**Junior Programmer:** Programming Theory Practice (Horror game)

Project Brief

Application Concept

Overview

In this project, I’ll create a single level in a horror game, where you have to exit a building, where different enemies are trying to hunt you. You will have a set of tools that will help you to escape the building alive.

Reference Examples:

Some examples of horror games to explore:

* [Resident Evil](https://www.residentevil.com/village/es/)
* [The Forest](https://endnightgames.com/games/the-forest)

Task Checklist

Here’s a high level detail of what is expected in the project:

Scene management

* Create transitions between scenes
* Splash Screen on start
* Buttons to “Start Demo” and Exit application

Data Persistence

* Save the time in which the user beats the level
* Save its name for possible high scores.

Abstraction

* Make methods for each object actions.

Encapsulation

* Try to just expose behaviors, not data.

Inheritance

* Create base class for enemies, characters that can move, attack, etc.

Polymorphism

* Override the Attack or Move action to make what each one should.

Project Overview

The application

Scenes

User interactions

The simulation

The basic simulation

Basic simulation functionality

Project Styling

Scripts