FeupMings – Finding Rooms

Description:

Feupmings – Finding Rooms is a Lemmings-inspired game that takes heavy inspiration from a student's life at FEUP. In this game, the player must help the Lemmings reach their respective classrooms, by gifting them with abilities that allow them to avoid different obstacles.

Installation and Playing Instructions:

To start the game, the player only needs to open the .exe executable present in the DDJD-PP-G16-FeupMings_Finding_Rooms-game.zip folder.

There are many different menus throughout the game that help the player understand the rules, but we'll briefly describe them in the paragraphs below.

To play, the player must first select the ability he wants to gift a FeupMing, and then select the FeupMing to be affected by it. There are no limits for the number of times an ability can be chosen. Some abilities may cause the FeupMings to turn immobile (as intended), and not be able to be gifted any other abilities. The player wins if all the required FeupMings reach their respective classrooms. The player loses if either the time clock reaches zero, or if not enough FeupMings are able to reach their classrooms.

Group Members Information:

This project was developed by:

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Resources Used:

The FeupMings texture was initially downloaded from a game asset website [CraftPix.net] (for free with no licensing policies associated) as a sprite containing only the red lemming. The green lemmings were generated by the changing of the main colors using an image editor. The animations seen in the game were the result of modifications in the original sprite made in their entirety by us. The running game background was also developed in the entirety by us, in an attempt to simulate a FEUP environment. All the menus were developed from scratch by us, as well as the entirety of the code. The tilemap used to create the ladders and the FeupMings platforms were directly taken from an asset (with no licensing policies associated) from the same game asset website mentioned above and were in no way altered by us, with the exception of the ramps seen in the game, that were created by cutting one of the tilemaps blocks in a diagonal way. Some other assets seen in-game like the obstacles and the doors (slightly altered to create the animation of opening and closing) were also taken from the website in an equally free licensing policy.