Project Synopsis & UML
Dragon Mania
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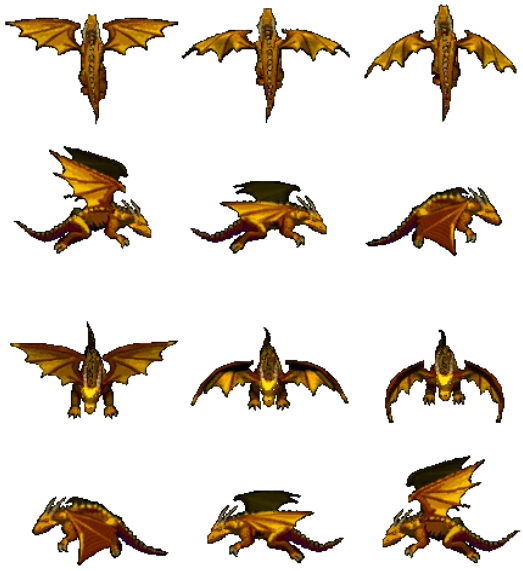
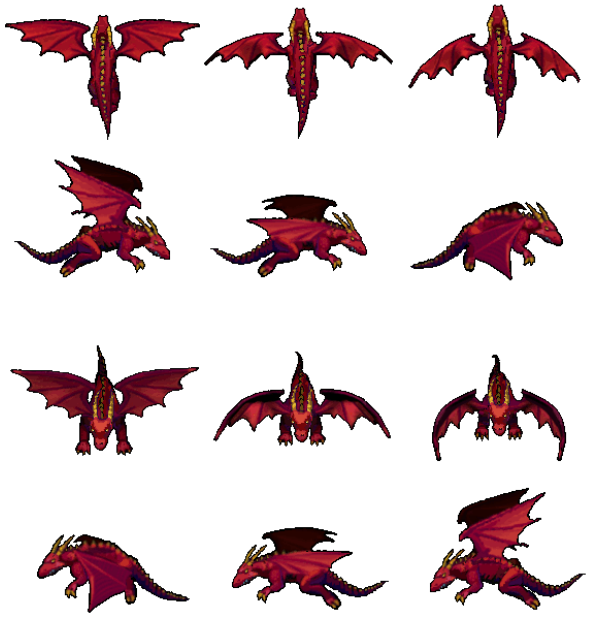
Dragon Mania is a 2D side-scrolling game where the player controls a lively dragon navigating through a vibrant jungle. Using arrow keys, players adjust the dragon's altitude to avoid colossal trees and challenging obstacles. With a finite number of lives, each collision deducts one life. Throughout the dragon's journey, it will get a chance to collect gems to build up the score as well as collect hearts to increase lives in case there is a collision with a tree. As the game progresses, another evil dragon will show up that will shoot fireballs. The objective would be to dodge those fireballs as well the trees but adjusting the altitude of the dragon using the arrow keys. Below given are the assets of the main dragon(gold), evil dragon(red), gems with different scores, the tree that the dragon would have to dodge, the lives the dragon would collect in order to increase its life, the game over screen and lastly, the background screen followed by the UML diagram showcasing the functions and classes.

The background

Main dragon with animations:



Evil dragon with animations:



Heart that would increase lives:

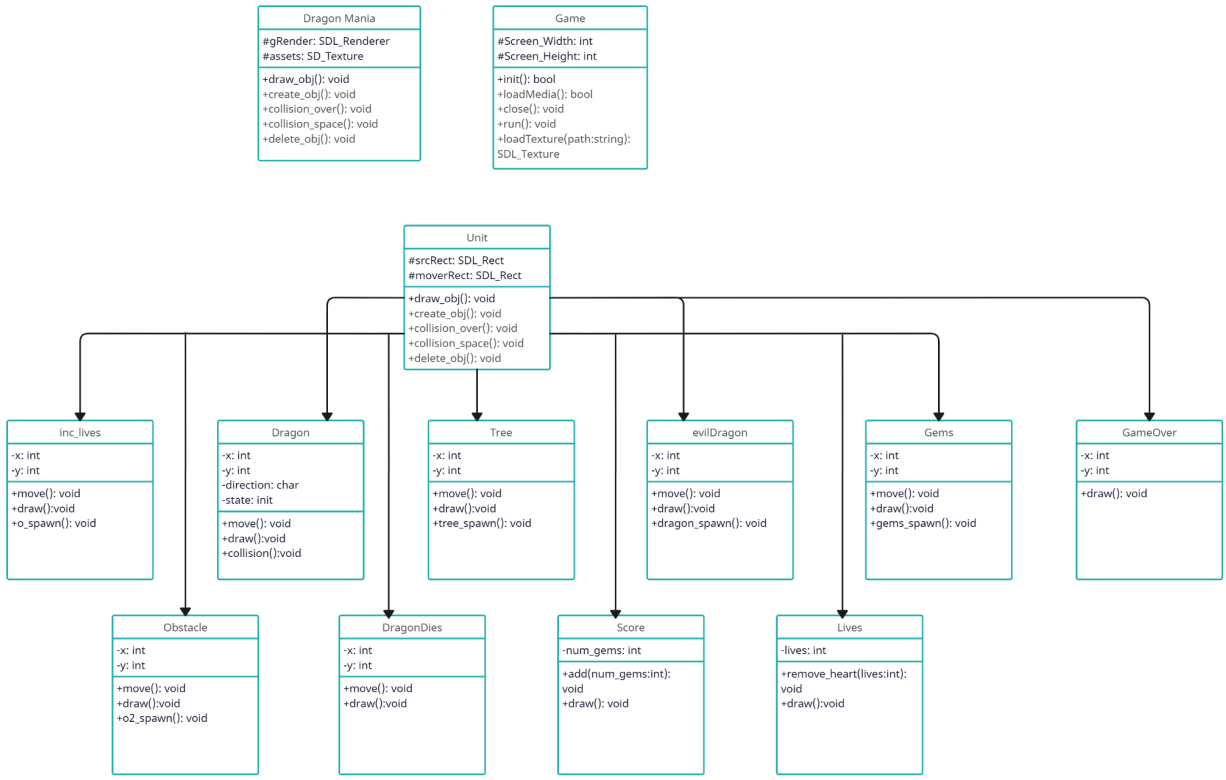
Tress the dragon would have to dodge:

Fireballs the evil dragon would shoot:

Gems with different scores:

Game over Screen:

UML Diagram:



Github Link:
https://github.com/aliadnan2000/DragonMania