Link to my game on YouTube. [Medical Organ game](https://www.youtube.com/watch?v=HBWWmAycCsw)

1. It’s a 2D platformer shooter.
2. I need a background art for an immersive feel so it's not just a blue screen that shows with the ground and platforms. The platform art, UI art, character art could be found online, however I chose to make all the art myself to test my skills. The audio and level background art though I found online some are from the website below and some are from past games I created and looked up on google.
3. You where tasked to transfer Organs from one hospital to the next to save young man's life. On your way there a group of thugs who knew about your trip and attacked you. They stole the organs to sell on black market. You are angry and want to take it into your own hands to get them back. If you don’t hurry the man will die. You must collect the 3 organs they stole and fight them along the way.
4. You have walls, platforms, enemies, and exploration that are in your way from collecting the organs.
5. The player is bounded by movement to only jump and run but can jump a total of 2 times to get to places that are two high. He is also bounded by camera view because I want the player to feel immersed in the world and find the organs instead of knowing where they are right away. You can shoot the enemies to defeat them to make it easier to get the organs. They can kill you as well.
6. The game should include what the player objective for the level what will they pickup, if there are enemies in the level, the design and theme of the level, 2d or 3d. What mechanics can the player do run, jump, shoot etc.
7. I will be adding a camera follow system that makes it where the player can’t see where the objectives are and the enemies adding and effect of wondering where they will pop up since the enemy's patrol and area and when in range, they shoot at you. When I started the shooting mechanic for the player it wasn’t working. I quickly realized the script wasn’t correct so I re did it to fix my issue and it started working. I realized at the start in order to do a simple pickup system I needed many thinks ui update pickup scripts and allow the player to do it. I managed my time for a few hours to get this game done. The enemies where all taking damage if I just attacked one, so I quickly used lateral thinking to solve the issue to where the one you're hurting only takes damage.

Links of things I looked at for when I was designing my game.

Design <https://www.digitaltrends.com/gaming/how-to-make-a-video-game/>

<https://gamedevelopment.tutsplus.com/tutorials/a-beginners-guide-to-designing-video-game-levels--cms-25662>

Lateral Thinking <https://www.mweb.co.za/games/view/tabid/4210/Article/14969/The-important-role-of-lateral-thinking-in-video-games.aspx>

Audio <https://mixkit.co/free-sound-effects/game/>