

The Journey Ahead

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Project Description

My Project is a pixel art 2D platformer that focuses on a lot of movement mechanics and battling enemies. You must traverse through the platforms and time jump/wall jumps to get across the environment.

I was inspired by platformer games such as Hollow knight and Celeste which I feel did extremely well at setting the tone for how a 2D platformer can feel and look. Achieving that feel is what I wanted to go for when it came to movement mechanics and how the level was designed.

Schedule

| Task | Start date | End date | Duration |
|----------------------------------------------|------------|----------|----------|
| Write Proposal | 8/30/22 | 9/6/22 | 7 days |
| Determine resources/planning | 9/6/22 | 9/13/22 | 7 days |
| Budget & Calendar | 9/13/22 | 9/20/22 | 7 days |
| Schedule & meet with advisor/Design concepts | 9/20/22 | 10/11/22 | 7 days |
| Continued design aspects | 10/11/22 | 10/18/22 | 7 days |
| Level design | 10/18/22 | 10/25/22 | 7 days |
| Character design/development | 10/25/22 | 11/1/22 | 7 days |
| Enemy design/development | 11/1/22 | 11/5/22 | 4 days |
| Development | 9/6/22 | 12/2/22 | 85 days |
| Interaction development | 11/8/22 | 11/22/22 | 14 days |
| Defining UI audio and error fixing | 11/15/22 | 11/22/22 | 7 days |
| Play tests and debugging | 11/22/22 | 12/2/22 | 10 days |
| Poster and slide presentation | 12/3/22 | 12/4/22 | 2 days |
| E-portfolio | 12/3/22 | 12/4/22 | 9 days |

Design Goals

- Players should be able to jump and wall jump/slide across walls and platforms.
- Enemies can follow the player if within certain distance.
- Enemies can damage and kill player.
- Player movements should be smooth and responsive.
- Level should be consistent and allow for the mechanics to be used.
- Background parallax to simulate motion with player movement.

Conclusions

A 2D platformer level was created that included working enemies and mechanics for the player to take control of. Through the many efforts and issues it was a fun experience and very rewarding to complete. Sound effects added for background music as well as some player and enemy effects. Further additions will include more enemies as well as story and dialogue to further immerse the player in the world.

Methods

- Programming (C#)
- Level Designing
- Animating
- Audio SFX
- 2D Unity Environment

Materials/Budget

- PC capable of running Unity and Adobe software (**\$1500**)
 - Adobe Subscription (**\$70**)
 - Unity (**Free**)
 - Visual Studio (**Free**)
 - Assets (**Free**)
- Total = \$1,575**

Acknowledgements

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