2D side-scrolling platformer with boss fight at the end of each level
Target: 6-10 year old children
Nutrition related theme
TOOLS USED

Unity (c#) and MonoDevelop for game development
Photoshop for asset development
Asset Store in Unity for asset placeholders
Google Docs for documentation, organization and presentations
Music provided in collaboration with Luca Balboni - 3 tracks created specifically for this game
ABOUT THE LEVEL

- Walk through the level collecting vitamin drops on your way
- Avoid or kill enemies
- Don’t fall in space
- Don’t run out of lives
- There are some bonus items along the way, try to find them!
- Get to the end to activate the boss fight

- Start with 3 lives
- Timer set at 2 minutes (for the partial prototype)
GAME CONTROLS

Click for menus
All menus are clickable with the cursor for now.

Left/Right Arrow Keys
Character movement is controlled with the arrow keys.

Up Arrow Key
Use the up arrow to make the character jump.
Double jump available.

Down Arrow Key
Use the down key to slide in when the character doesn’t fit in the space.

SpaceBar
Shoot vitamin drops to your enemies with the spacebar.

P Key
Press P for “pause” when you need to pause the menu or what the in-game menu to show up.
ABOUT THE **BOSS FIGHT**

- Boss attacks every 5 seconds
- Delays the attack by 2 seconds so you can jump to the other side and avoid it
- If boss hits you → subtract player health by 25 / 100

- Shoot at the boss face
- If you hit the boss → subtract boss health by 5 / 100
- (Future implementation: the number and strength of possible shots will be determined by the amount of drops collected during the level)

- Start with 3 lives
- No timer
LESSONS LEARNED

Budget for time
Don’t underestimate how long creating a new feature in game will take, specially one you have not done before, no matter how easy it seems.

Prototype functionality
Try to create the game basics before investing a lot of time in the art or polish details.
Use placeholders similar to your target to try out your functionality.

Keep in mind constrains
Putting limitations in your work, not only in time, but in functionality will make you develop new creative ideas you didn’t consider before.
THANKS!

Any questions?