

# Job Hunter: A 3D Platformer Game About Getting a Job

Author: [Seb Kryspin](#) | Advisor: [Peter Yoon](#)

## Why *Job Hunter*?

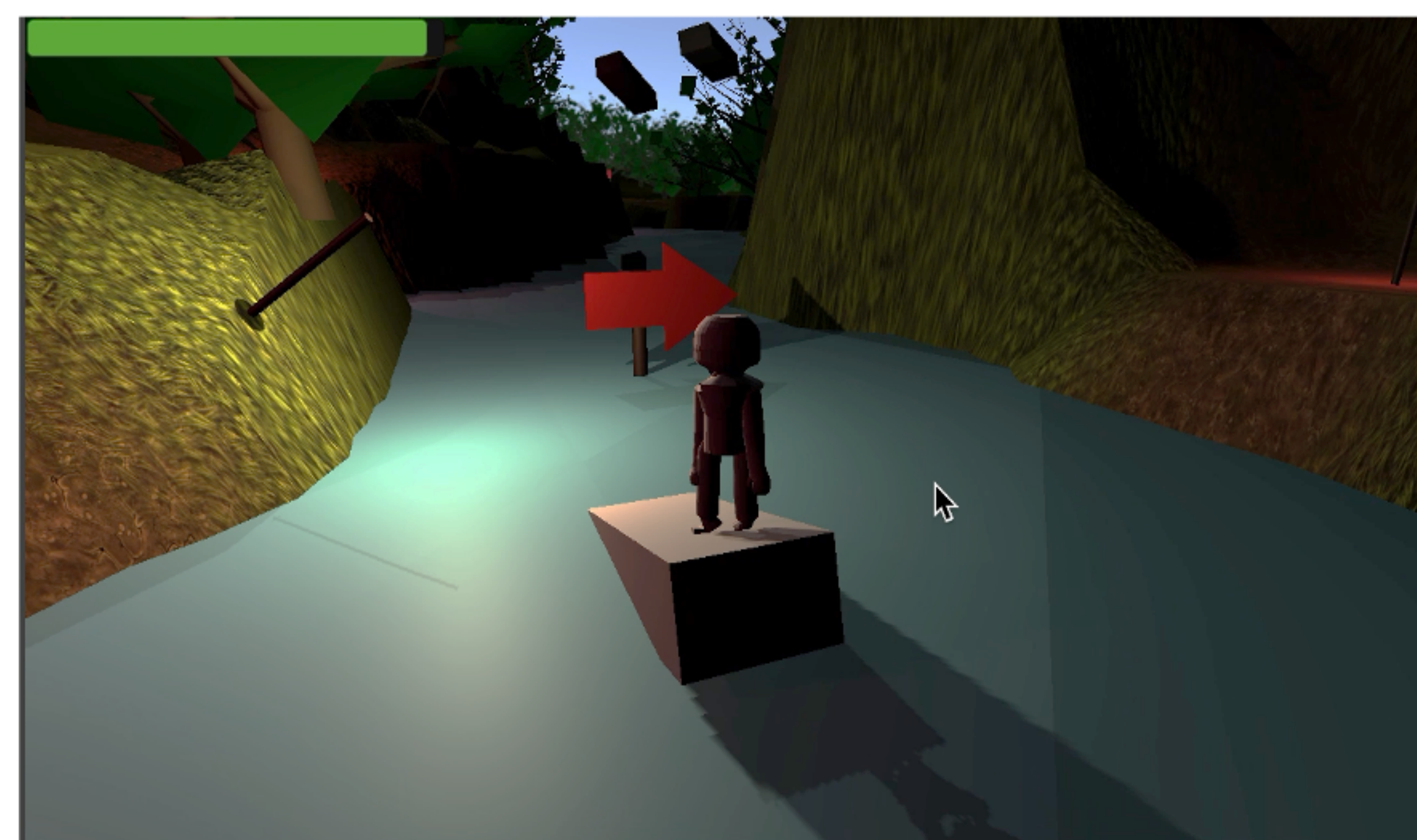
Getting a job is painful. It's hard. We'd all much rather just play a video game about getting a job. So, I made a video game about getting a job.

## Worlds to Explore

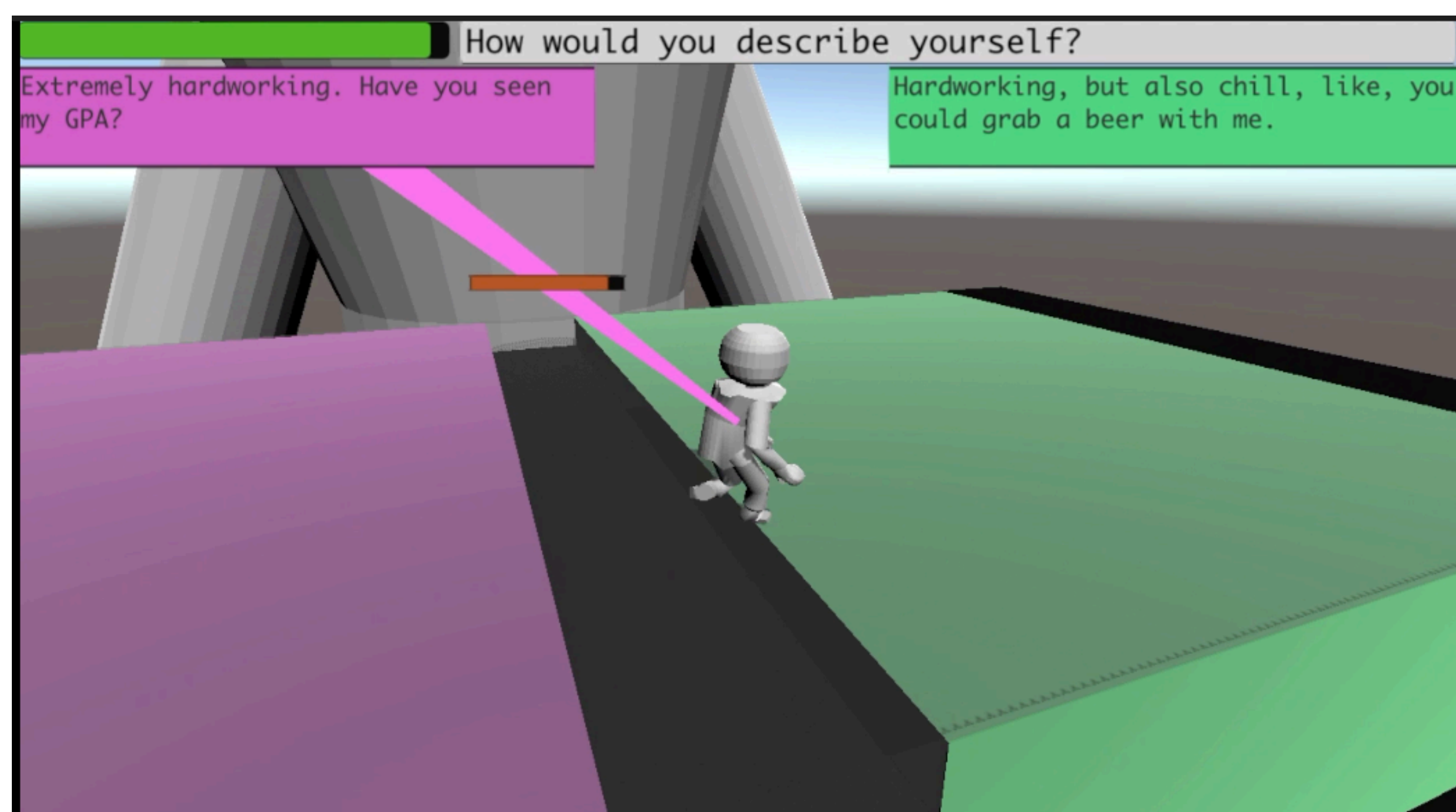
Two fully 3D worlds with job-themed obstacles, plus the boss.



**Resume Rescue:** Collecting resume pieces



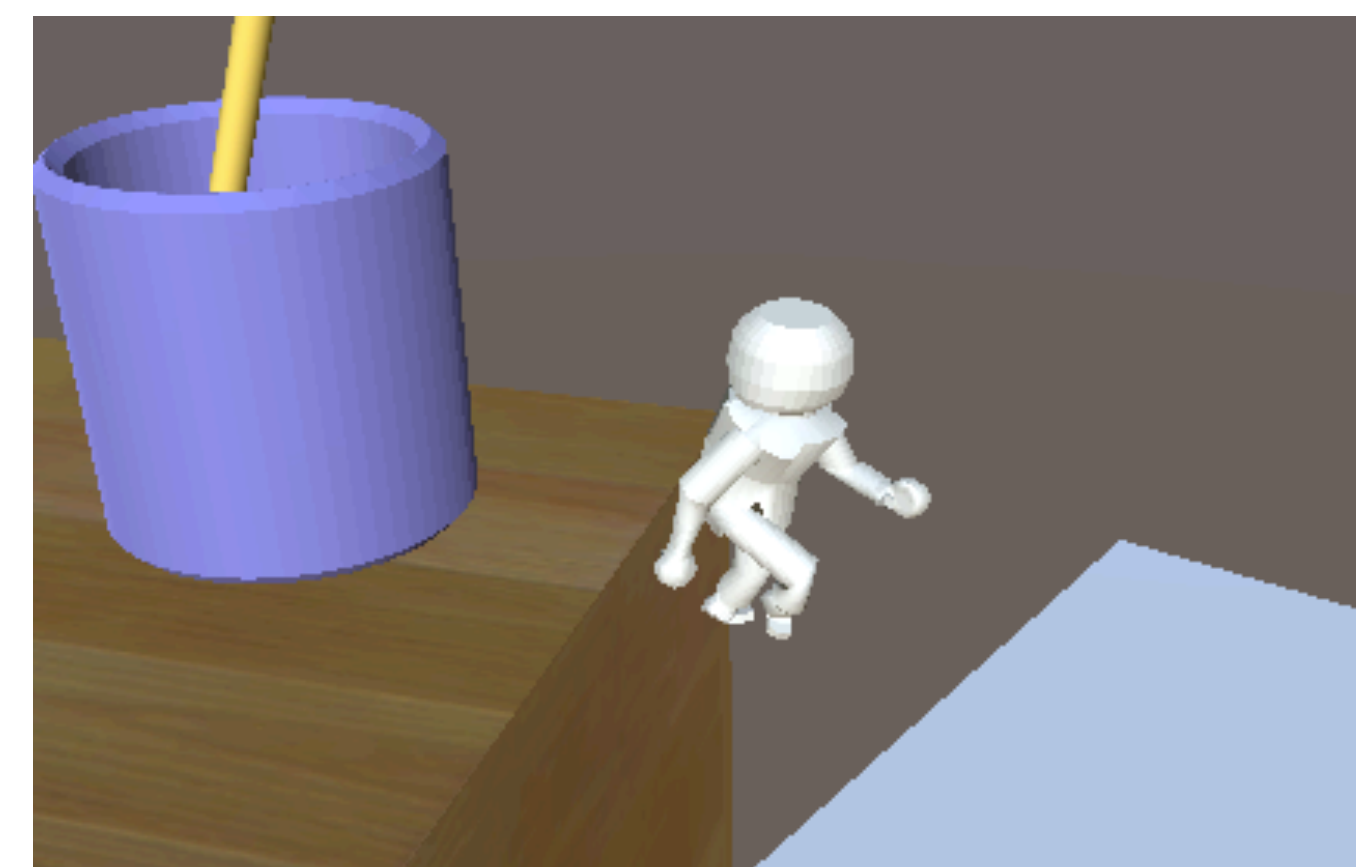
**Alligorithm Alley:** Crossing the Alligorithm-filled river



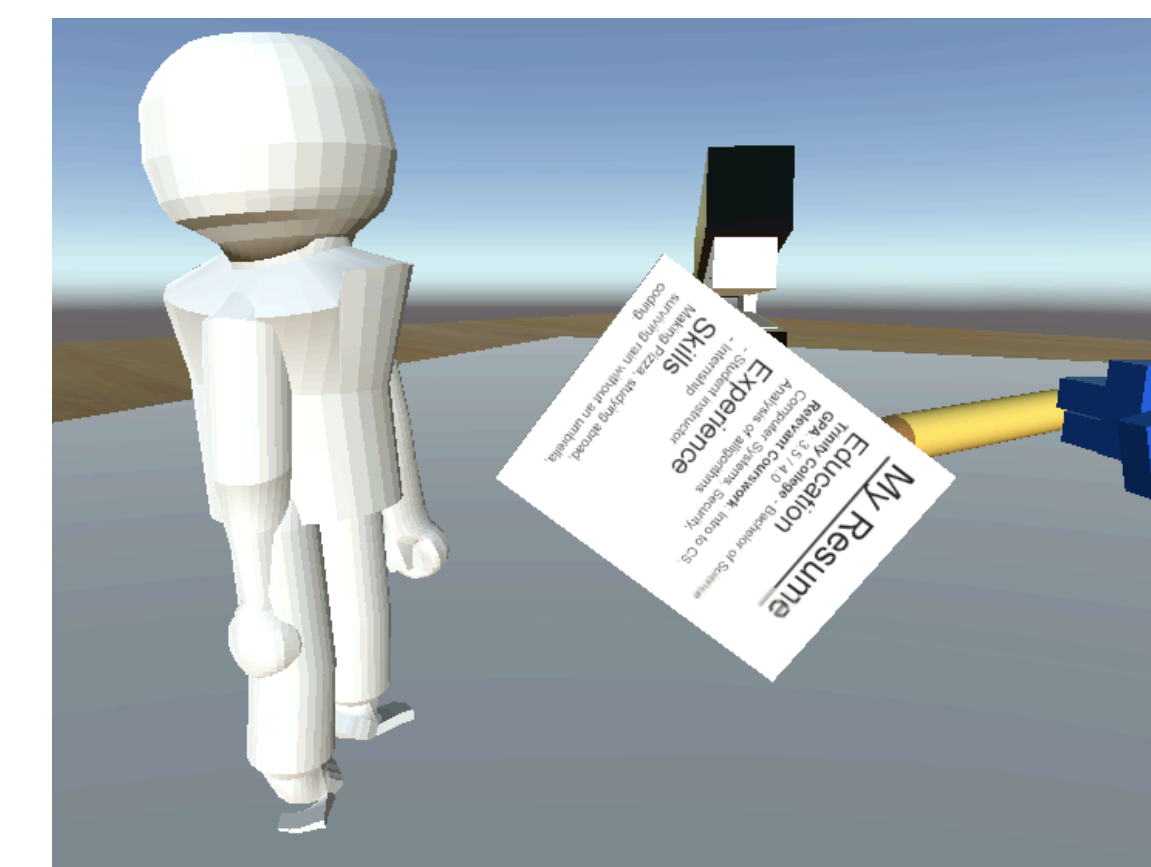
**The Interviewer:** Facing the interviewer in verbal combat

## Controls

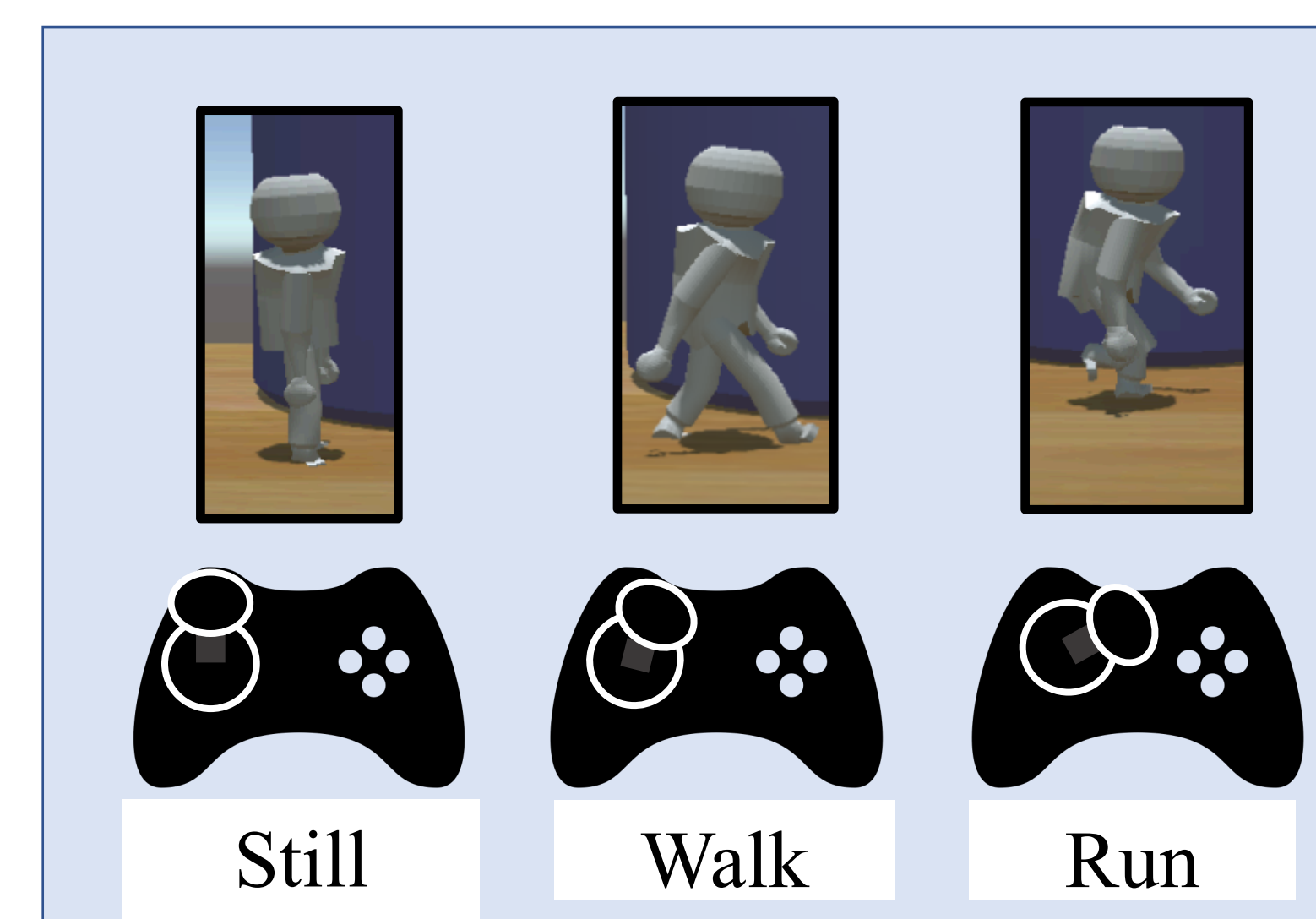
The precise controls provide smooth, satisfying movement.



**Jump** to cross gaps or damage enemies.



**Throw** resumes like throwing stars.



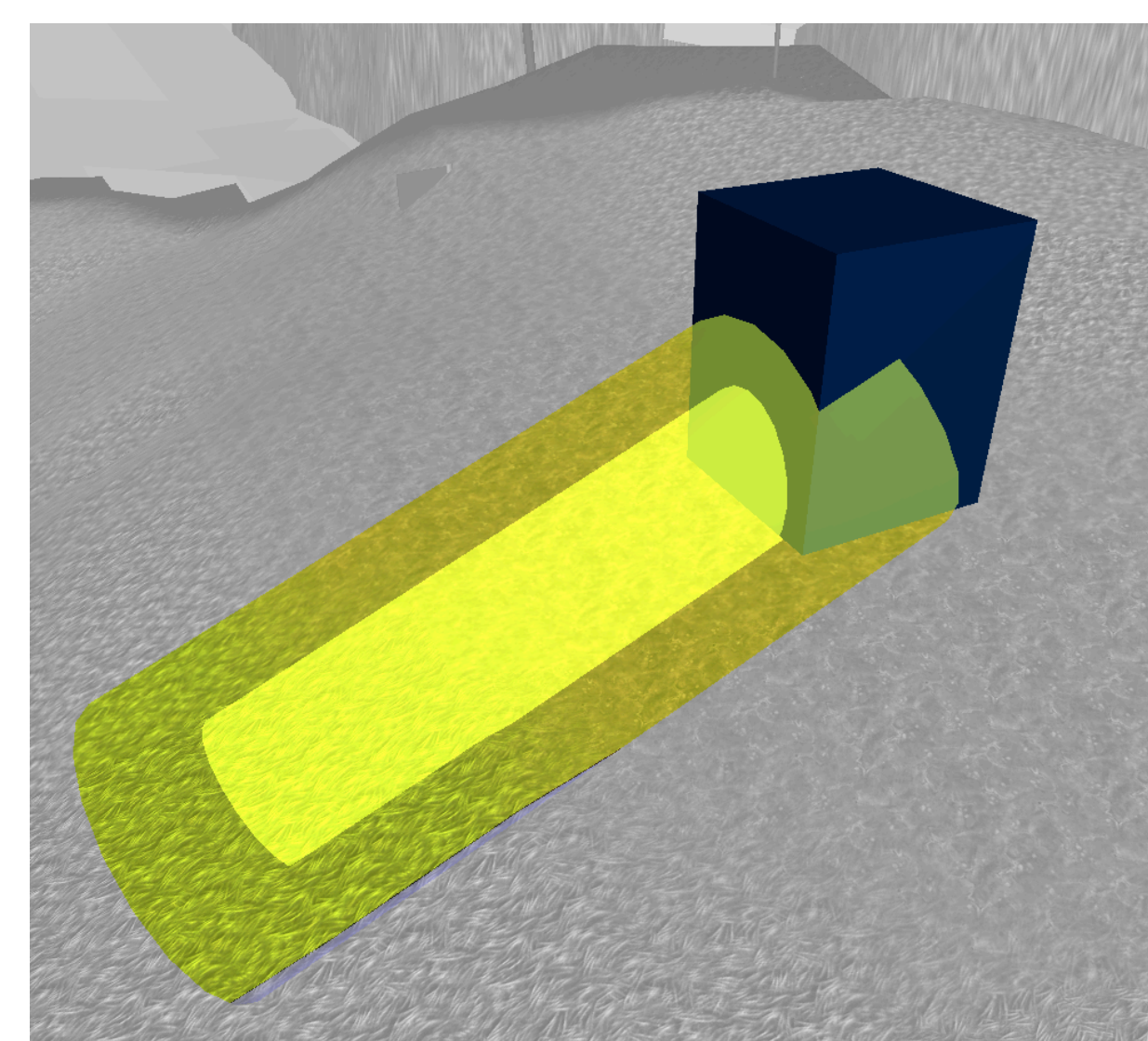
**Walk** and **run** based on joystick movement



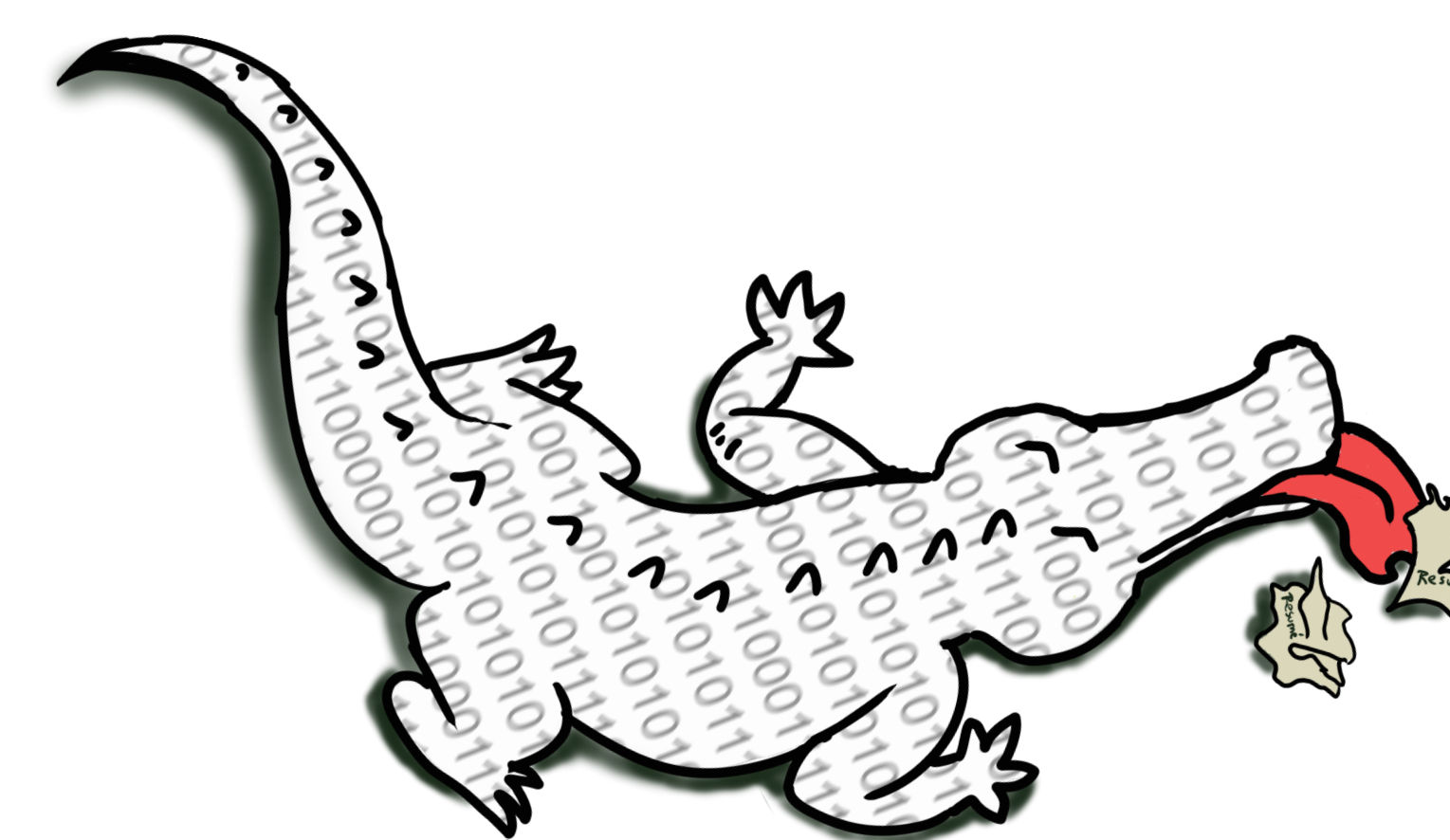
**Rotate** the camera freely with the right joystick

## Enemies

The enemies range from pesky Eraspiders that steal the player's keyboard keys, to hulking security guards that keep scoundrels off company property.



**Security Guards** will kick the character off company property if they catch sight of him.



**Alligorithms** lurk in the swamps and are based on algorithms that discard resumes without certain keywords.

## Losing and Winning

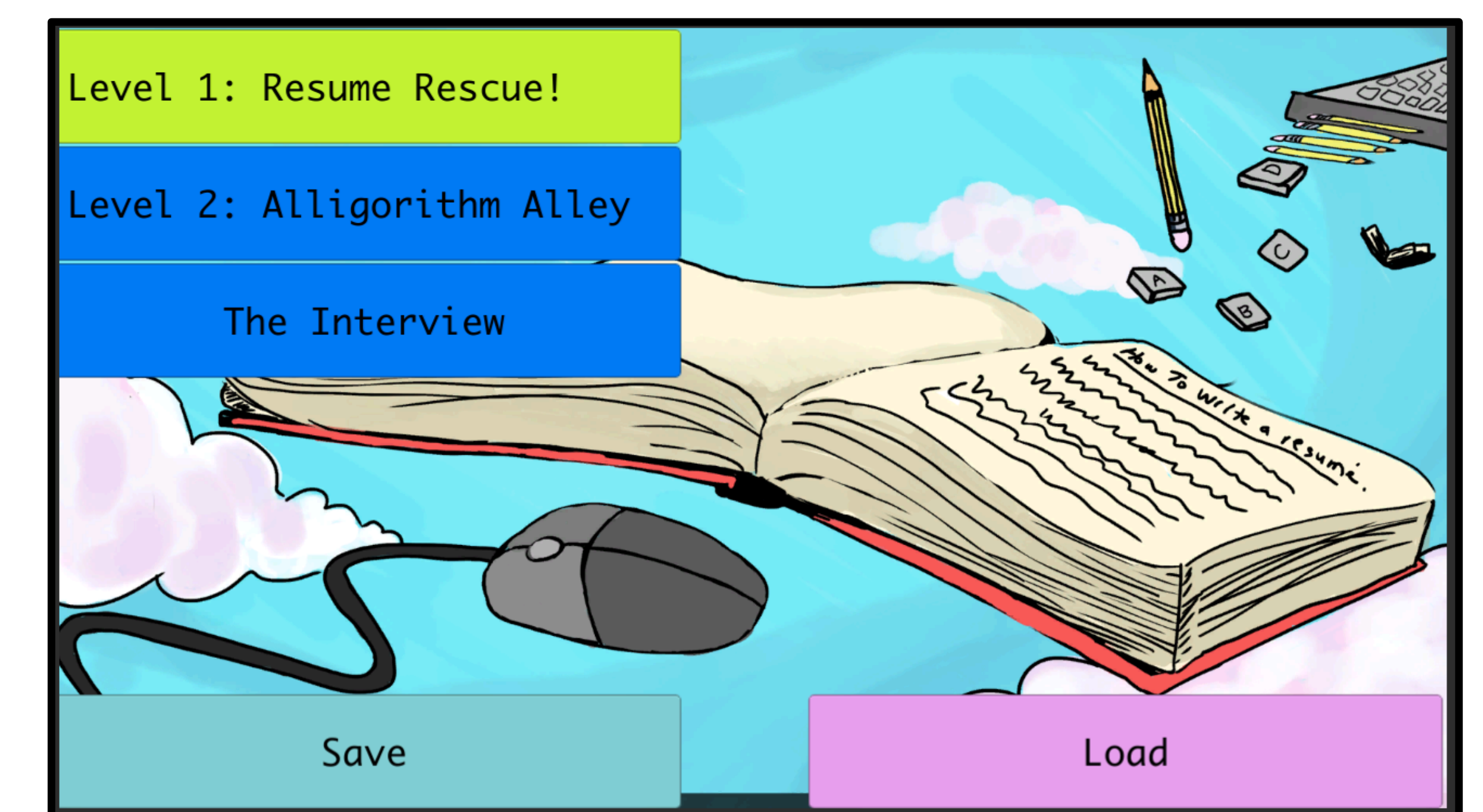


**Death Screen:** Upon dying from enemies or falling, the game displays a typical rejection letter.



**Job Offer:** Players that defeat the interviewer in verbal combat will receive a job offer.

## User Interface



**Main Menu:** Choose a level and save or load files.

## Making The Game

Unity engine for:

- Programming game behavior in C#
- Designing the UI
- Building the levels
- Animation



**Photoshop** for concept art and textures

**Blender** for 3D modeling and rigging