



ALKAHEIST

Two-Dimensional Platformer, Explorations in Team-based Game Development

Created as a part of the Capstone Games Group Project course, Alkaheist is a two-dimensional (2D) puzzle-platformer game developed within the Unity game engine.



The game utilizes **2D liquid physics** based upon the particle system of the Unity engine to implement a unique simulation of liquid motion that allows the player to melt their surroundings strategically to move forward through the levels.



Assembled by the joint efforts of computer science and visual art majors, development of this game provided an exploratory medium for programming and art, and fostered a deeper understanding of team-based game development, physics simulation, and visual design.

How to play

Programmers:

Christopher Lense
Roberto Melgar

Artists:

Ryley Mayer
Claire Blevins
Erika Schumacher

Mentor:

Eric Jordan

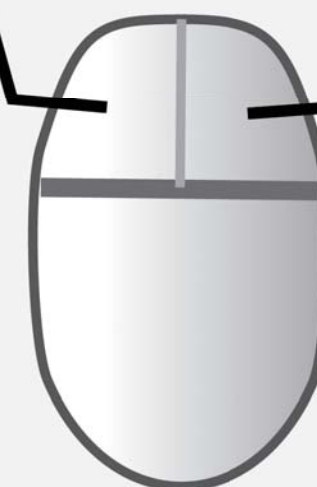


To Move!



To Jump!

Shoot Grab



Aim with the mouse

