Galactic Turmoil
A Sci-Fi 2D Adventure

By:Christian Brezovsky

What is it?/Overview

Galactic Turmoil is a 2D side scroller. The game takes place in a alternate reality from ours where the earth is invaded by aliens. The player wakes up on a ship having to initially escape. From there the player will be given an option between different sectors to traverse via a hub world.

Plans

The initial level we created acts as the starting point. You wake up on the Alien Ship having to escape.
From the player will find themselves in a hub choosing how to approach the levels from there in any order.
Each level will have a theme to it with specific enemies as well as items and power ups such as a park level with alien creatures or a sewer level with mutants.

My Roles

Level Design, Code, Audio, and Story

Resources/Budget

.Unity
.Youtube
.Git
.PhotoShop

.$25 for any unity store assets that would be needed.

Schedule

Project Manager:	Hassan Fares		
10/21/2021			

Task	Start Date	End Date	Duration
Write Proposal	8/31/2021	9/15/2021	15.00
Determine Resources	9/7/2021	9/15/2021	8.00
Ground Plan Prototype (define Gameplay)	9/18/2021	11/30/2021	73.00
Isometric Grid in Unity	10/12/2021	10/15/2021	3.00
Build Prototype Level in Unity	10/15/2021	11/15/2021	31.00
Character Defined	9/18/2021	9/23/2021	5.00
Model/Outsource Character	9/21/2021	11/21/2021	61.00
Program Character for movement (walking, attacking, rolling, etc)	10/18/2021	12/5/2021	48.00
Define Enemies	9/8/2021	9/10/2021	2.00
Program enemies	10/18/2021	12/5/2021	48.00
UI Elements	10/25/2021	11/10/2021	16.00
Unity Prototyping	9/12/2021	12/10/2021	89.00
Testing gameplay	9/12/2021	12/10/2021	89.00

Challenges

.Specialty Skills involving Coding.
.Lack of available assets in Unity Store.
.First time doing 2d, Normally do 3D so this was outside my normal comfort Zone.
.A lot of Tutorials i found online were from older versions of Unity as well as using a different approach/code to what we used.

Acknowledgement

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