
THE EXPLORER
START
OPTIONS
EXIT GAME
unity
Kevin & Oliver's IMPp Project

Why We Chose This Project

For his previous IMPp project, Kevin worked on a 2D Unity game. Kevin wanted a step up so he decided to make a 3D game. Kevin then told Oliver about the project to and he agreed, so we proposed the project to Mr. Danny. He gave us the go-ahead so we did a little exploration, until we came across the Unity GameKit Lite asset library. We looked at a couple of tutorials and decided that this was what we wanted, so we started the project.

Playing The Explorer.

This helpful guide can point you in the right direction

Enemies take down health, which can be seen in the upper left corner of your screen

Behind the scenes

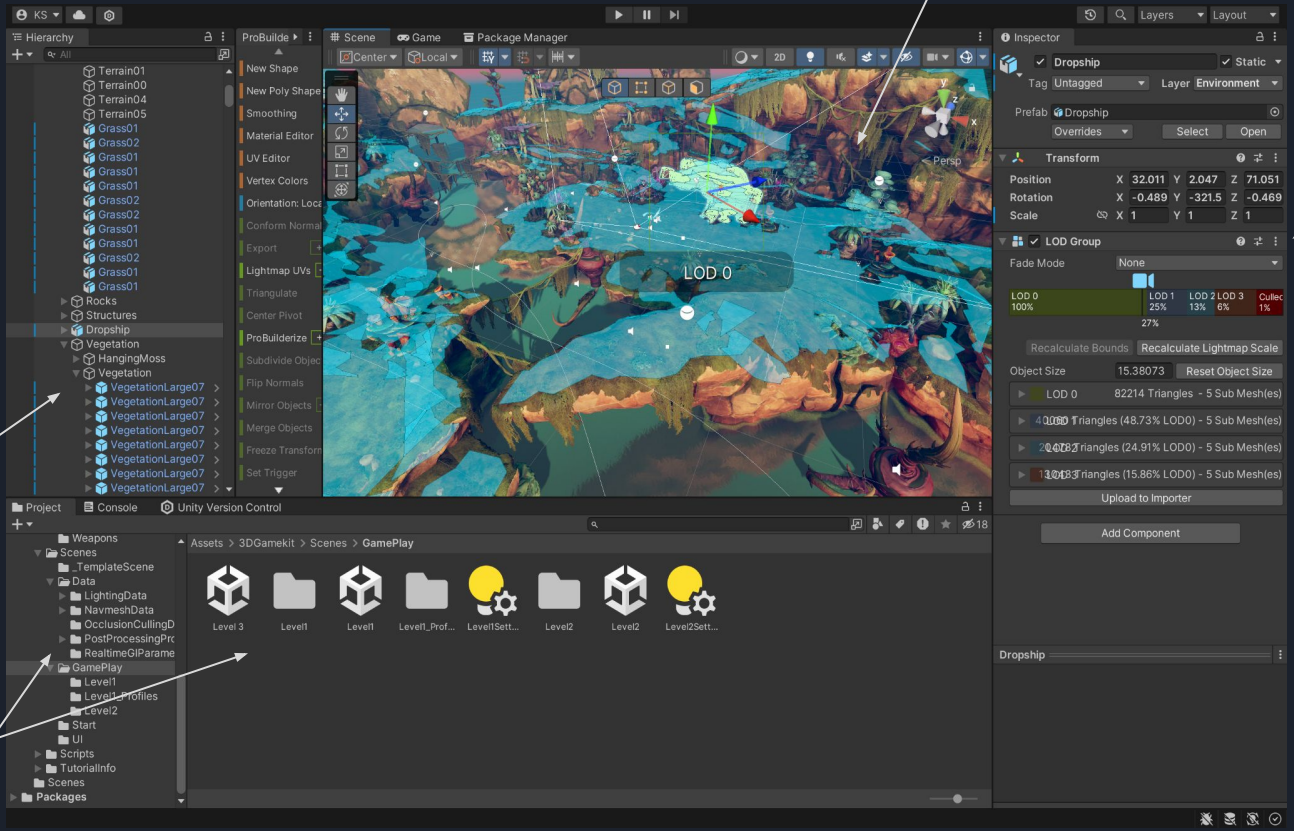
The scene, where you can position, scale, and move assets.

This is what the editor looks like in Unity.

This is what it looks like in the inspector, where you can add or remove collision and other code.

The Hierarchy, a place where you can see the assets in the scene.

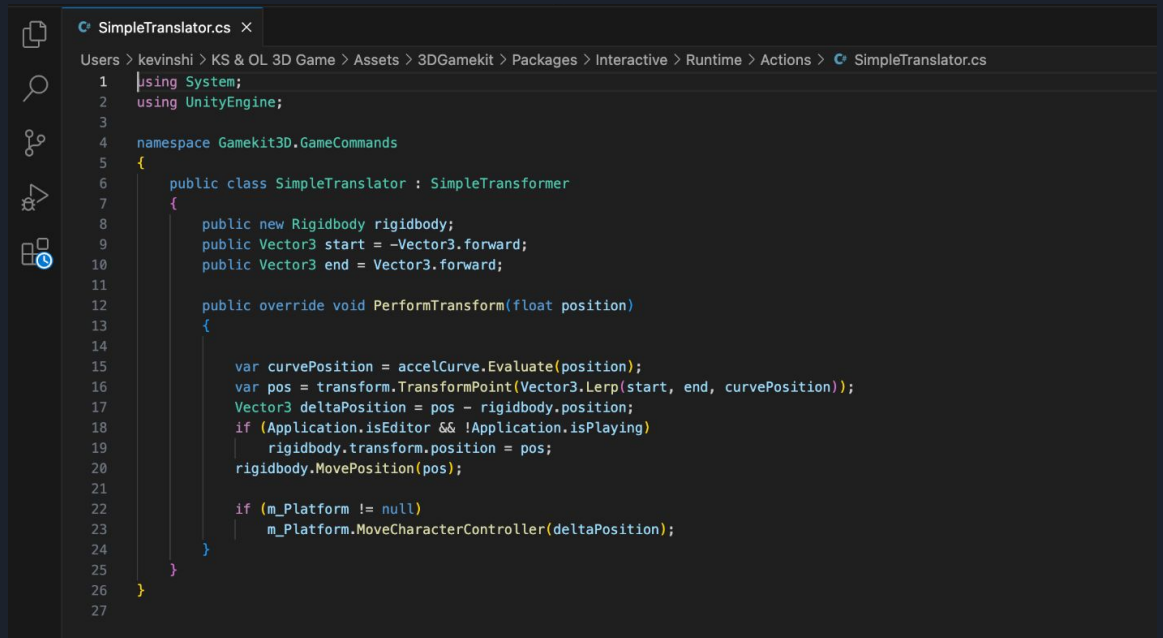
The library, where you can take assets and place them in the scene. You can also select a scene here.



How we made “The Explorer”

To make our game we downloaded Unity Gamekit Lite, which is an asset library (a asset library are a bunch working sprites), then using that we built our project with C# in VS Code.

This code below is for the moving platforms.



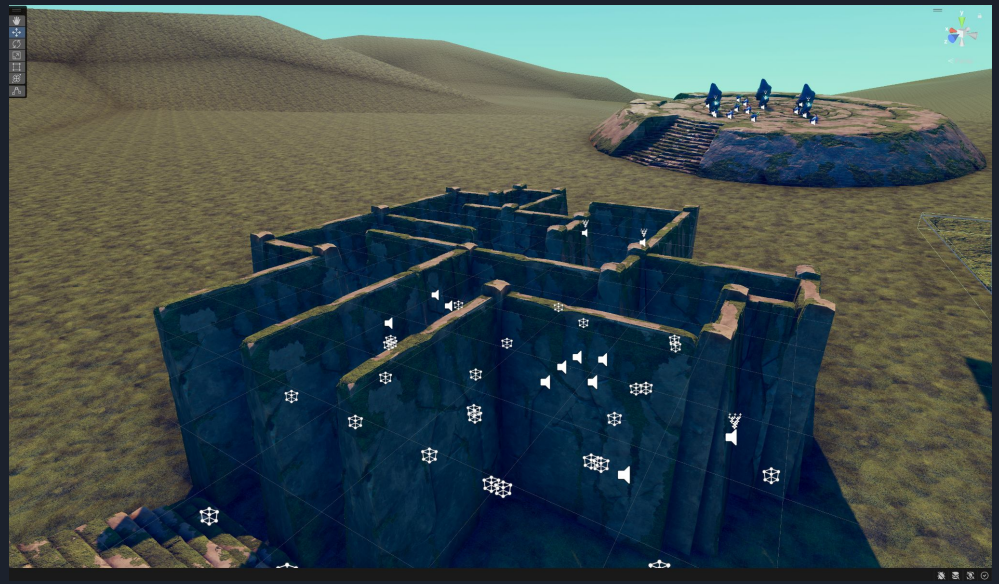
Challenges & Positive things

One challenge we had was resolving conflicts and trying to add the pistol (a weapon you can pick up in the game). However hard we tried, we couldn't get it to fire the right way. We ended up spending about a month on it and we had to let it go since we were taking too much time. Something exciting about this game was that we got to make it from almost scratch and we got to code and learn how to use Unity.

We gained a lot from collaborating on this project. We learned to use DevOps, Unity's version control system, as well as also getting to have a more developed project, resolve conflicts, and coordinate work locations.

Changes

Since January, we worked on a third level of the project, which is a difficult challenge in which the player has to pass through a series of obstacles including a maze, puzzles, and dodging monsters ending in a boss fight. We also added invisible walls to patch a couple of cases where you could glitch out of the map, and changed the health of Ellen (the player) and enemies



Mentor Help

Our mentor helped by reminding us to write what we are going to do with our time in class and then after class we would reflect on what we did and what we did not finish. Also our mentor help with a lot of bug fixing and planning.