

# Coursework Report

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**Keywords** – game, platformer, 2d, rogue-like, C++, SFML

## 2 Game Design Document Changes

### 1 Introduction

The aim of this project was to create a prototype of a 2D video game using C++ and SFML.

The game designed for this is "Working Nine to Die". A rogue like platformer, where the player is expected to make there way through a dungeon of enemies collecting items to make themselves more powerful. The player cannot kill enemies but may knock them out instead. The enemies will wake up, ready to fight a few seconds later.

"Working Nine to Die" was heavily inspired by the game "The Binding of Isaac: Rebirth", taking the essence of exploring to find items in order to upgrade your character and make them powerful enough to complete the game, and moving into a 2d platformer game.

The gimmick of this game is inspired by the playable character "Dove" in "Crypt of the Necrodancer". Unlike the other characters, "Dove" cannot kill any enemies and must progress through the game peacefully.



Figure 1: **Home Screen** - Working Nine To Die Starting screen

In the Game Design Document there is a sub objective of unlocking new content. Due to the time constraints of this project, this was not implemented.

The possibility of having different playable characters is also discussed but unfortunately, again due to time constraints, there is only one playable character.

There is no asset for the overlord, as this is just a story and not a game play feature this was not included in this prototype game.

### 3 Software Design

### 4 Game Implementation

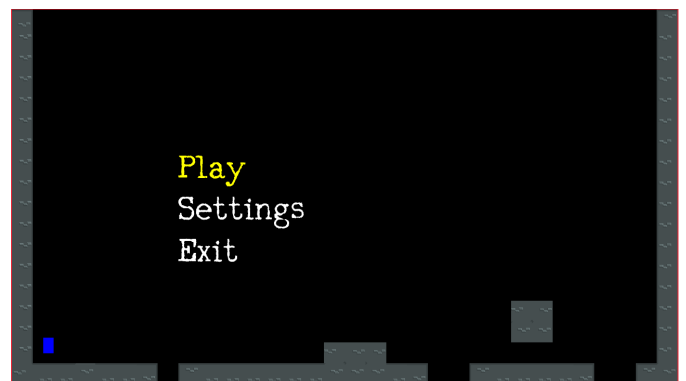


Figure 2: **Early Game** - Getting wall spikes to tile

### 5 Evaluation

Comparison to original concept

Comparison against other games in the genre

Quality of the Game

Possible improvements

## 6 Resources

Resources where found for this game using the following websites:

<http://www.1001fonts.com>

<https://freesound.org>

<http://soundbible.com>

The exact fonts and sounds are referenced in the references section below.

All image assets were created by ourselves.

## 7 References

[1] p2pnut

"RM Typewriter old Font"

<http://www.1001fonts.com/rm-typewriter-old-font.html>

[2] The Chemical Workshop

"Taser/High Voltage/Stun Gun/Shock"

[https://freesound.org/people/The\\_Chemical\\_Workshop/sounds/403252/](https://freesound.org/people/The_Chemical_Workshop/sounds/403252/)

[3] JavierZumer

"Taser"

<https://freesound.org/people/JavierZumer/sounds/257236/>

[4] ShaneF91

"jumping\_1"

<https://freesound.org/people/ShaneF91/sounds/386572/>

[5] Mike Koenig

"Bounce"

<http://soundbible.com/1120-Bounce.html>

[6] cabled\_mess

"Jump\_C\_03"

[https://freesound.org/people/cabled\\_mess/sounds/350903/](https://freesound.org/people/cabled_mess/sounds/350903/)

[7] lulyc

"Retro game heal sound"

<https://freesound.org/people/lulyc/sounds/346116/>

[8] djlprojects

"Video Game SFX Positive Action Long Tail"

<https://freesound.org/people/djlprojects/sounds/413629/>

[9] plasterbrain

"Game Start"

<https://freesound.org/people/plasterbrain/sounds/243020/>

[10] TreasureSounds

"Item Pickup"

<https://freesound.org/people/TreasureSounds/sounds/332629/>

[11] timgormly

"8-bit Hurt1"

<https://freesound.org/people/timgormly/sounds/170148/>