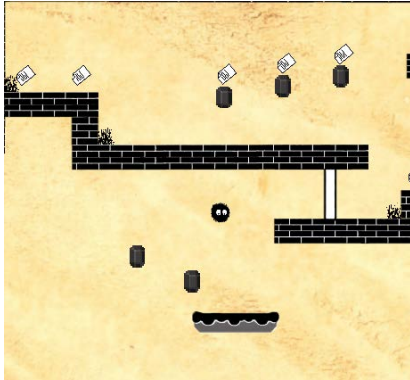


# Super Paper Cutting



“A retro 2D simulator. Collect all Paper Icons along with the key to proceed to the next level, but be sure to look out for them moving platforms!”

## Introduction

This game has been built in the Unity game engine, using custom made sprites and platforms to give it the old retro feel with old retro pictures (of Pacman, Mario, Sonic etc) spread around the levels. Using custom scripts you can move and jump to collect items around the levels. The game has basic easy controls, using C#.

I’ve added custom retro sound tracks throughout all three levels including the main menu. I’ve also added a score count for each level for when all rotating Paper Icons are collected, you can keep track of how many you collect within each level using C# scripts.

With custom retro pick up and jump sound affects you can experience the old classic when interacting within the game.

The game is a demo version and allows you to control the character and pick up using the keys (A = Left, D = Right) and arrows, E to pick up items and space bar to jump.

## Future Development

I would like to add more detail in every level I also would like to collect all paper Icons to unlock the next level and not just be able to walk through to the next level straight away so you know you have to collect them all to proceed. I also would like to add enemies and to be able to shoot at the character with the character able to pick up weapons too. I also would like the character and enemy to both take damage with health bars and also be able to respawn.

It would be great to be able to teleport to different scenes to do with the same level to be able to collect a key to take back to unlock a door.