

9/20

Anthony Rivera: Unity Programmer/Level Designer

EMERGING MEDIA TECHNOLOGY

Introduction:

Team Overall Goal is to complete a functioning Demo of our game concept with:

1. At least 1 Complete Level with Multiple Enemy Waves.
2. Functioning Properties for Winning and Losing
3. Functioning Character Animations

My Overall Goal is to complete a functioning Demo of our game concept with:

1. A Complete tile map for a playable level
2. Locating & Attaching BG and SFX music/sounds
3. Coding Obstacles and Power-ups

The skills include:

1. C# Programming skills
2. SFX and BG Music Experience

The Process:

This project is to create the game called 9/20. 9/20 stars private Briggs in his mission to stop trespassers from gaining vital intel from the Area 51 military base. Creation of this game took place from January 27th through May 7th, leaving more time for testing and fine tuning of a minimal viable product that will contain at least a complete tile map for a playable level. The creation of this game will require use of the game engine Unity, as well as moderate-advanced knowledge of C#, Level design, and sound.

Game Concept and Inspirations

- The player plays as Soldier Briggs patrolling Area 51
- Stops all invaders from infiltrating Area 51
- Boxhead Zombies Series (2008)
- Based on "Raid Area 51" Facebook Event (9/20/19)



Challenges

- Time Constraints
- Searching through files of sound online
- Tile maps being lost/unsaved
- Invisible Pickups

Accomplishments

- Playable Demo/Prototype
- Sound Effects and Background Music
- Code for sound and interactables
- Complete tile map for main level
- 2D assets for obstacles and pickups

Future Additions

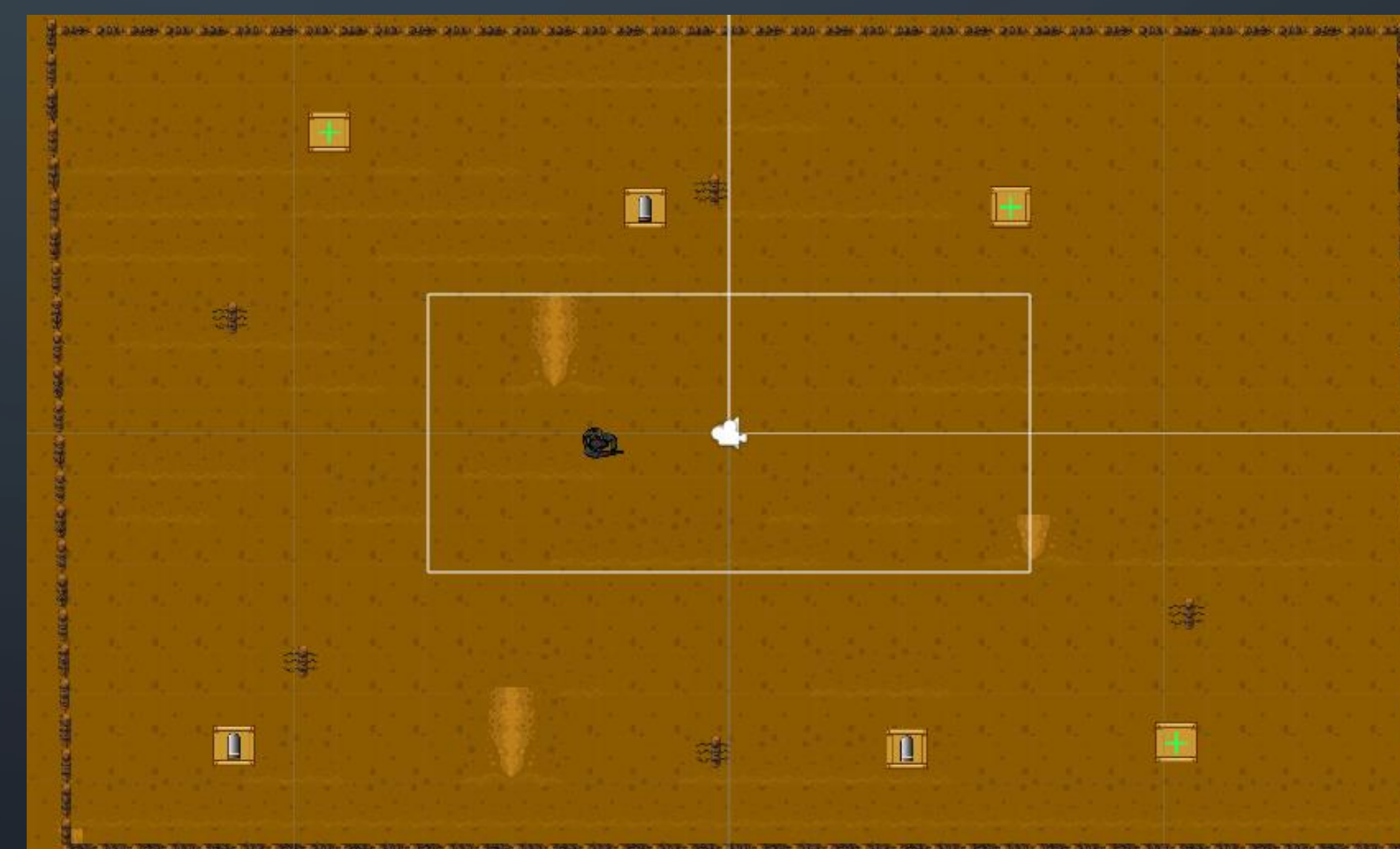
- Enemy Variants
- Boss Stage
- Additional Weapons
- Additional Levels
- Secret Ending
- Dialogue/Cutscenes

Level Design

1. Environment Assets were sourced from Opengameart.org
2. Obstacles – Barbed Wire
3. Power-ups – Crates

Programs/Materials:

1. Unity Video Game Engine
2. Laptop/Desktop
3. 2D Assets
4. SFX & BG Music



Conclusion:

Keeping ample time for testing helped create a minimal viable product that was able to contain all that my team and I wanted for our project by the end of the work session. Starting over in some areas did hurt us, but due to dedication the team had, we were able to finish our demo to our liking for the time being.