

Participants: Rali Lahlou and Brook Nigatu

About the Game

We made this game using a library known as PixiJS, which is a 2D WebGL renderer, and the PixiJS Sound API, which helped us incorporate some music and sound effects into the game. The game can only be played on PC.

To detect keyboard input a bit more easily, we decided to use a function we found [here](#).

The game is subdivided into several scenes that form a story. We had a longer story in mind but did not have time to finish all the scenes. The game allows the player to roam the depicted scenes and interact with almost every object in a map. We also implemented two ‘Boss fights’, where the player mainly has to dodge certain patterns of projectiles, which damage the player’s health upon contact, and survive to the end.

The [brainstorming](#) and [story](#) google docs, and this show the process taken to develop the game and the full initial plan for the story respectively. Here is also the [GitHub repository](#) we used to develop the game.

Player movement is controlled by W, A, S, and D. During Boss fights, one can pause the game by pressing the escape key.

The first scene in the game is a menu scene, which leads to a name input scene. After these, the story of the game begins.

In every scene that is not a Boss fight, the player is required to get from one end of the map to the other, with the option to interact with objects and other characters along the way. These interactions make up most of the content of the game. Scene transitions are triggered by interacting with a specific object or character in the map, or winning Boss fights.

We also included a Credits scene in the game, after which there is a ‘Museum’ scene where we explain some of the things we implemented in the game in a bit more detail (collisions for instance). At the end of the museum scene, the player can access the second Boss fight, which is the last scene of the game. This was initially meant to be part of the main story, but since we didn’t reach this part of the story in the game, we decided to put it here.

For grading purposes, we decided to set up a ‘Grader Mode’ that allows the player to avoid getting stuck at any of the Boss fights. To enter this game mode, all one must do is set their name as ‘GRADER’ in the name input scene. Once in this mode, it can be turned on or off by pressing G at any point after the name is set to ‘GRADER’. The name tag next to the health bar will appear blue in Grader Mode and white otherwise.