Culmination Presentation
Featuring: “Asteroid Antagony”
By: Giancarlo Macias

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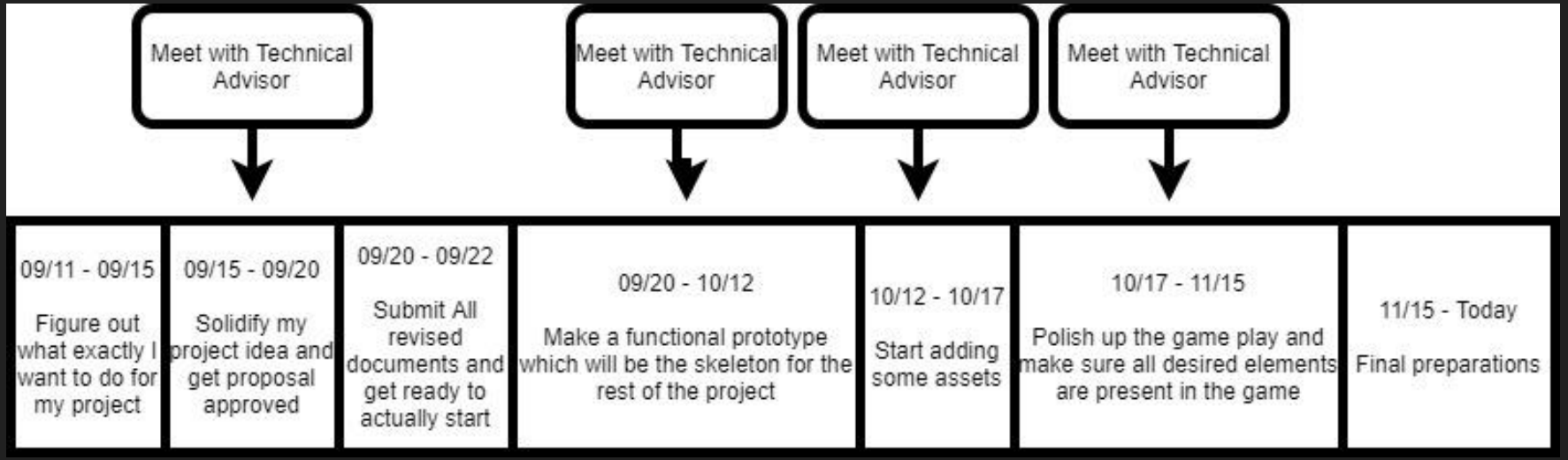
Schedule/Workflow



What is “Asteroid Antagony”?

Asteroid Antagony is a video game that I have been constructing on Unity since the start of the semester as my culmination project.

What is “Asteroid Antagony”?

In this 2D game, you play as a little spaceship flying through space(ofcourse) while there are many kinds of Asteroids and other projectiles also flying through space(primarily AT you). The goal is to survive as long as possible by dodging anything that comes at you.

What is “Asteroid Antagony”?

Although I started working on this game this semester, the concept for this game has existed for many years. I actually tried to make this game a long time ago way before I knew anything about coding or Unity. This first iteration was called “Meteor Mayhem!” and was made using Android app inventor for use on a mobile android device.

“Meteor Mayhem!” looked like this:

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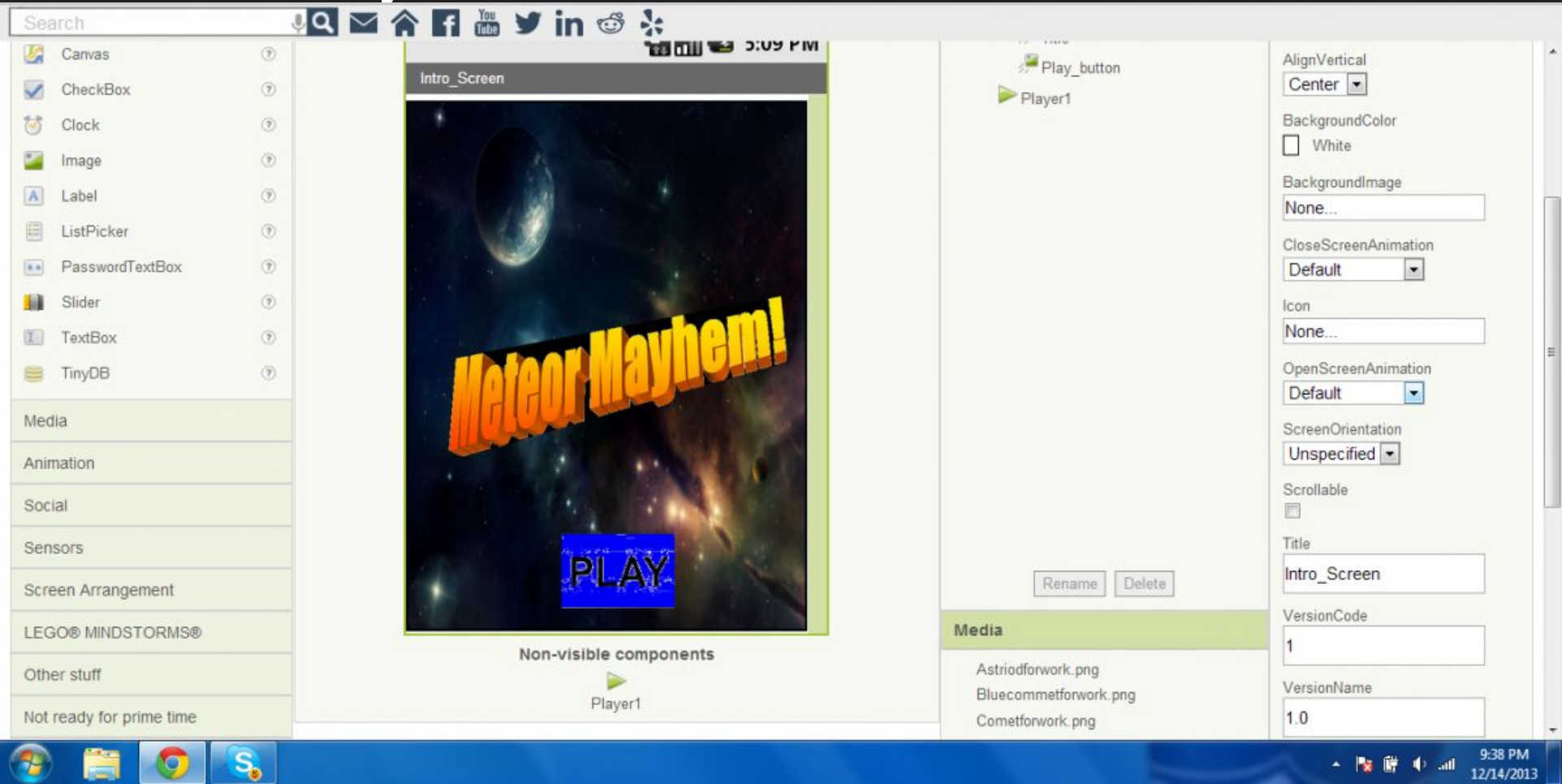

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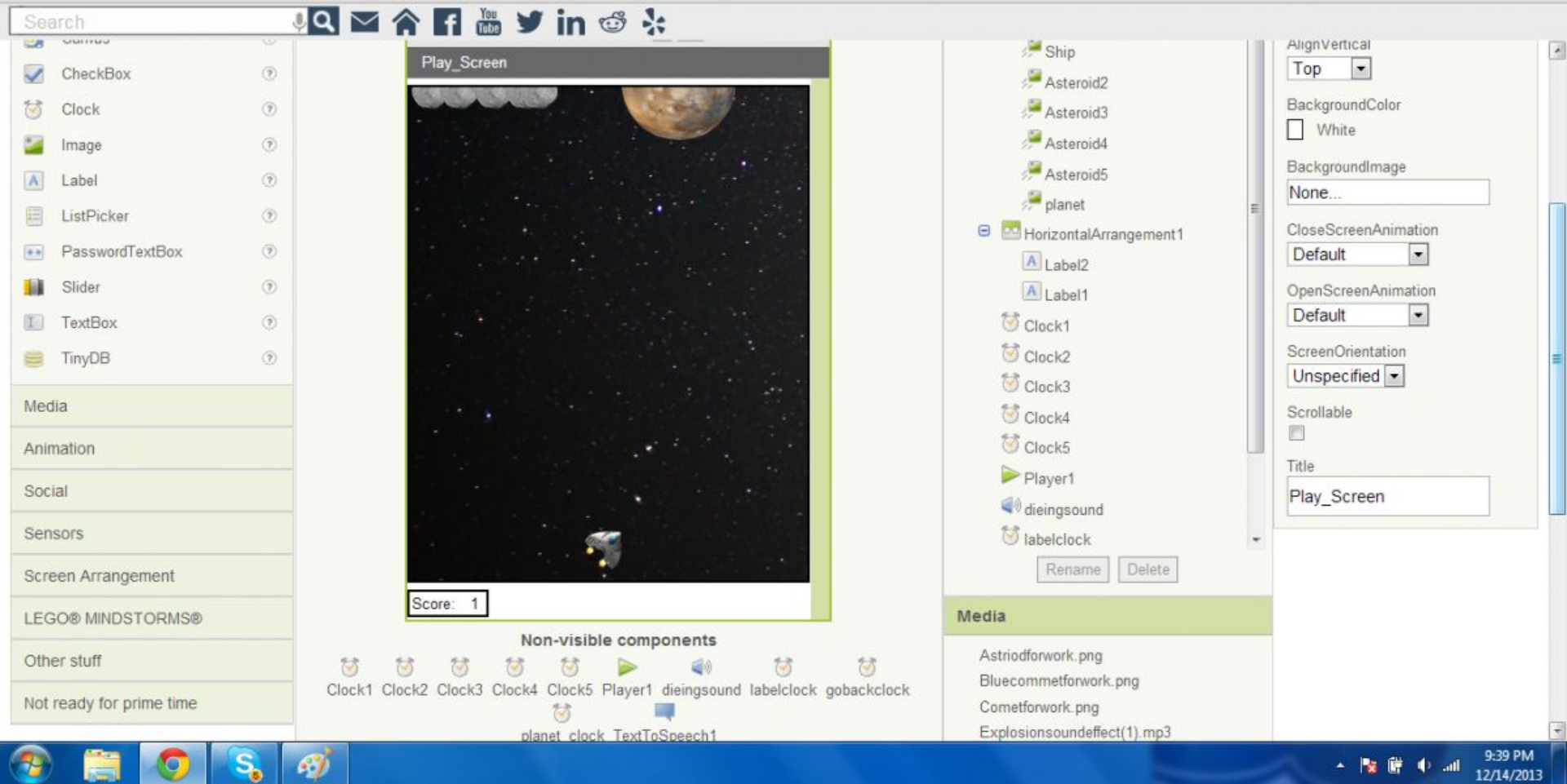

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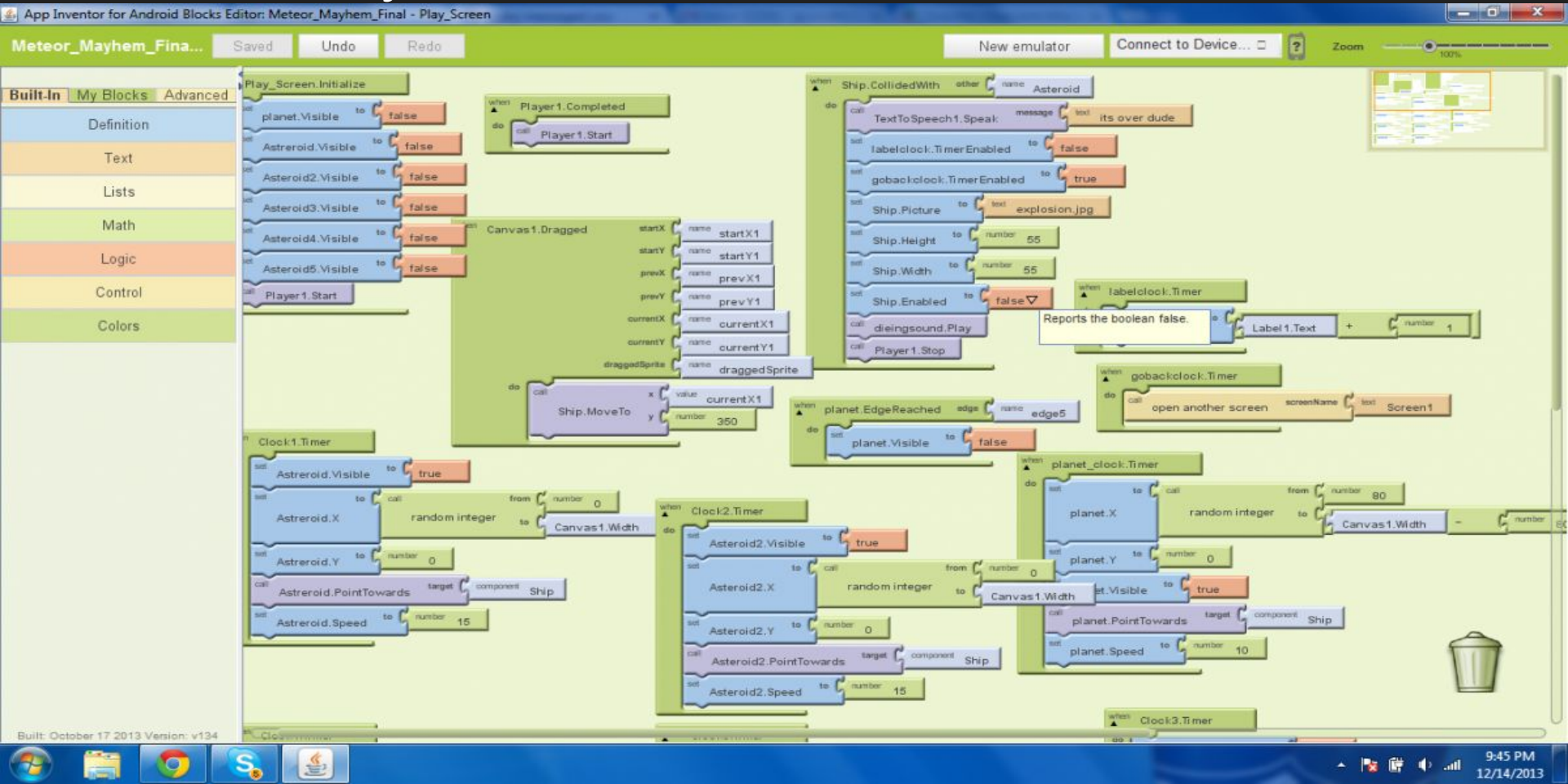
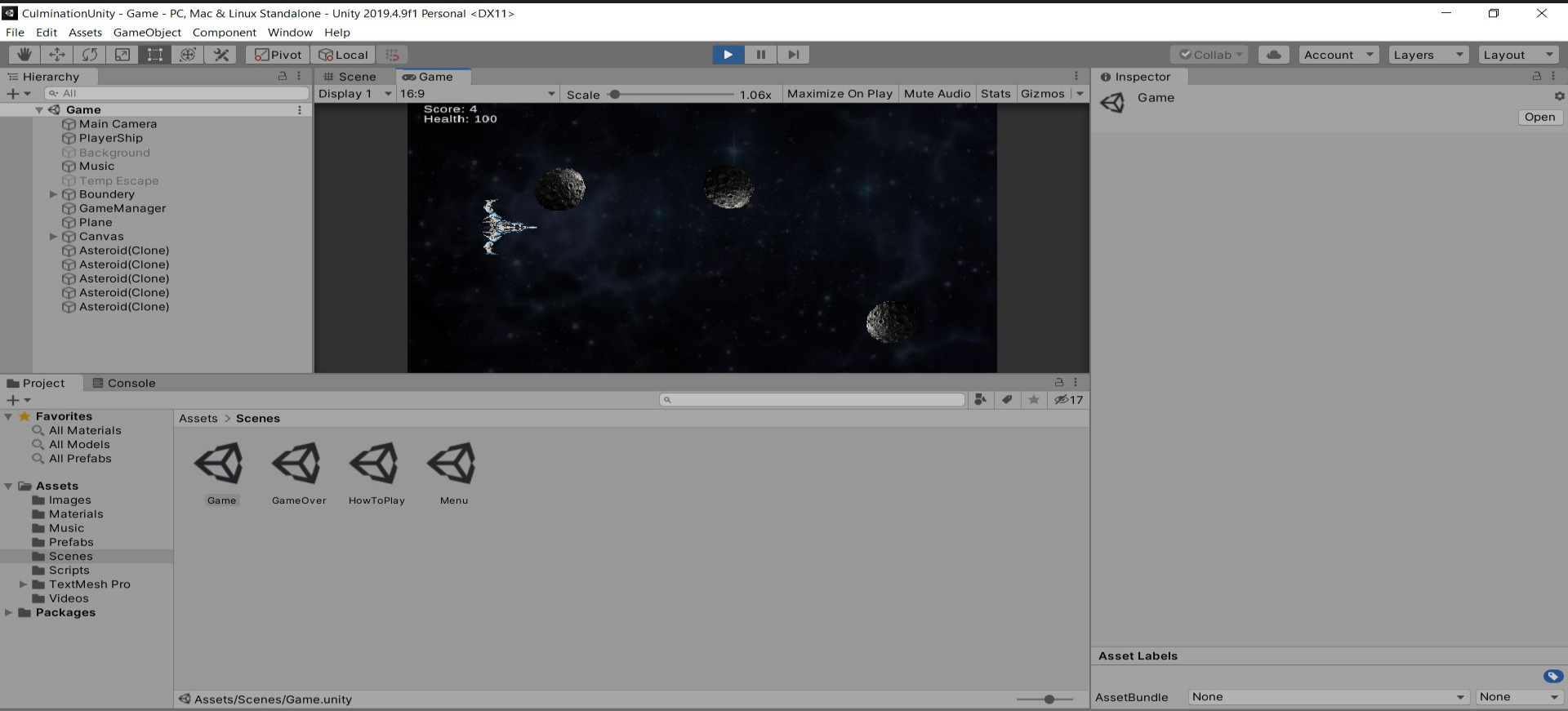



unity
Out with the old
In with the New

This is what workin on my game looks like these days...



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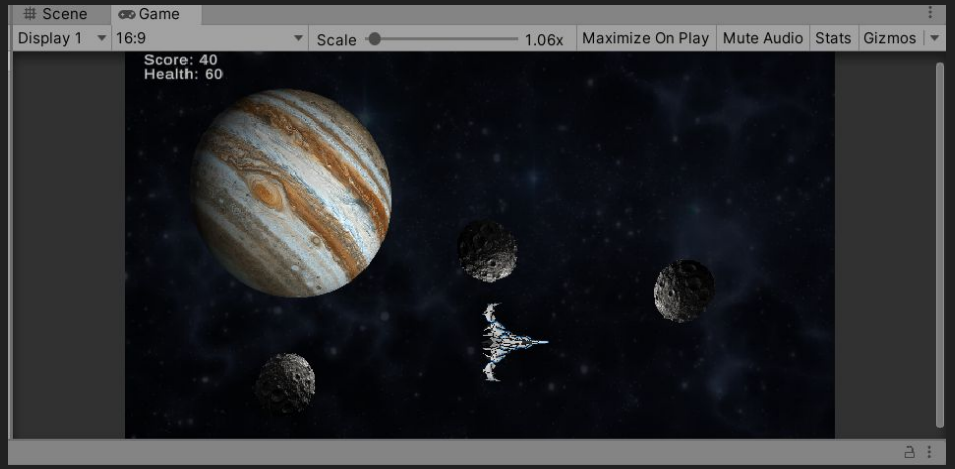

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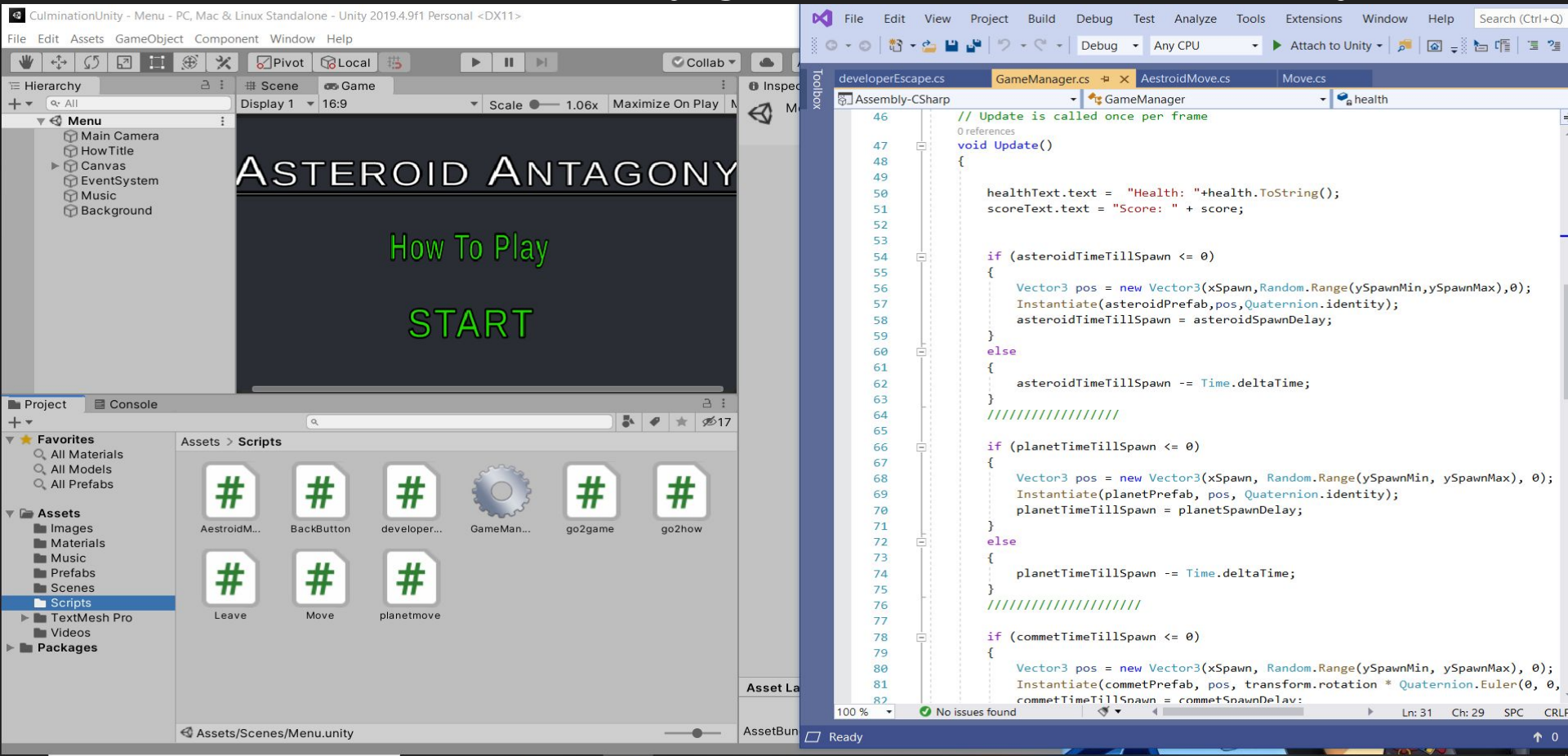
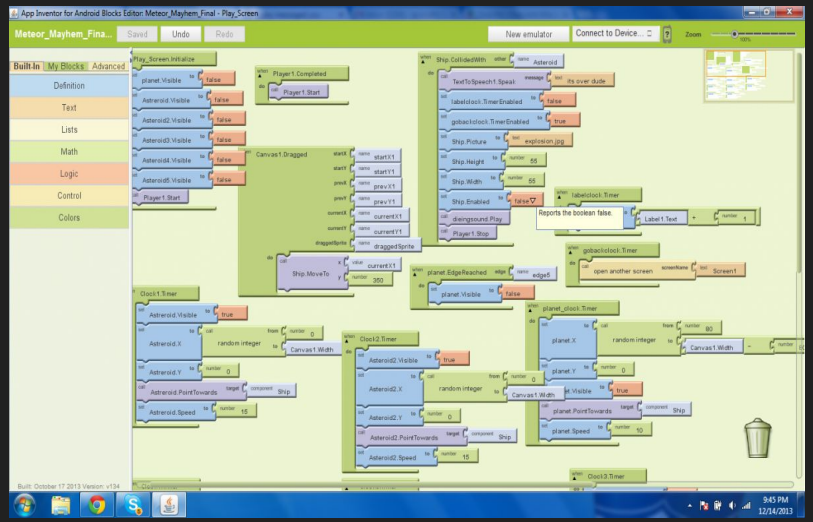
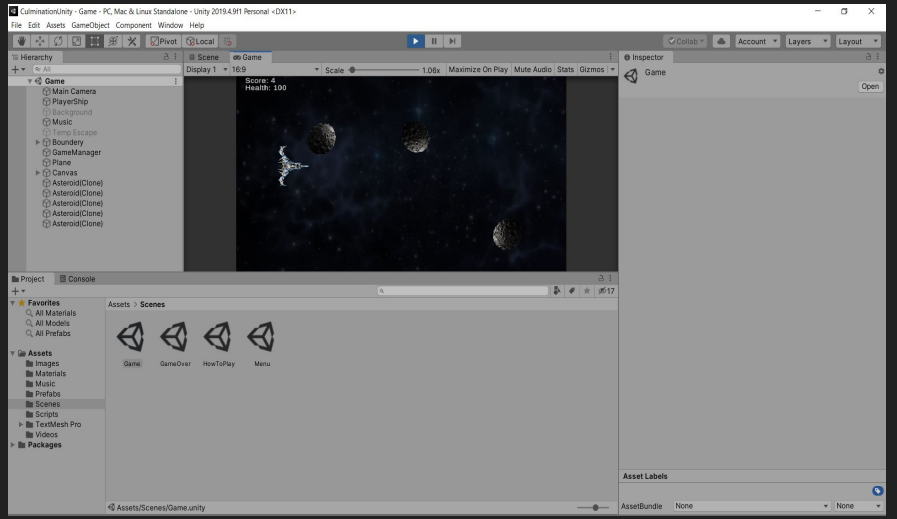


Although they way things are done have changed, my overall goal hasn't changed.





My Goal:

My goal is to become a Lead Game Designer. I don’t want to be in charge of telling people what to do without first being good at it myself. Because of this, I want to be versatile in the sense that I can help with any aspects of creating video games, whether that be, Level Design, UI/UX Design, Coding, or just being creative.

But first things first...

The thing about creating videogames is that it’s not easy. People often become infatuated with the idea of being a Game Designer, and then quickly back down once they see that it’s not just a walk in the park. I am currently in the stages of realizing how difficult it is to actually make a good game, but instead of choosing to give up, I am deciding to push forward and learn how to overcome any challenges that come up… especially the infamous coding part.

I want this project to serve as a testament to my dedication to Game Design.

My thoughts

I believe that I’ve come a long way, from knowing absolutely nothing, to now, being able to create my own video game.

Although I did indeed complete my game for the sake of this project, I it’s not Game Over. This is a good start, but I know I can do better. Even after this semester ends, I will continue to improve on my game and keep adding more to it and optimizing it until I can proudly publish it on a pubic platform to be played by the world.

Thank you Prof. Hosni

Without my technical advisor, my game wouldn’t be even close to where it is today. The help and guidance is very much appreciated.

Asteroid Antagony Video Game

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Introduction

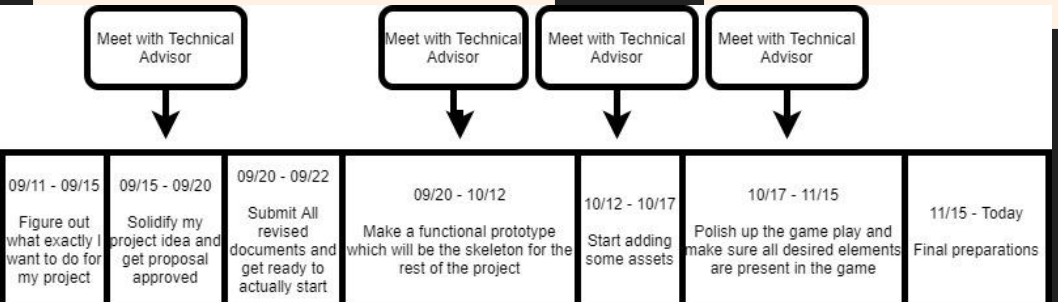
For this culmination project I will be embarking on the journey of creating my own video game from scratch via Unity. My game will be about the player controlling a spaceship trying to dodge asteroids. This game is inspired by an earlier version I made many years ago on Android App Inventor.

Process

This game will be created entirely on the Unity game engine platform. I will be using royalty free assets in my game to save time. My job will be to make the design choices I see best fit and then code them into reality.

Conclusion

My goal was to not only create my very own video game, but to also learn a lot while doing so.
I definitely achieved that goal, but i'm also walking away with a future goal of continuing to improve and get better at my craft.




"That's all Folks!"™