

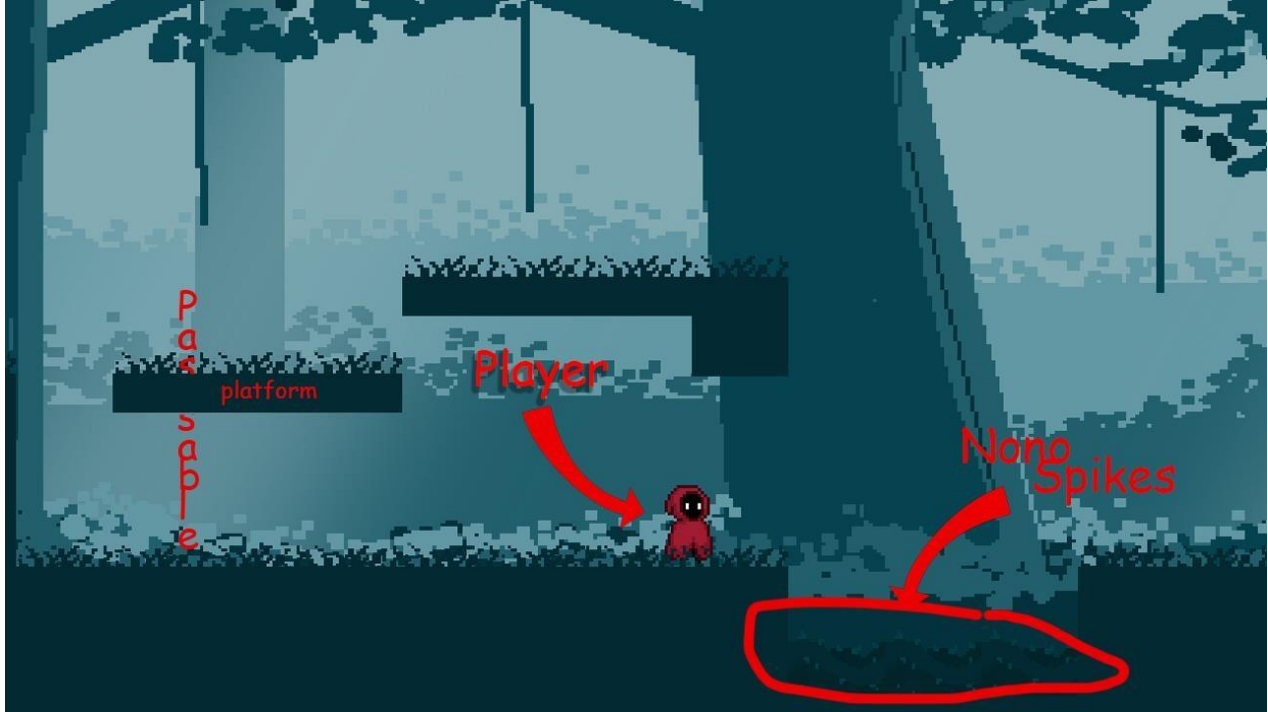
# Spirit Of The Forest

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- **Gameplay:** Single player platformer where the player has to jump to avoid obstacles and enemies, the game becoming increasingly more difficult as the player adventures further in the dark woods. Gameplay involves skillfully jumping from platform to platform, while avoiding falling into dangerous spikes that teleport the player back to the beginning of the level on contact.
- **Plot:** The game is set in a mysterious dark forest where our cute hooded protagonist begins the search for his lost companion, his cat. Little is known about our protagonist and his cute companion but one thing is sure: their friendship is strong, strong enough to be worth a dangerous adventure after all.
- **Characters:**
  - *Unnamed hooded protagonist* is the protagonist and player-character. He seems to be a supernatural being but we're unsure of his circumstances.
  - *Bober Bernoulli the third*, the cat, some may consider him the main antagonist, putting our protagonist through so many dangers, but how can someone get mad at him? He's a cat!! Why would he venture the unknown dangers of the mysterious forest? Because he's a cat. The game ends when the player reunites with his cute, fluffy companion.
  - *Sprout*, a powerful forest guardian that protects the depths of the forest from anyone that may venture too far into the darkness.

- **Mechanics (turns, game points, user interaction, keys ):**

| Mechanic              | Short description  |
|-----------------------|--|
| Double Jumping        | The player can jump once, then jump again in mid air for added mobility.   |
| Passable Platforms    | Platforms that the player can pass through from below, allowing for unique level design.   |
| Camera Follows Player | The in-game camera dynamically tracks the player's movements, making his life harder sometimes 🐱                                       |
| Spikes with reset     | Hazardous spikes that, when touched, reset the player to the starting position.  |
| Game data saving      | The game saves the current level and gives the player the ability to continue where he left off or start a new game from the main menu |
| Animations            | Beautiful animations to bring life to the player character   |
| Enemies               | A scary forest guardian foe 🌲  |
| Speedrun strats       | A strategy to avoid obstacles fast (totally intended 😏)  |

Github Link [https://github.com/Andrei-inatorul/OOP\\_GAME](https://github.com/Andrei-inatorul/OOP_GAME)