

# BOLT (Video Game)

By Michael Phillips.

Bolt is a fast paced 2d platformer made in Unity. It has music made by me and I did all of the coding and level design myself.

Here is the link to the game.

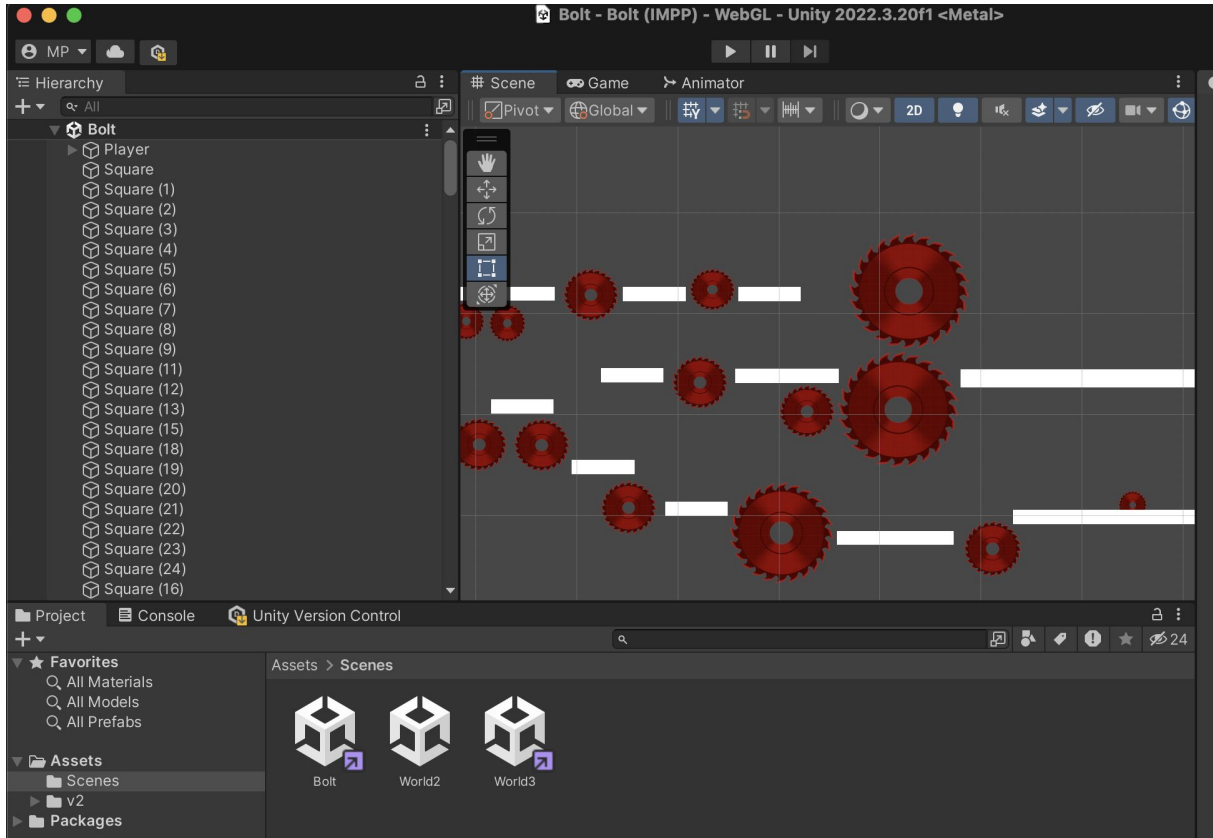
<https://play.unity.com/mg/other/bolt-5-23>

# Some of the code

This is some of the code used in the player movement script. This allows the player to run jump and climb.

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 [RequireComponent(typeof(Rigidbody2D))]
6 [RequireComponent(typeof(CapsuleCollider2D))]
7
8 public class CharacterController2D : MonoBehaviour
9 {
10     // Move player in 2D space
11     public float maxSpeed = 30f;
12     public float jumpHeight = 20f;
13     public float gravityScale = 7f;
14     public Camera mainCamera;
15
16     bool IsCrouching = false;
17     bool facingRight = true;
18     float moveDirection = 0;
19     bool isGrounded = false;
20     Vector3 cameraPos;
21     Rigidbody2D r2d;
22     CapsuleCollider2D mainCollider;
23     Transform t;
24
25     // Use this for initialization
26     void Start()
27     {
28         t = transform;
29         r2d = GetComponent<Rigidbody2D>();
30         mainCollider = GetComponent<CapsuleCollider2D>();
31         r2d.freezeRotation = true;
32         r2d.collisionDetectionMode = CollisionDetectionMode2D.Continuous;
33         r2d.gravityScale = gravityScale;
34         facingRight = t.localScale.x > 0;
35     }
36 }
```

# One of the levels



# About the BOLT process.

I chose this project because I love making games.

A challenge was that some things like wall jumping were very hard to add.

Something exciting was showing other people my game.

Something my mentor helped me with was fixing some technical problems.