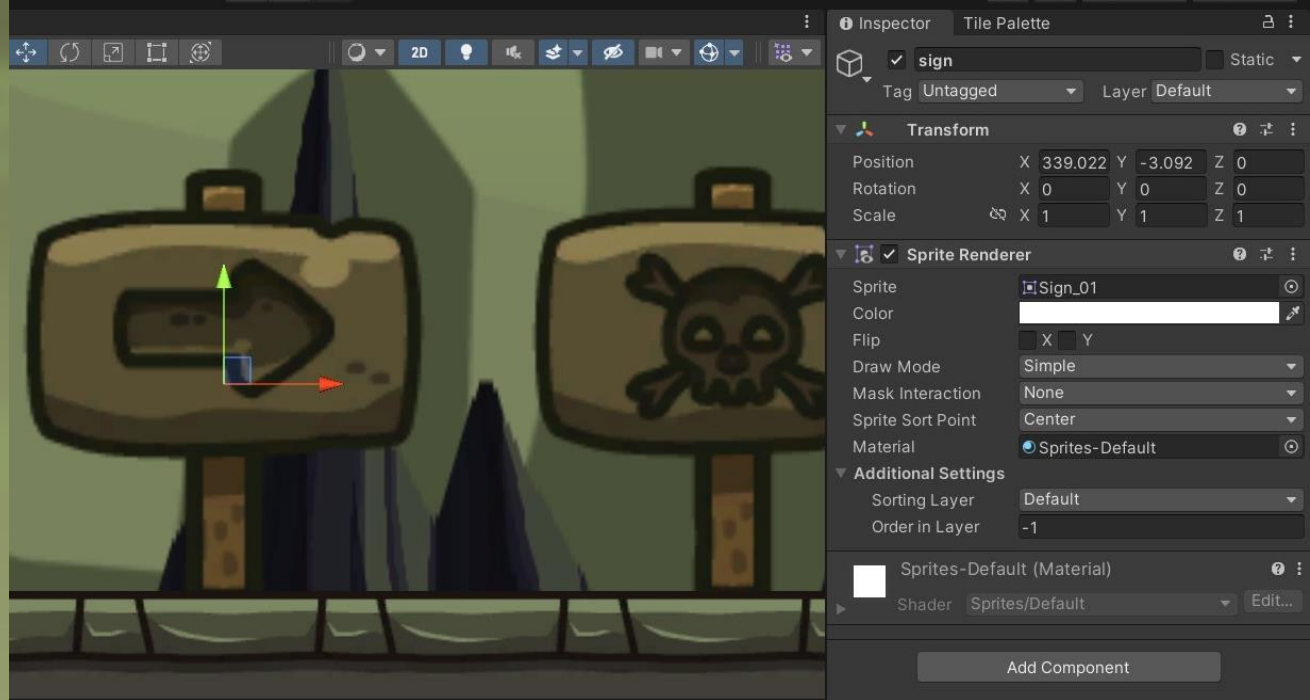




# The Setting of the Ground



# The Setting of the Flags



# The Setting of the Buildings



Circle Collider 2D

Edit Collider

Material

Is Trigger

Used By Effector

Offset

Radius

Info

None (Physics Material 2D)

X 0 Y -0.8053

1.023192

Teleport (Script)

Script

Destination

teleport

Decor4 (Transform)

Sprites-Default (Material)

Shader

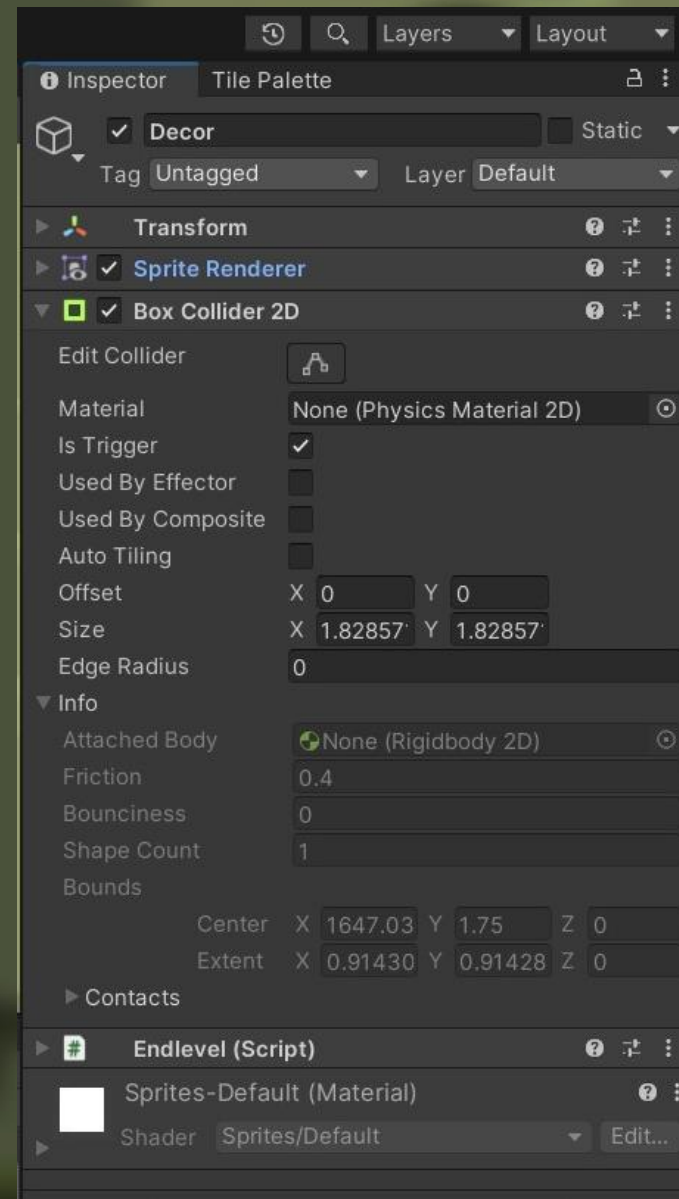
Edit...

Sprites/Default



# The Setting of the last scene

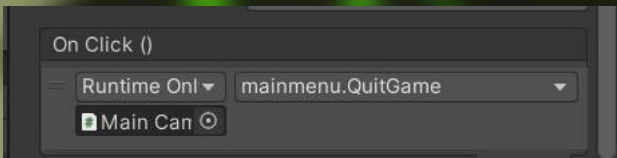
THE SETTING OF THE LAST SCENE



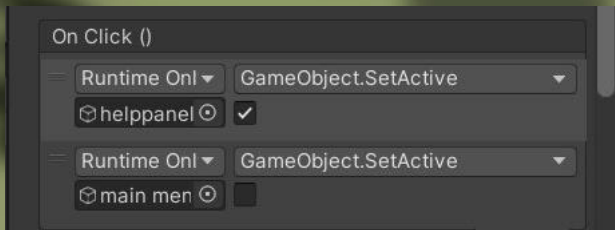


# The Setting of the Menu

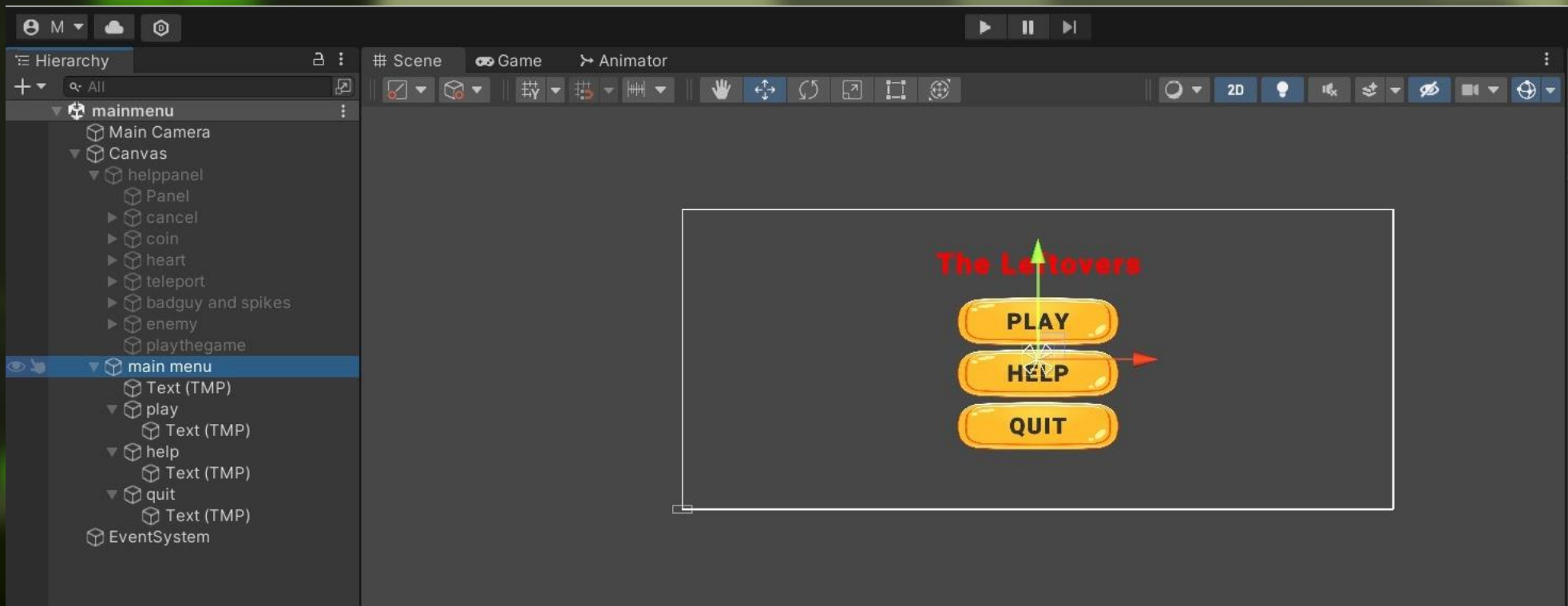
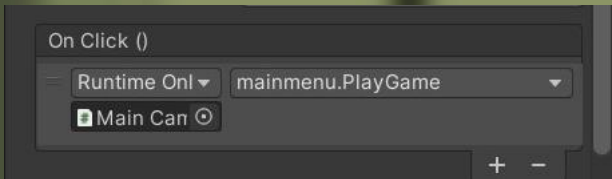
Quit Button



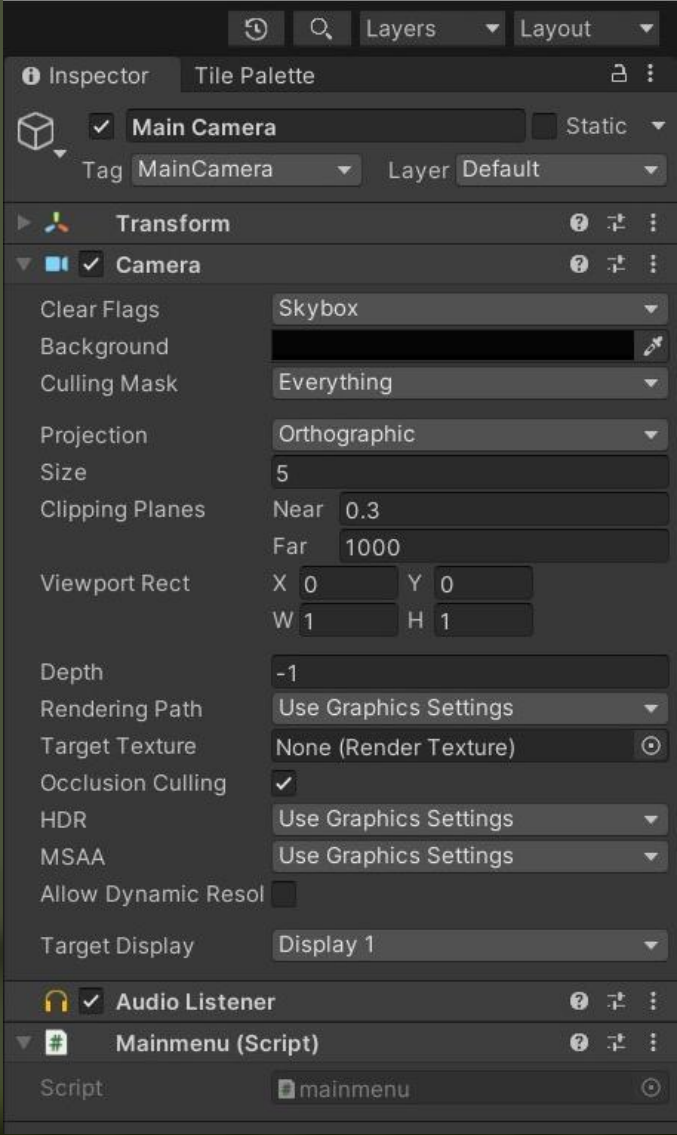
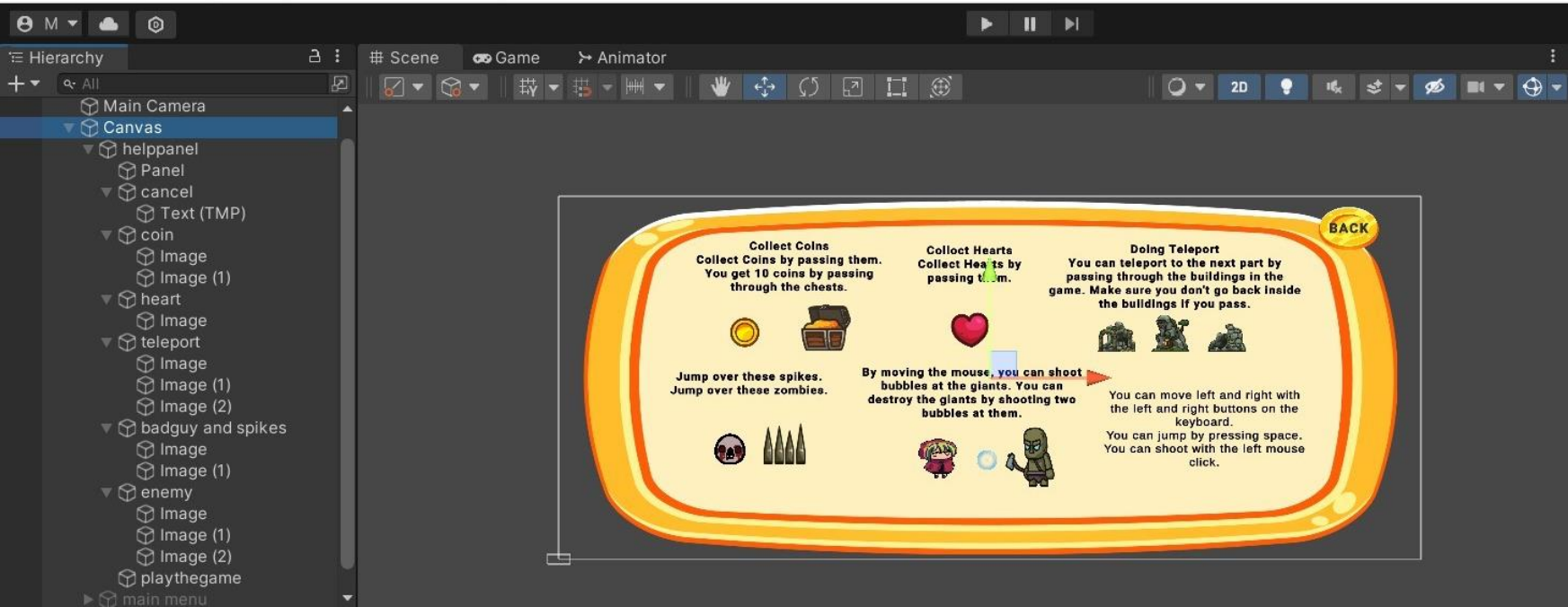
Help Button



Play Button



# The Setting of the Menu





The Leftovers

**Thank You For  
Your Attention**