

Design of Mobile Game using the Unity Engine

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Introduction

Our game “Tilted” is a game designed for the Google Play Store with the Unity Engine. Gameplay consists of navigating your marble through different challenging obstacles, in order to reach the end goal.

The game consists of multiple levels, each with their own unique challenges to overcome. Taking full advantage of your phone's gyroscope controls to challenge yourself, or you can use the touch controls if you're on the go.

Purpose

All of us are interested in pursuing some sort of game development in the future. This project was used as a way to help us improve our skillset by learning and using Unity, as well as learning how to manage ourselves in a team environment where we set our own goals.

Methods

Control Scheme:

The control scheme consists of gyroscope and accelerometer as well as touch controls

Computer Science:

All work was done through the Unity Engine which uses an Entity Component System.

Game Design:

The game is separated into worlds, with each world having so many levels. Each world bumps up the difficulty, and you must complete the levels fast enough to earn stars required to unlock the next world.

Results

In the end we have a fully functioning game with 3 unique worlds, each with 7 levels. Totaling up to 21 different levels.

There is some slight customization the player can utilize in order to change the marbles appearance.

The game has been deployed to the Play Store and can be downloaded for free.

Conclusion

This was a valuable experience for all of us to see what the world of game development truly consists of. We were successful in improving our skills and how we operate in a team environment to deliver on the product we put ourselves in charge of.

