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README

Description:

*Splortt* is a platforming game involving one spider’s efforts to make it back to his home after being separated from his family during a storm. The main mechanic of the game is the spider’s ability to shoot webs to traverse pitfalls and stun enemies. There are a variety of collectibles that the spider can use to its advantage, including larva and flies to increase its web resource and coins to boost the players score. The spider explores different environments throughout the game, including plains, a desert, caves, and finally his home forest. The player can customize their controls in order to play the game in the way most comfortable for them.

Implemented Features (60% of game):

* Gravity and physics mechanics
* Spider and enemy animations
* Web mechanics
* Cave and plains levels
* Sounds and background music
* Resource meters (health and available web resources)
* Enemies (their movement as well)
* Level generation through .png RGB interpreter
* Level selection screen
* Options screen (includes key-binds)
* Haungs Mode (unlimited resources, no damage taken)
* Score & star system