

# DREAMS OF PAD

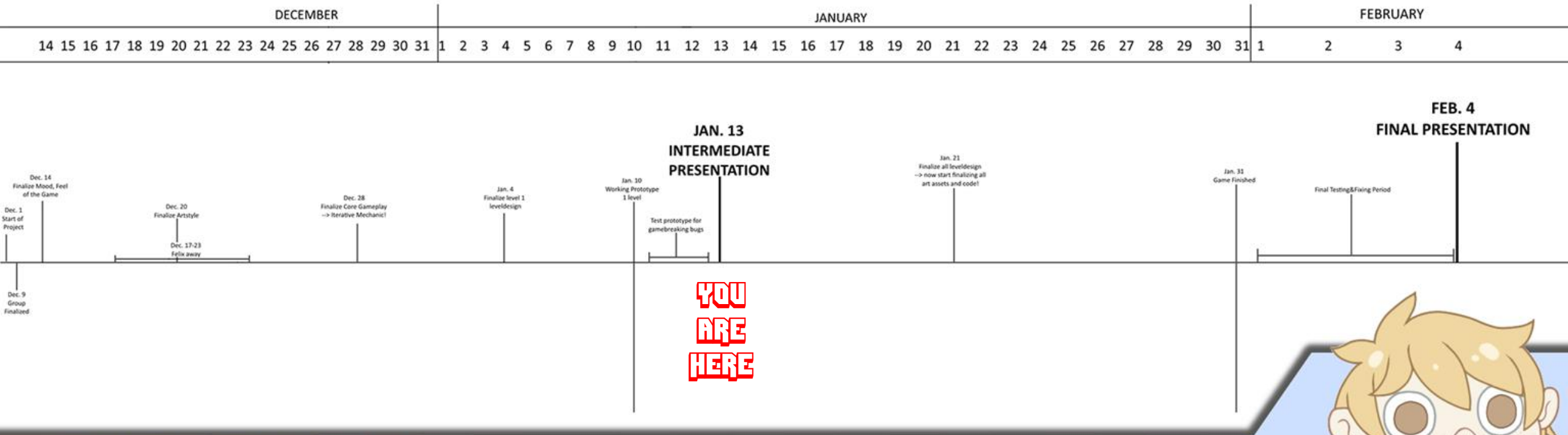


BY

ANNA FELIX CATERINA TAYLAN PATRICK

# PRODUCTION

TARGET AUDIENCE : YOUNG PEOPLE (10-20)  
THEME : LEVEL ELEMENTS MOSTLY INVOLVE FALLING  
A 2D CANDY THEMED PLATFORMER

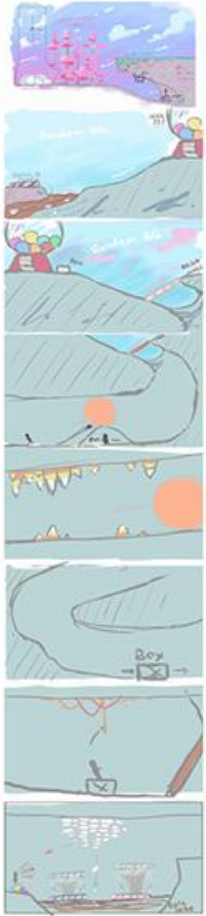


**YOU  
ARE  
HERE**

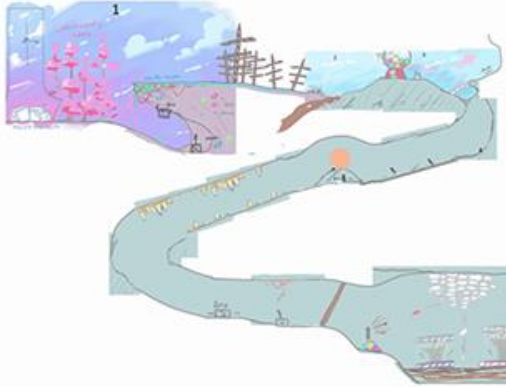
**DREAMS OF PAN**



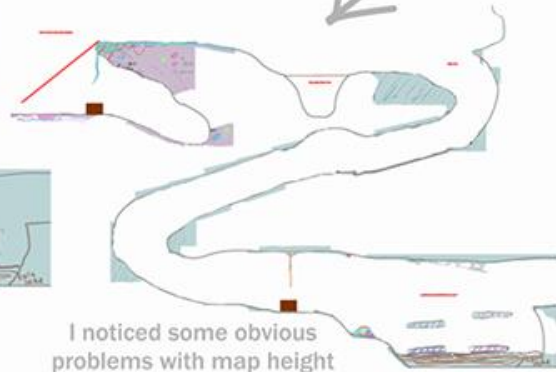
Anna's Sketch of our Level-Design Session's Results



My first attempt at putting it all in one continuous image, to scale.



Removed most of the background in order to make it walkable terrain in unity (with PolygonCollider2D)



I noticed some obvious problems with map height and width (first cliff, choco river, box down in the cave) and adjusted the map accordingly



Finally I focussed on the first part of the level, which was earlier considered as the introduction/tutorial level.

# GAME DESIGN

STILL A 2D PUZZLE - PLATFORMER  
GREATER FOCUS ON ACTION  
FOCUS ONLY CANDYWORLD  
CREATED FIRST LEVEL DESIGN

DREAMS OF PAN



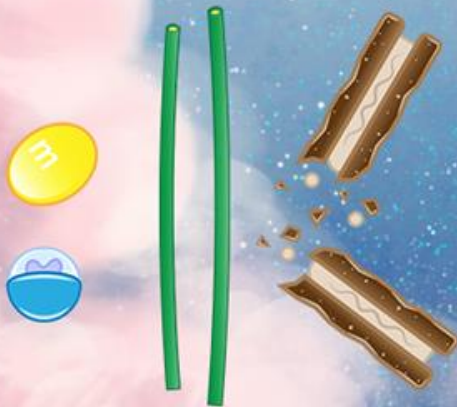


# GAME ARTS

ANIMATION PROGRESS

ENVIRONMENT DEVELOPMENT

ITEM CREATION



DREAMS OF PAN



```
131     shouldResetPullableObject = false;
132 }
133 if (shouldResetClimbableObject)
134 { //climbableObject not longer climbed
135     climbableObject = null;
136     shouldResetClimbableObject = false;
137 }
138
139 resetAnimatorTriggers();
140 switch (state)
141 {
142     case playerStates.idling:
143         CurrentPlayerState = playerStates.idling;
144         GetComponent<Animator>().SetTrigger("Idle");
145         return;
146     case playerStates.running:
147         CurrentPlayerState = playerStates.running;
148         GetComponent<Animator>().SetTrigger("Run");
149         return;
150     case playerStates.jumping:
151         CurrentPlayerState = playerStates.jumping;
152         GetComponent<Animator>().SetTrigger("Jump");
153         return;
154     case playerStates.dragging:
155         CurrentPlayerState = playerStates.dragging;
156         GetComponent<Animator>().SetTrigger("Drag");
157         return;
158     case playerStates.pushing:
159         CurrentPlayerState = playerStates.pushing;
160         GetComponent<Animator>().SetTrigger("Push");
161         return;
162     case playerStates.climbing:
163         CurrentPlayerState = playerStates.climbing;
164         player.isKinematic = true;
165         GetComponent<Animator>().SetTrigger("Climb");
166         return;
167 }
168 }
```

# GAME INFORMATICS

PLAYER STATE MANAGER  
CHARACTER CONTROLLER  
INTERACTION MANAGER  
SAVE POINTS





**PARTY PAD**