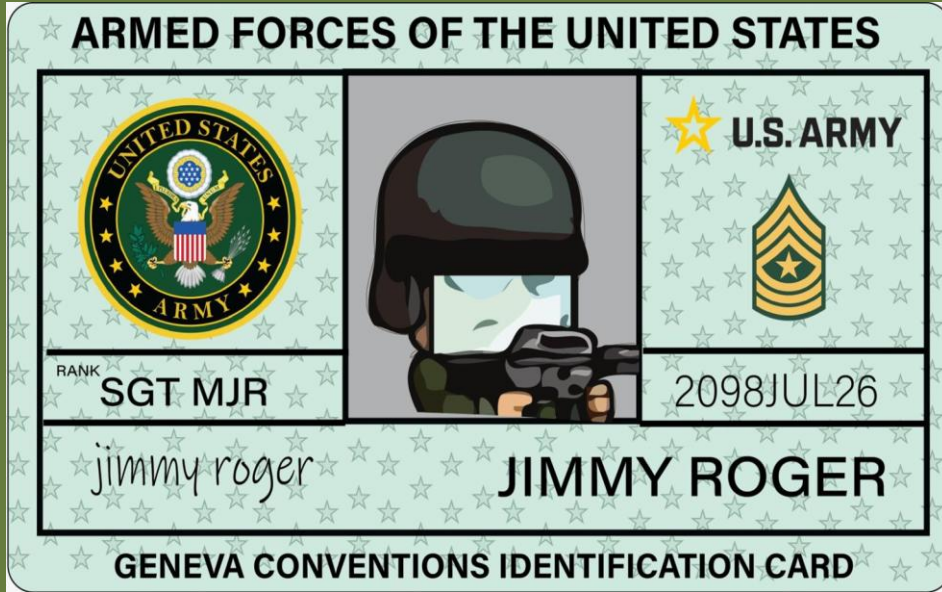


# Bunker Dash

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The Story...



In the year 2095, the world is gripped by a devastating war between powerful military factions. Amidst the chaos, an elite soldier Sergeant Major Jimmy Roger known only by the codename "Shimmy Jimmy" is tasked with delivering vital intel that could turn the tide of the war. During a critical mission, Jimmy's team is ambushed, leaving him as the only survivor. With enemy artillery locking on to his position, Jimmy must make a desperate sprint across a war-torn battlefield to reach a safe bunker on the other side.

Jimmy must dodge rockets while collecting supplies needed for survival. The enemy won't stop until Jimmy is eliminated, making every second a battle for survival. The fate of the world depends on whether Jimmy can make it to the bunker in time.

Gameplay!

# 1.Objective.

**Reach the bunker** at the end of each level, escaping from a barrage of enemy fire and obstacles while collecting supplies across the battlefield.

## 2. Core Mechanics.

- **Ground Running:**

- ★ Players control Jimmy, who **runs on the ground**

- ★ Jimmy is fast but more vulnerable to ground-based obstacles like TNT.

- ★ Players must switch between running and jumping to dodge hazards effectively.

- **Dodging Projectiles:**

The enemy constantly fires bullets or rockets that the player must dodge.

- **Collecting Supplies:**

Instead of coins, Jimmy collects **supplies (Medicine Vial and Water Jug)** across the battlefield. Supplies are counted for points at the end of each level

### 3. Game Assets

- Traps: TNT placed along the ground, bullets fired at regular intervals
- Obstacles:  
Walls/Barriers Jimmy must jump over



## 4. End-of-Level Evaluation.

- Each level represents a unique battlefield, and the difficulty increases as Jimmy gets closer to the bunker.
- At the end of each level, the player's performance is graded based on the **Time taken** to reach the bunker and **Supplies collected** during the run.
- High scores unlock **new skins** for Echo, bonus levels, or special abilities that can make the next levels easier.

File Edit Assets GameObject Component Services Jobs Window Help

RN Scene Game

Hierarchy

- All
- Shimmy Jimmy 6
  - Main Camera
  - Grid
  - Terrain
  - Background
  - Player

Tile Palette

Terrain

Default Brush

Script: GridBrush

Flood Fill Contiguous Only:

Lock Z Position:

Z Position: 0 Reset

Focus On: None

Project Console Animation Animator

Layers Parameters

Base Layer

state: 0

Any State

Entry

Player\_Idle

Player\_Running

Player\_Falling

Player\_Jumping

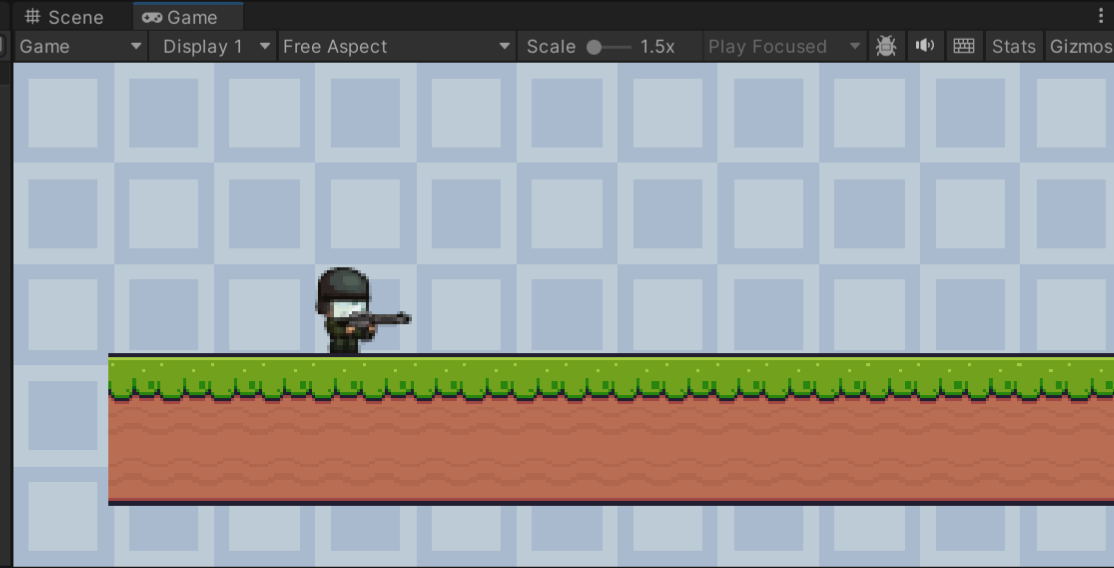
Exit

Animations/Player.controller

The image displays the Unity 2022.3.12f1 interface. The top menu bar includes File, Edit, Assets, GameObject, Component, Services, Jobs, Window, and Help. The main scene view shows a 2D platformer environment with a character named Shimmy Jimmy 6. The Hierarchy panel on the left lists the scene's objects: Main Camera, Grid, Terrain, Background, and Player. The Tile Palette on the right shows a grid of terrain tiles and a brush tool. The Inspector panel shows the selected brush tool's settings. The bottom panel shows the Animator window with a state machine diagram for the Player controller. The state machine has four states: Player\_Idle (orange), Player\_Running (grey), Player\_Falling (grey), and Player\_Jumping (grey). Transitions are shown between these states. An 'Any State' trigger leads to the 'Entry' state, which then transitions to Player\_Idle. An 'Exit' trigger leads to the 'Exit' state.

Hierarchy

- SampleScene
  - Main Camera
  - Grid
  - player



Tile Palette Inspector

Project Console

Assets

- Pixel Adventure 1
  - Assets
    - Background
    - Items
    - Main Characters
      - Mask Dude
      - Ninja Frog
      - Pink Man
      - Virtual Guy

Assets > Pixel Adventure 1 > Assets > Main Characters > Virtual Guy

Double Ju... Fall (32x32) Hit (32x32) Idle (32x32) Idle (32x32...) Jump (32x...) Run (32x32) Wall Jump ...

The asset browser shows a collection of animation sprites for the 'Virtual Guy' character. Each sprite is represented by a small icon and a play button. The sprites are arranged in a row and include: Double Ju..., Fall (32x32), Hit (32x32), Idle (32x32), Idle (32x32...), Jump (32x...), Run (32x32), and Wall Jump ...

# Conclusion.

"Bunker Dash" blends the fast-paced, side-scrolling action of a game like Jetpack Joyride with intense, war-themed survival elements. Players must balance quick reflexes with resource management to successfully navigate through a dangerous

End!

