

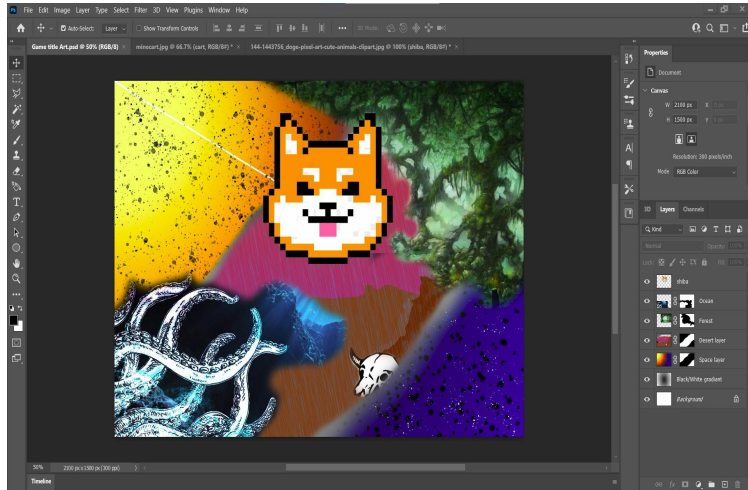
Unit 3 - Final Project

Kathryn Tu

Summer 2021

GAME 1475 – 2D Design for Games

Game Title Art - Reaching Shiba



Game Storyline

(This story deviated from my original plan of having the game be open-world, but it still has some of the original aspects to it)

Main: Your dog disappeared one day and it is your duty as the main character to go and retrieve your beloved pet. The last known location of your dog's whereabouts brings you to an abandoned facility, and a lone minecart that doesn't seem to belong to your time parked in the front; you may have stumbled upon an object that goes beyond human comprehension. You decide to look around inside the building first - squeezing through a good size hole near the back of the building's structure.

Papers strewn across the floor along with broken beakers, and upturned tables just screamed 'a scientist gone mad' cliché to you. You weren't able to glean any new information, so you went back outside to the object that caught your attention in the first place: the minecart. Looking inside you find your dog's collar, solidifying your worst fears. With only a firearm in your possession, you begin your rescue mission.



Main character

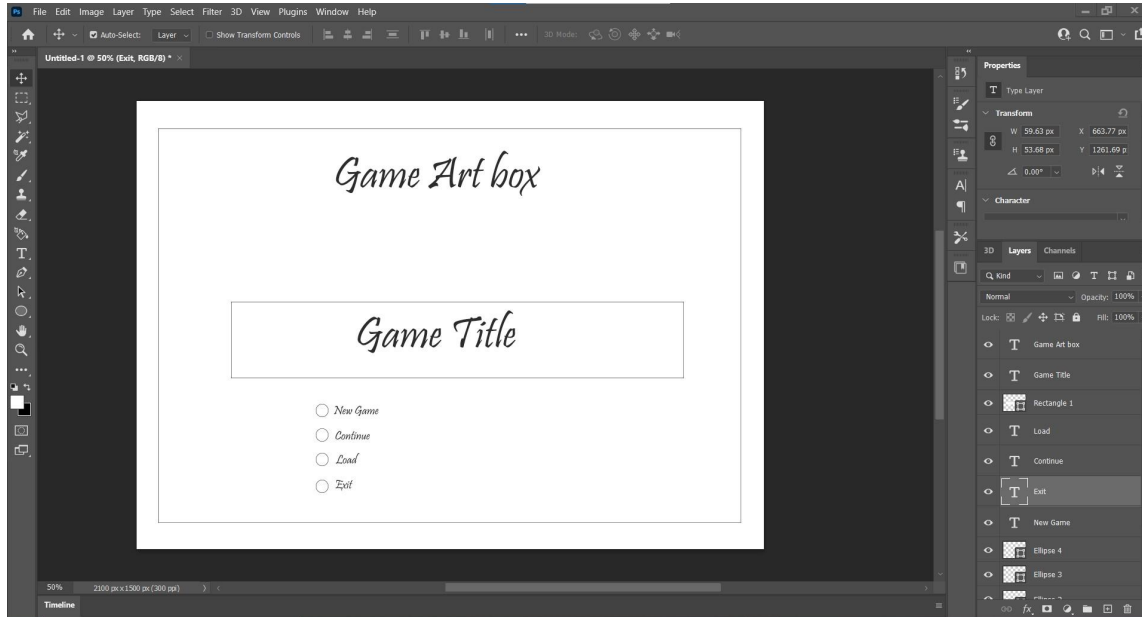


Goal

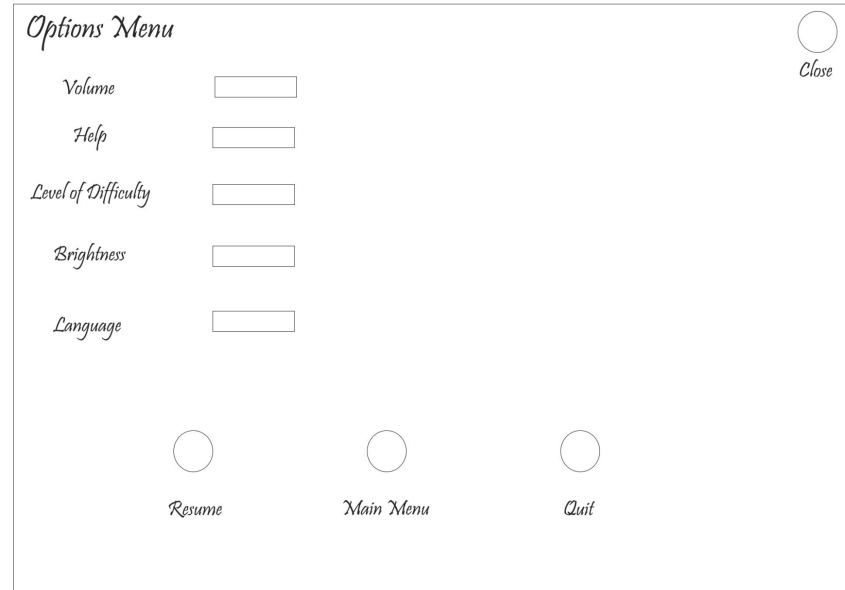
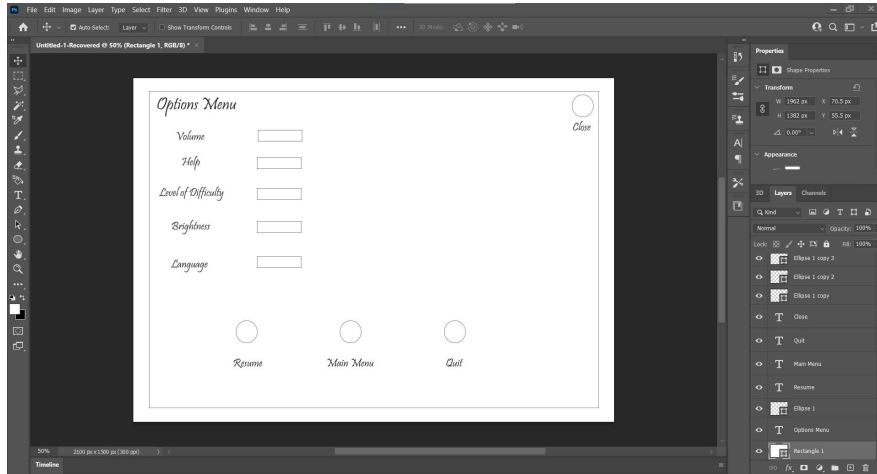


Transportation

UI designs



UI designs cont.

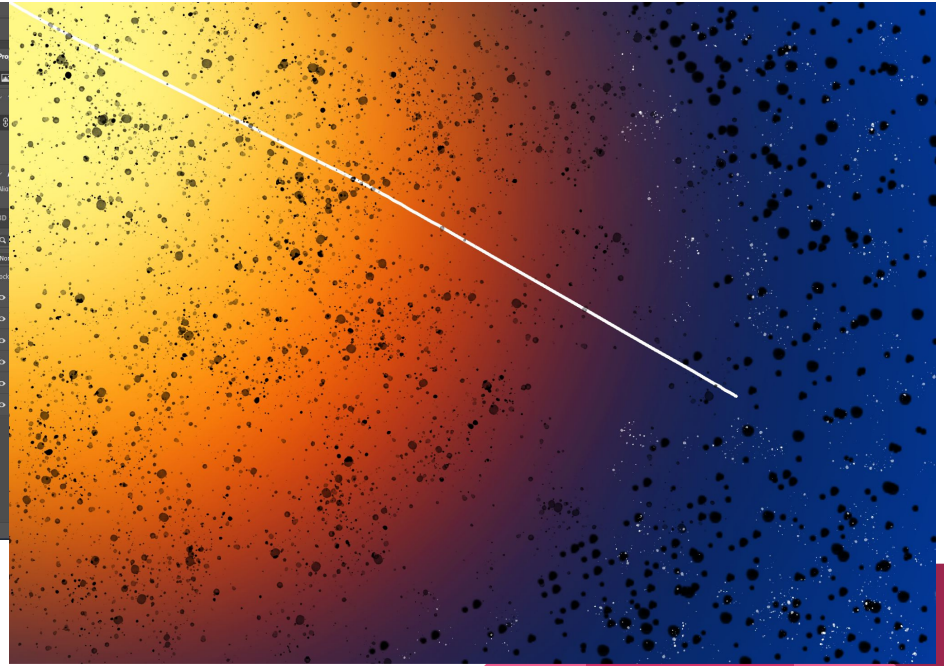
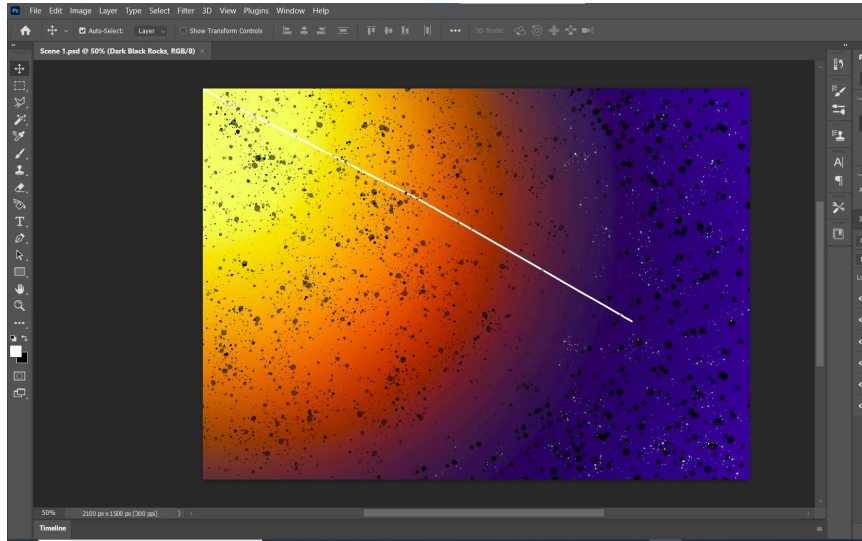


Character Sprite used for this project

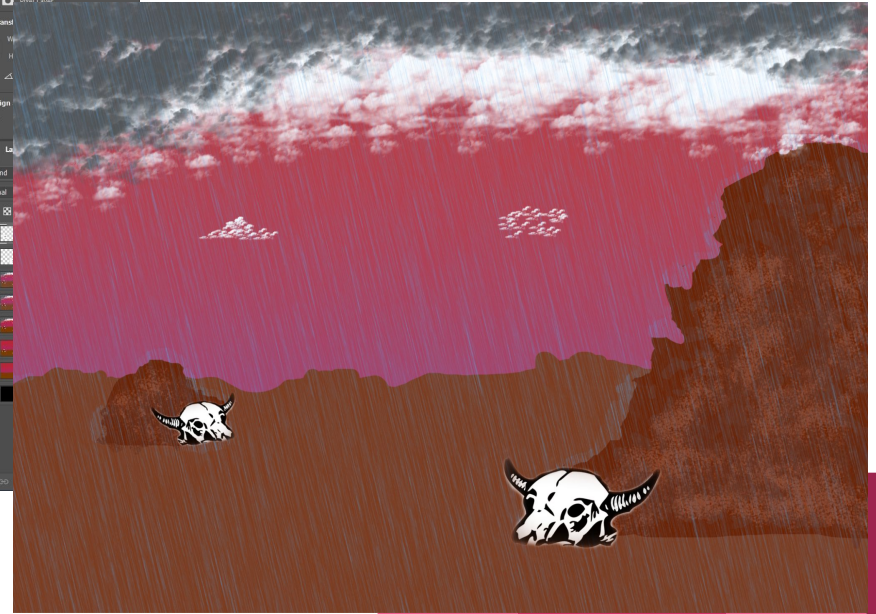
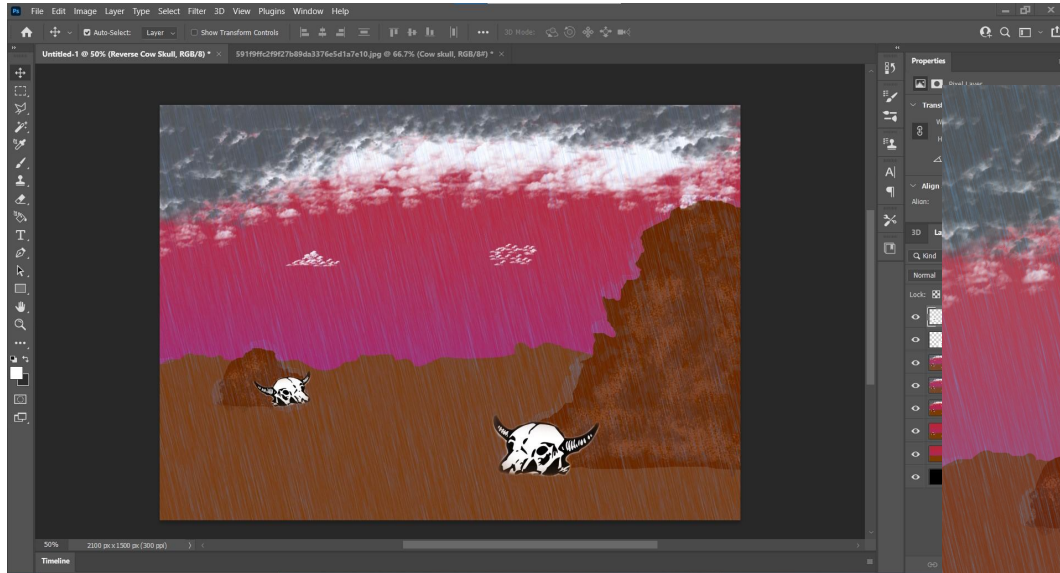
The player will have the option to choose a male MC, or even have the opportunity to customize their own player, but that's just a thought.



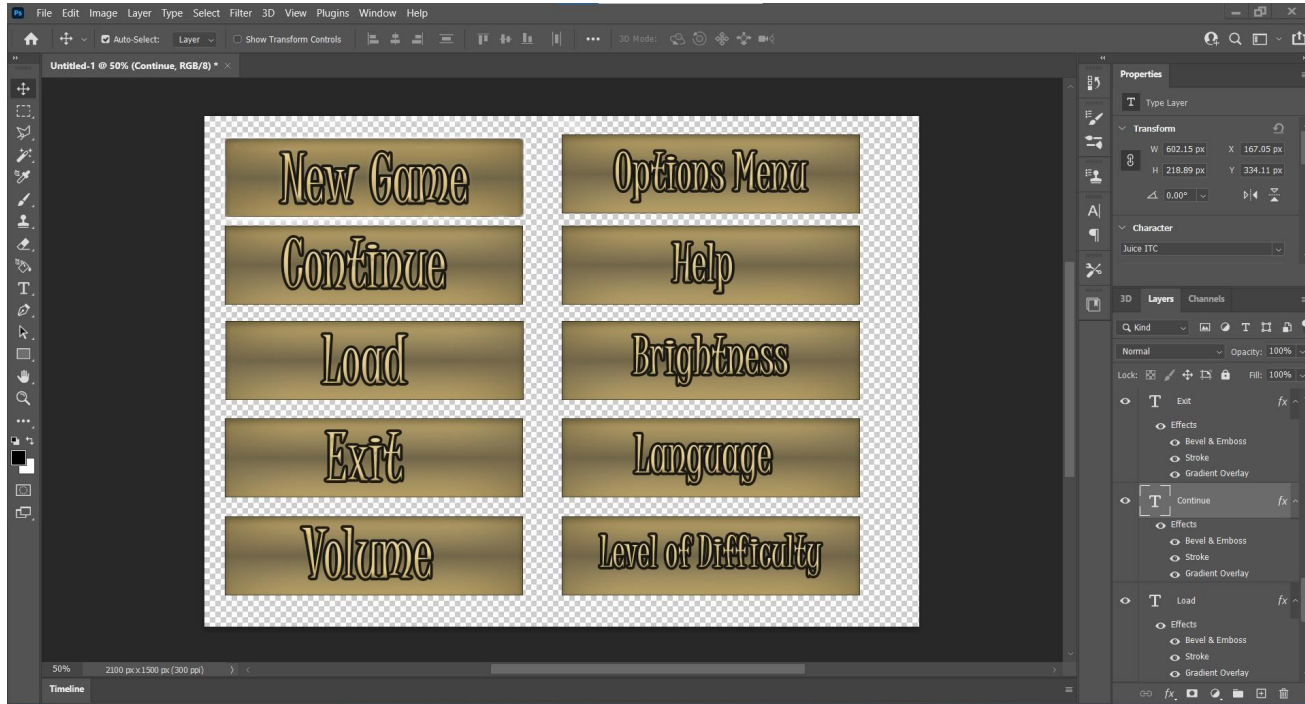
Background scenes



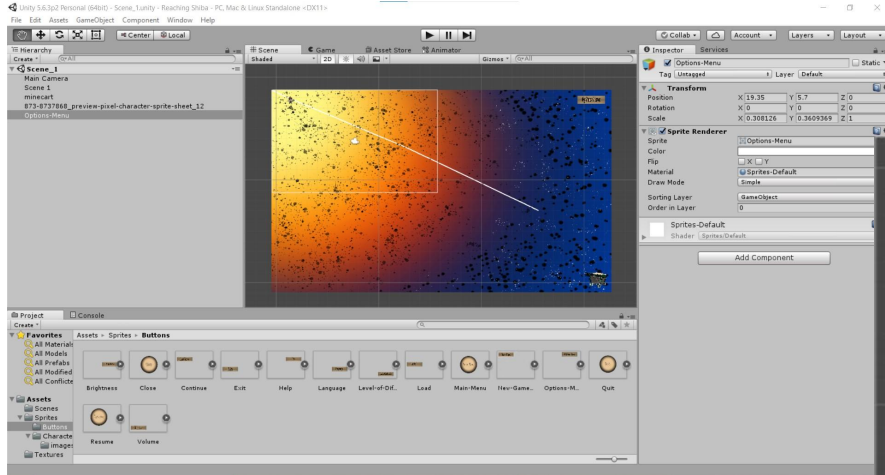
Background scenes cont.



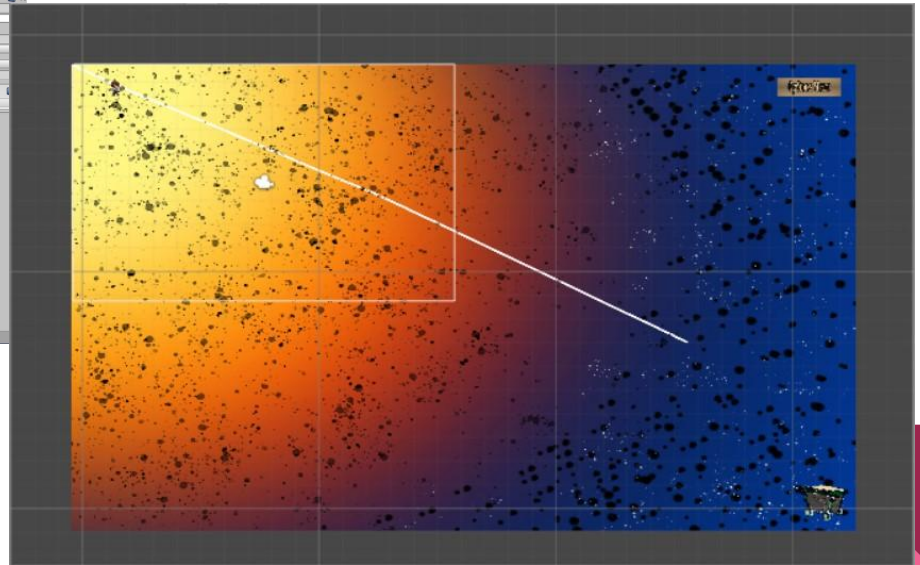
Button Customization



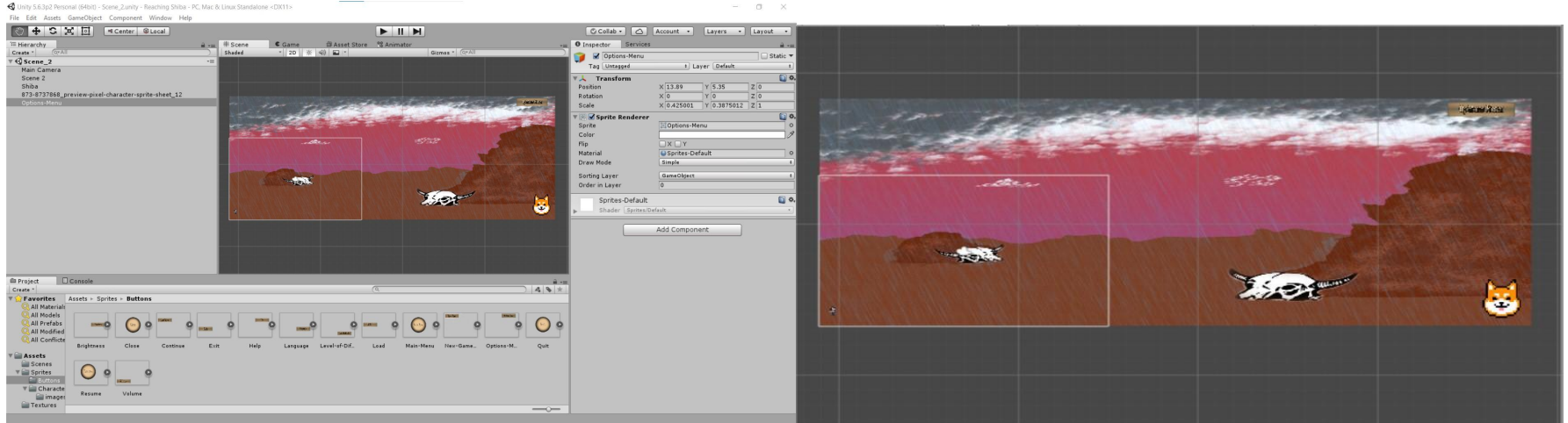
Unity Scene



Though there aren't any platforms like I originally intended for the player to step on, it'd be fun to have that non-gravity element of space.

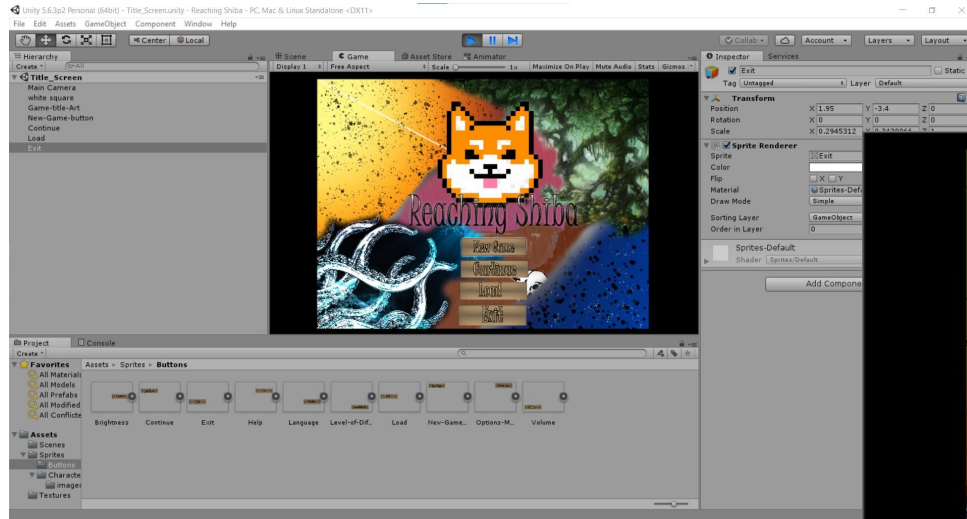


Unity Scene cont.

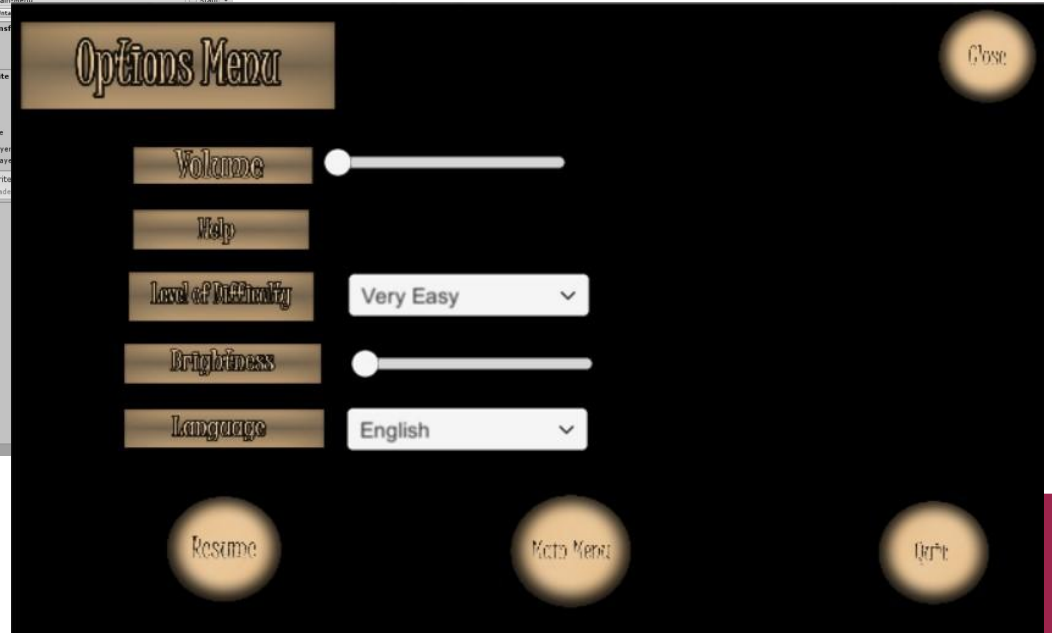
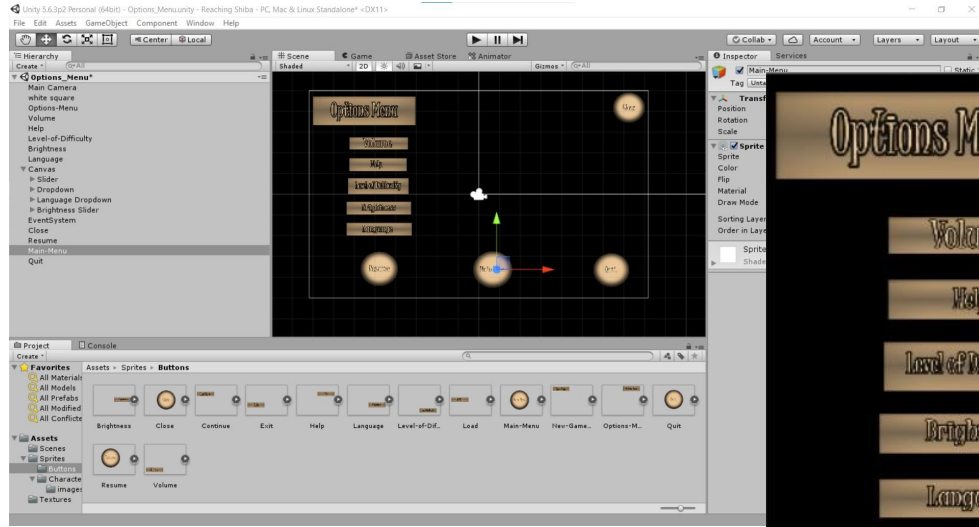


- If I were testing/debugging the game for a win condition, I would've moved Shiba to the front of the level instead of all the way to the corner as depicted by the image on the right.
- The initial idea was having the dog be on top of the rock for this level, but I think it would be way more fun if he spawns to different locations at random every time a new game is played.

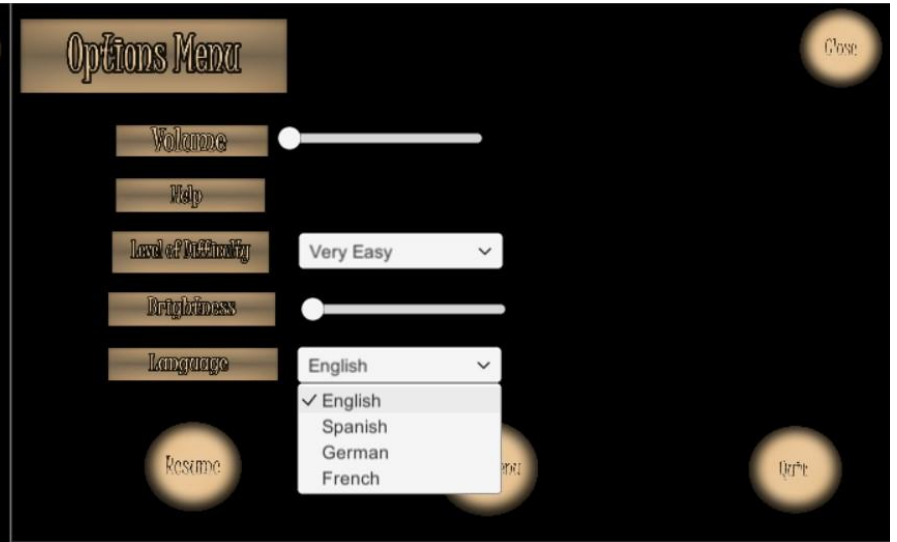
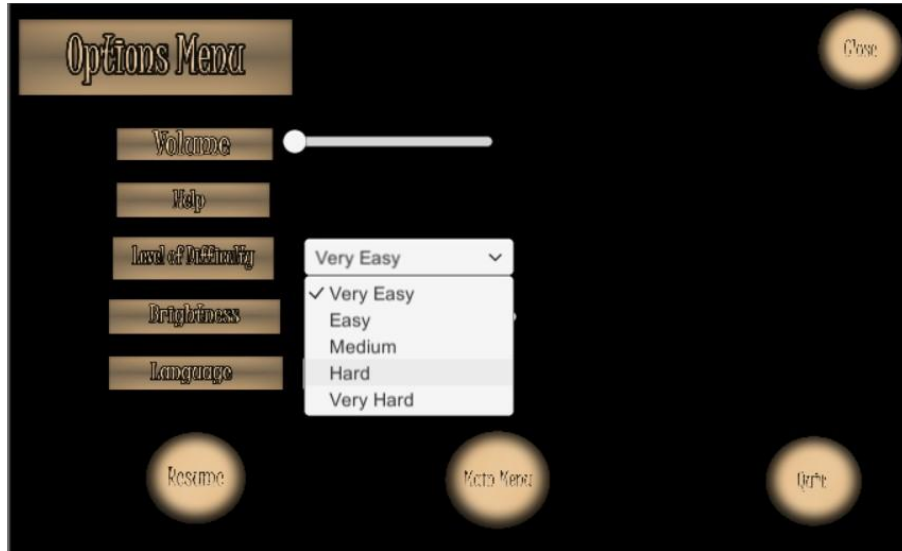
Title Screen with Appropriate buttons



Options Menu with buttons/UI components



Pull down options



Win UI

A simple UI where the Main menu button brings the player back to the Title screen.



Death UI

Possible conditions to trigger the death flag

- Space - lack of oxygen; getting hit by asteroids too many times; aliens? Maybe.
- Jungle - killed by predators; water-related illness; mosquito -related illness;
- Ocean - drowning; killed by predators; stung by jellyfish/stingrays
- Desert - dehydration; heat stroke; animals

