# 1. Overview

Race against a spiky wall that increases in speed while dodging other dangerous objects like spikes and saws. Collect coins to push back the spiky wall back and to unlock the door to the next level. I am a good person for this project because I have past level design experience from IMED 388 where I made numerous levels in Unity, made levels for other games like Skyrim using their in-game editor and some other levels in Unity for a company called Sports Media where my role was the level designer. I can also come up with a variety of different ideas for levels for the player to experience. Wall Evader is single player 2D adventure platform with a side view that is made with Unity.

The player is put into level 1 where the spiky wall starts out slow but gets progressively faster as the player gets through each level. The goal in Wall Evader is to collect all the coins in each level which will open the door to the next level. Players must dodge every obstacle (saw, spikes, drops and spiky wall) that they come across. When players get through each level, they are notified with a thank you screen.
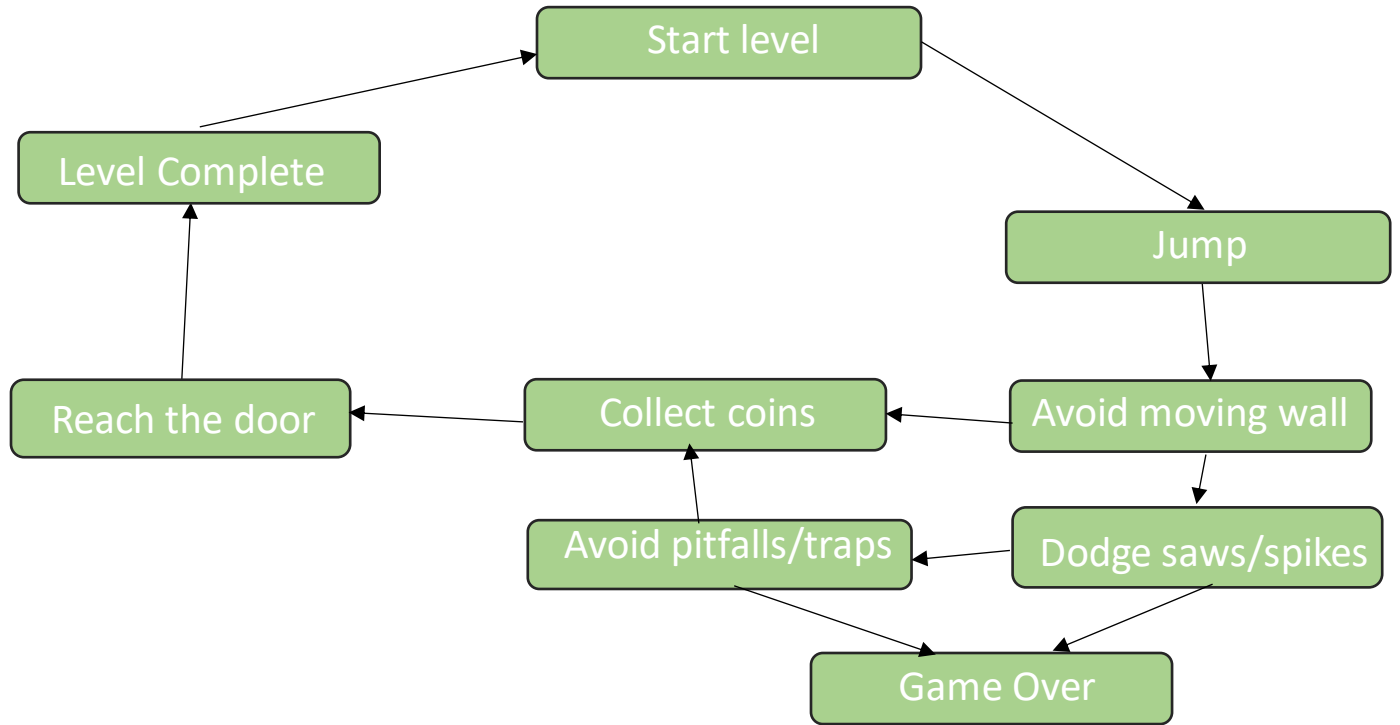
2. Controls

- Tap space bar to jump
- Double tap spacebar to double jump
- Left arrow to move left
- Right arrow to move right
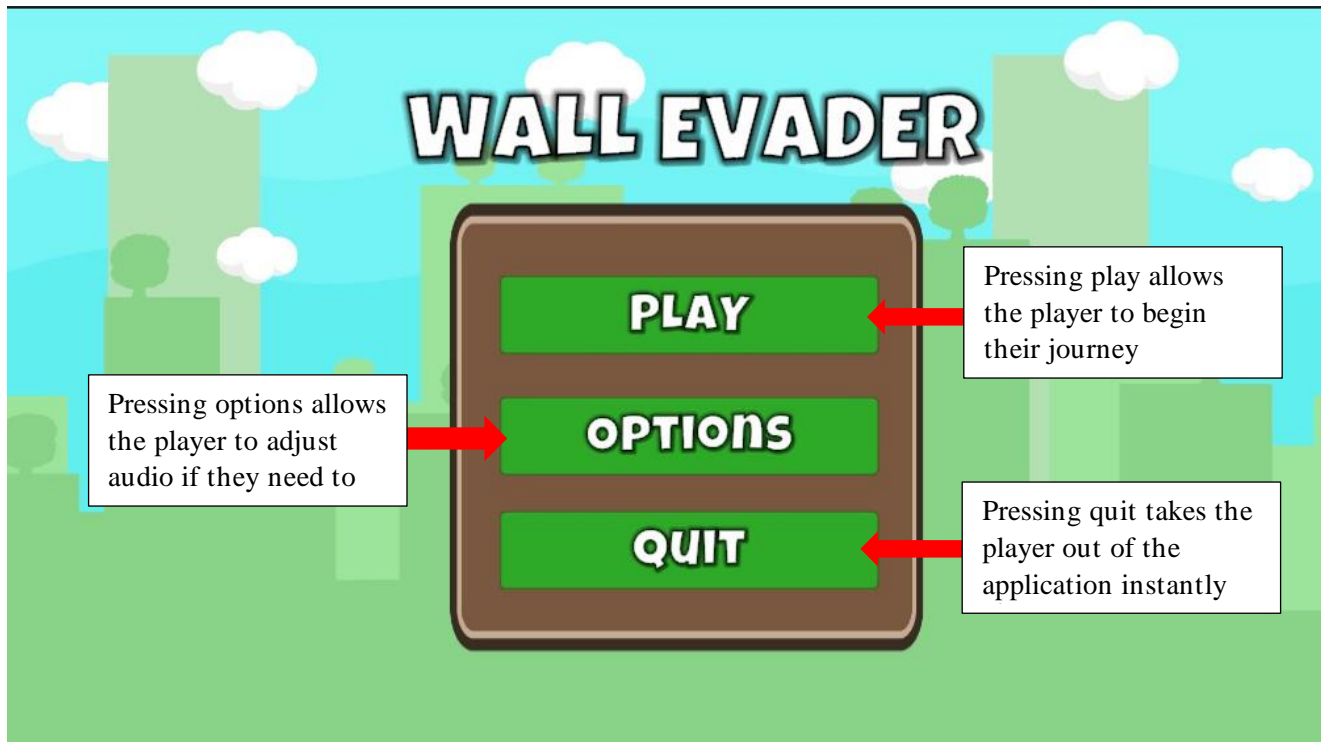- Esc to pause the game
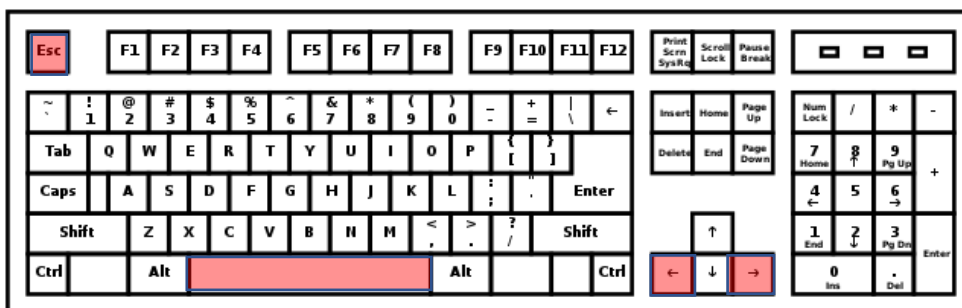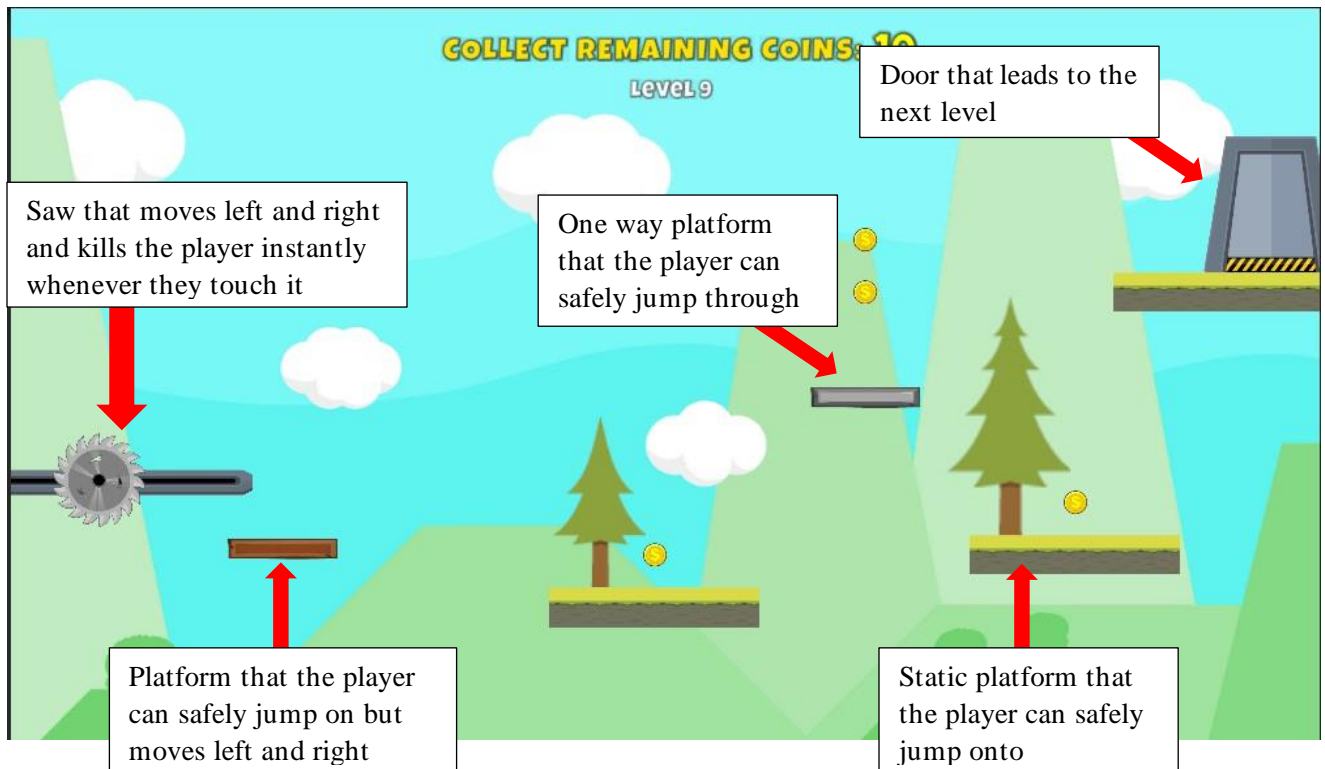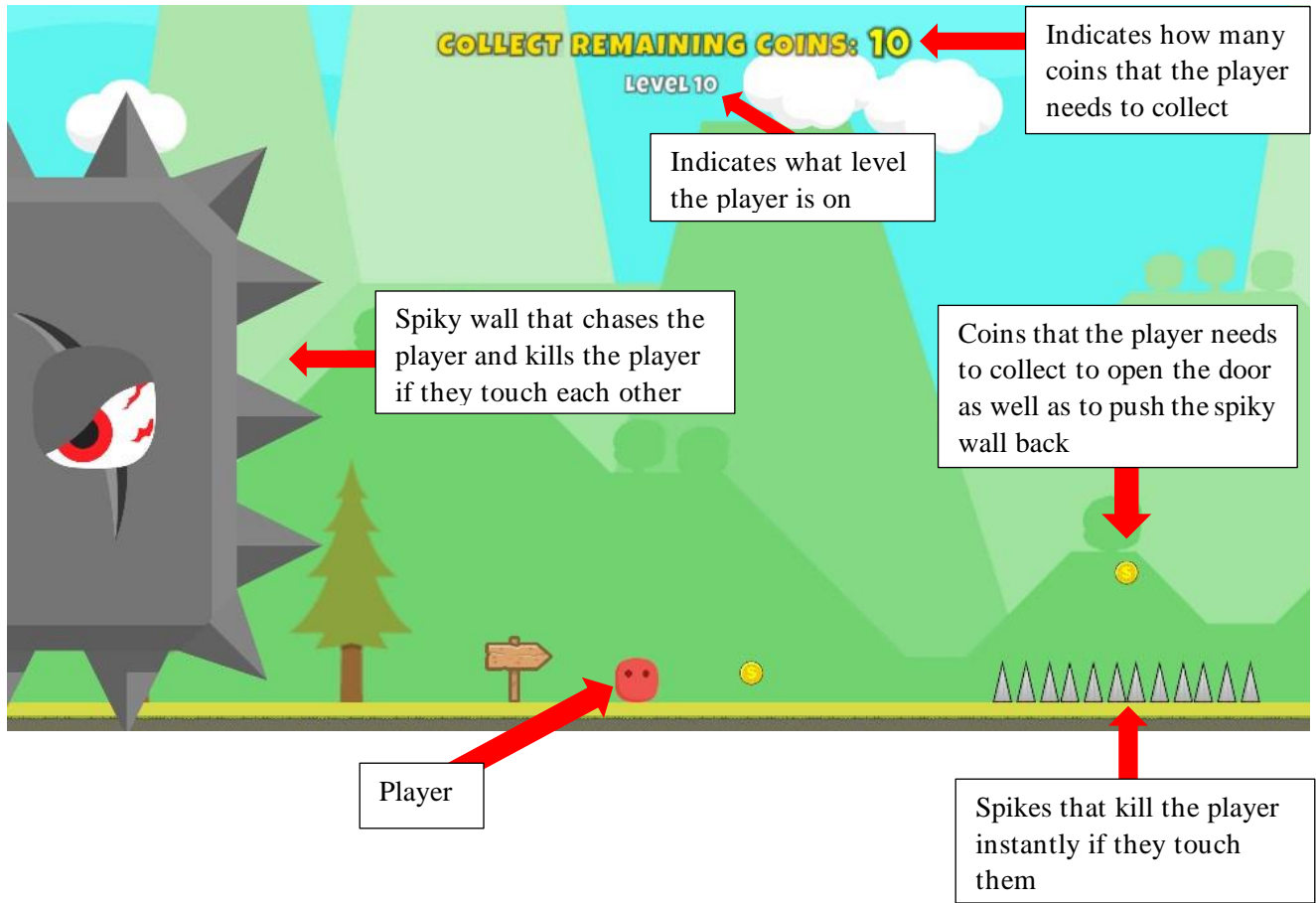
3. Similar Game Titles

There are two different games that are like my game, first is Geometry Dash which is also a 2D platformer at a side view. In this game the player plays as a small cube or shape and dodges numerous hazardous objects that will kill the player instantly. The player is given multiple levels to pick from and each having a unique song playing the background that goes with the level. My game is different from this by there is a wall that chases the player, player can double jump whenever and the player must collect coins where in Geometry Dash you don't collect coins or anything. Some similarities that both games have is that they player is kill instantly and must start from the being every time with no checkpoints. The second game is Super Mario Bros which is a 2D platformer at a side view where the player must dodge numerous enemies' until they reach the end pole. My game is different by the player is being chased from behind and the coins the player collects pushes it back. Wall Evader is like Super Mario Bro's by the player must dodge different types of enemies in a level-by-level fashion where each level slowly gets harder.

4. Core Loop

```
                    ┌──────────────┐
                    │  Start level │
                    └──────────────┘
         ┌──────────────┐        ┌──────────────┐
         │Level Complete│        │     Jump     │
         └──────────────┘        └──────────────┘

┌──────────────┐   ┌──────────────┐   ┌──────────────────┐
│Reach the door│ ← │ Collect coins│ ← │ Avoid moving wall│
└──────────────┘   └──────────────┘   └──────────────────┘

        ┌───────────────────┐   ┌──────────────────┐
        │ Avoid pitfalls/traps│  │ Dodge saws/spikes│
        └───────────────────┘   └──────────────────┘

                    ┌──────────────┐
                    │  Game Over   │
                    └──────────────┘
```

5. Screenshots

Pressing play allows the player to begin their journey

Pressing options allows the player to adjust audio if they need to

Pressing quit takes the player out of the application instantly

COLLECT REMAINING COINS: 10

Level 10

Indicates how many coins that the player needs to collect

Indicates what level the player is on

Spiky wall that chases the player and kills the player if they touch each other

Coins that the player needs to collect to open the door as well as to push the spiky wall back

Player

Spikes that kill the player instantly if they touch them

COLLECT REMAINING COINS: 10

Level 9

Door that leads to the next level

Saw that moves left and right and kills the player instantly whenever they touch it

One way platform that the player can safely jump through

Platform that the player can safely jump on but moves left and right

Static platform that the player can safely jump onto

6. Key Art

This art fits my game by it shows off a colorful cartoony look that can be appealing to the player.

7. Music
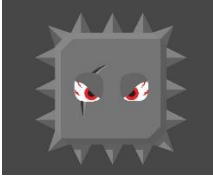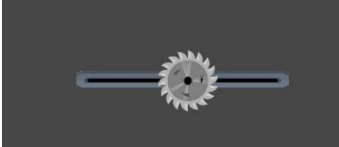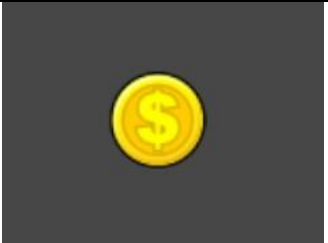
https://incompetech.com/music/royalty-free/music.html - Ethernight Club is upbeat techno song that is met to make the player feel like that they're on an adventure and being chased by something.
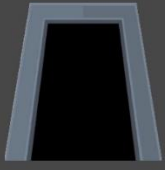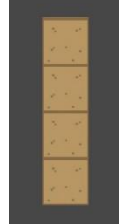
8. Schedule

Week 1	Brainstorming game ideas/concept
Week 2	Concept art
Week 3	Block out level 1 with placeholders (simple shapes)
Week 4	Added double jump, moving wall, and basic cube that kills the player (all shape placeholders)
Week 5	Added coins (w/ shape placeholder) that pushes the wall back, a coin counter and 2 new levels
Week 6	Added door (w/ shape placeholder) that opens when all coins are collected
Week 7	Searched for art assets similar to the concept art
Week 8	Added art to all the objects in the game also added 2 new levels
Week 9	Created main menu, pause screen, background music, and moving/static one-way platforms
Week 10	Created 2 new levels and a moving saw that kills the player
Week 11	Playtest sessions where players played the game then took a short survey
Week 12	Made changes based on survey results
Week 13	Added level complete screen, game over screen and 1 new level
Week 14	Added 2 more levels and thank you for playing screen
Week 15	Final prototype showcase

9. Art

Image	Asset Name	Use in Game
	Spiky wall	Chases the player throughout the level. If the player touches it, they will die instantly.
	Spikes	Static spikes that kill the player instantly if they touch them.
	Saw	Moves left/right and kills the player instantly if they touch it.

		Platform	Static platform in which the player can jump on and off of.
		One-way platform	Static platform in which the player can jump through.
		Moving platform	Moving platform in which the player can ride on.
		Coin	When collected by player it pushes the wall back with a small amount of force. Also unlocks door when all are collected.
		Tree	Background object that adds to the scene. Player cannot interact with this object
		Sign	Background object that adds to the scene and tells the player where to go. Player cannot interact with this object
		Rock	Background object that adds to the scene. Player cannot interact with this object

		Open door	Sends player to next level when they touch it
		Closed door	Blocks the player from going to the next level until all coins are collected
		Set Background	Background object that adds to the scene. Player cannot interact with this object
		Dirt wall	Wall that the player can jump on top of but can't jump through

10.   Music/Sound Effects

Asset Name	Use in Game
Coin pick up sfx	When ever the player picks up a coin this sound will play
Jump sfx	When ever the player tries jumping this sound will play
Saw sfx	When the player is near the saw this sound will play
Ethernight Club	Background music for the whole game