Software Development Project Report

Irrevocable Eternity

CSE 1200 || Software Development Lab

Ahsanullah University of Science and Technology

February 21, 2023

Submitted To

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1.0 Objective

1) To finish all the levels
2) Level one is completed by killing all the enemies and getting on the dragon
3) Level two is completed by collecting the coins through a specific distance

2.0 Introduction

Our project is a 2D action packed, hack and slash, roleplaying game featuring our main character 'Natan'. The game starts with the evil shadow lord 'Bane' attacking Natan's village 'Arronhielle' and petrifying all the inhabitants. Our protagonist embarks on a journey to save his beloved homeland and to stop Bane's evil plan.

3.0 Project Interface

3.1.1 Game Environment

- **Level 1**: There are various scenarios throughout the level. Some of them are given below:

Level 2:

3.1.2 Characters

The characters of our game are shown below

- **Protagonist:**

Idle position
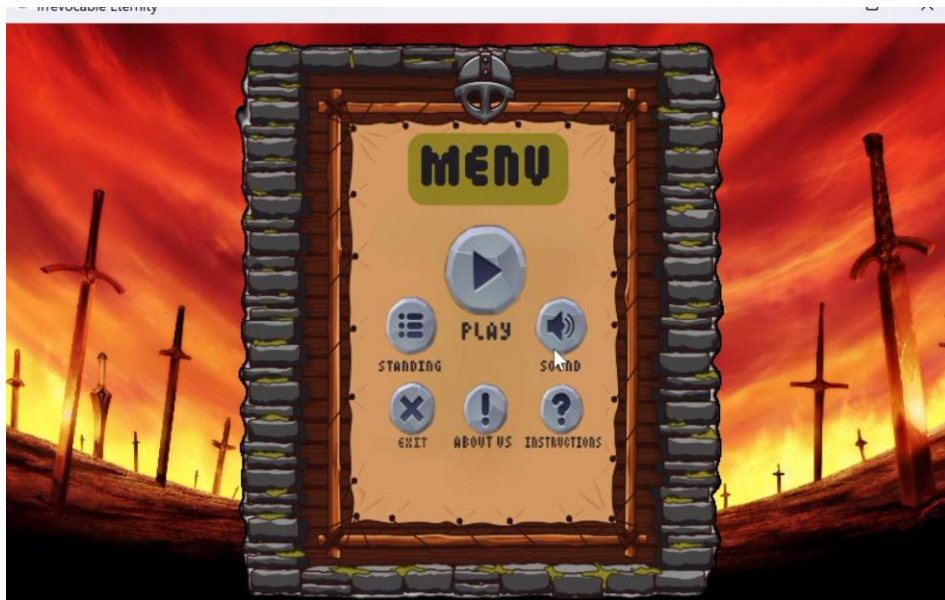

Run

Jump

Attack

Shield

- **Dragon:**

- **Enemy:**

- **Main menu:**

- **High Score**

3.2 User Manual

The player has to advance through each levels in order to finish the game. There are two levels in the game. The first level is completed by killing all the enemies and moving through various scenarios towards the dragon. The protagonist will lose lives if he takes a hit from the enemy minions. The second level is completed by collecting coins on dragon-back. The dragon will lose lives if it comes in contact with the spikes. If the player loses all his lives, he will die and the game will be over.

❖ **Movements:**
  ➢ 'W' for jumping
  ➢ 'A' to go backward
  ➢ 'D' to go forward

❖ **Actions:**
  ➢ Right click on the mouse to attack
  ➢ Left click on the mouse for shielding
  ➢ Mouse click to select options from the menu

3.3 Scoring System

The score is counted by the number of enemies killed in the first level and by the number of coins collected in the second level.

4.0 Future Plan

We would like to add a few more levels. We would also make the game more dynamic by adding various fantastical features if we get the chance in the future. We would add a few more minions and various treasures or gems throughout the game. We would also like to add boss-fight at the end of each levels and enhance the story line of the game.

5.0 Social and Economical Impact

This game could be a good way to pass leisure. It could refresh the mind after a long day. The environment of the game could create a sense of accomplishment in the mind of the user, which could help them in accomplishing goals in real life.

6.0 Conclusion

We learnt how to develop a software implementing all we had learnt so far. We also learnt teamwork. We had the opportunity to use our imagination and make something very interesting out of it. All in all, we had fun making this game.