# CMP105 2024 Final Submission

## Game

\*\*\_Title of game / extension\_\*\*

\_short description\_

\*\*Controls:\*\*

for example:

WASD to move,

left-click to select,

escape to pause.

## Student Details

\*\*Student Name:\*\* \_\_\_

\*\*Student Number:\*\* \_\_\_

\*\*Course:\*\* \_CGAD\_ / \_CGT\_ (delete as appropriate)

## Changelist

\_The changes you have made since the group submission.\_

\* item one

\* item two

## Known Bugs

\_List any issues you are aware of and how to avoid them\_

e.g.:

\* Entering the temple with several eggs in your inventory leads to a runtime error.

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# Proposal from March

\_either keep in full or move to new file\_

\_note any changes from the original proposal clearly (e.g., \*\*new:\*\* I will add one level. ~~I will add two levels.~~)

## Brief Overview of game

ForbiddenRhythm: Running mode.

Add an extension to the running mode of the original game. This will add multiple levels for the user to play through with each level increasing in difficulty, adding more obstacles for the player to deal with and requiring generally more skill from the player.

Each stage implementing different music and being slightly different each time played (with randomisation) while staying around the same difficulty to add replayability and make hitting the next stage feel special.

Each stage is only unlocked once the previous stage is completed in the same run time, meaning that players have to play through the levels in order and learn obstacles types as they come. Each level will have 3 lives before the player fails and has to restart the level, the player will receive 1 star for every life left at the end of a level and the game will keep track of 1-3 stars for every level.

Once all stages are complete there will be an endless mode that will progressively get harder and have different ways of scoring points. The best score will be tracked and displayed to the user.

## Must Have Features

1. The game will be limited just to the 2D running stage but will have multiple levels that progressively get harder, by adding more obstacles, reducing space between obstacles or increasing the speed of the dinosaur.
2. The game will have a larger selection of obstacles, including holes and birds that the dinosaur could hit and be slowed down by. Each stage would add 1-2 more possible obstacles.

## Should Have Features

1. Each level should have a life system that after 3 mistakes/hit obstacles, will restart the level allowing the user to try and complete it again, each level could have different music making each one feel different.
2. Between each level should be a tutorial/explanation page that would show/explain the next mechanics that are about to be in the next level

## Could Have Features

1. The game could have a level select screen that allows the user to select what level they would like to play. Levels are only unlocked once the level before it is completed.
2. The game could have a star system, that would track each level with 1-3 stars based on the amount of hits they have taken during their best level completion.

## Wish to Have Features

1. I wish for the game to have an “infinite” version of the game that would keep going until the player lost 3 lives and would progressively get harder over time.
2. I wish that this new game mode would be locked until the user completed every other level and would track the highest score achieved in a run, with “special” items that you can pick up to increase total score.