

# Side-Scrolling Video Game - Meow

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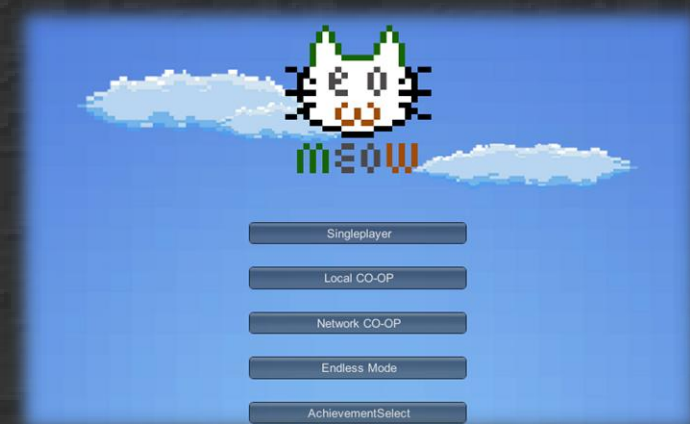
This project aims to create a 2D Side-scrolling platform game that combines traditional platform game elements with modern gaming features. Our game, 'Meow', is created using the Unity Engine for both the PC and Android platform.

## Story

The player is taken on an adventure through jungle, cave, and lava by controlling the cat as they attempt to defeat the Three Bosses.



## Modes



A few modes are provided:

- Single player
- Multiplayer CO-OP
- Endless mode

## Adventure mode

Player(s) must defeat the boss in the world to win. Different worlds have different features to stop player(s) getting pass!



### Monsters

Each monster has their own AI movement and may kill the player easily.

### Rolling Boulder

A huge boulder rolls down and the player runs for life!

### Lava

Blocks your way to pass, the player cannot touch it



## Endless mode

Monsters are generated to the stage randomly. The number of monsters is generated according to the level, and player have to survive as long as possible to get high scores.

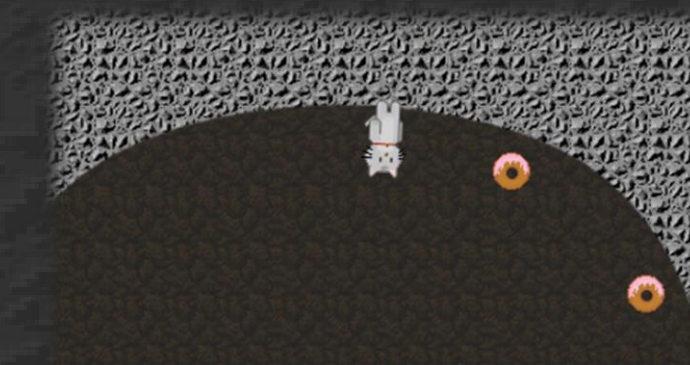


## Multi-player mode

Players can work together to fight against the monsters and boss, but they may make the adventure more difficult for each other.



## Score System



Players gain score by defeating enemies or by getting donuts (don't ask why). As the score increases, the difficulty increases!

## Achievement System

Players can unlock achievements by passing some requirements. The cat will be happy once they are achieved.



## Methodology

Our game is written in C# using Unity as the game engine. Some enemy's AI apply the A-star Pathfinding algorithm and some graphics are randomly generated by code.