

Gameplay

- Work together cooperatively
- Reach your respective end goals!
- Over 10 levels!

Modes:

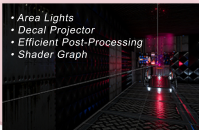
- Single Player Local
- Splitscreen Local
- Online Co-op



Graphics

High Definition Graphics

- Area Lights
- Decal Projector
- Efficient Post-Processing
- Shader Graph



Character Rigging

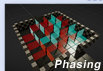
- Original character mesh: 2.2M polygons
- Reduced mesh: <100k polygons

Animations

- Run/Walk
- Jump
- Fall

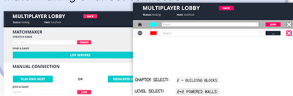


Mechanics



Networking

- Built with Unity Networking components
- Lobby System
- Choice of connecting to other player through unity matchmaking or direct connection



Metrics

- 565 Total Commits (337 to master)
- 90 Branches

Commits Breakdown:

- 2,111 lines of code
- 59 Scripts



565 commits 90 branches