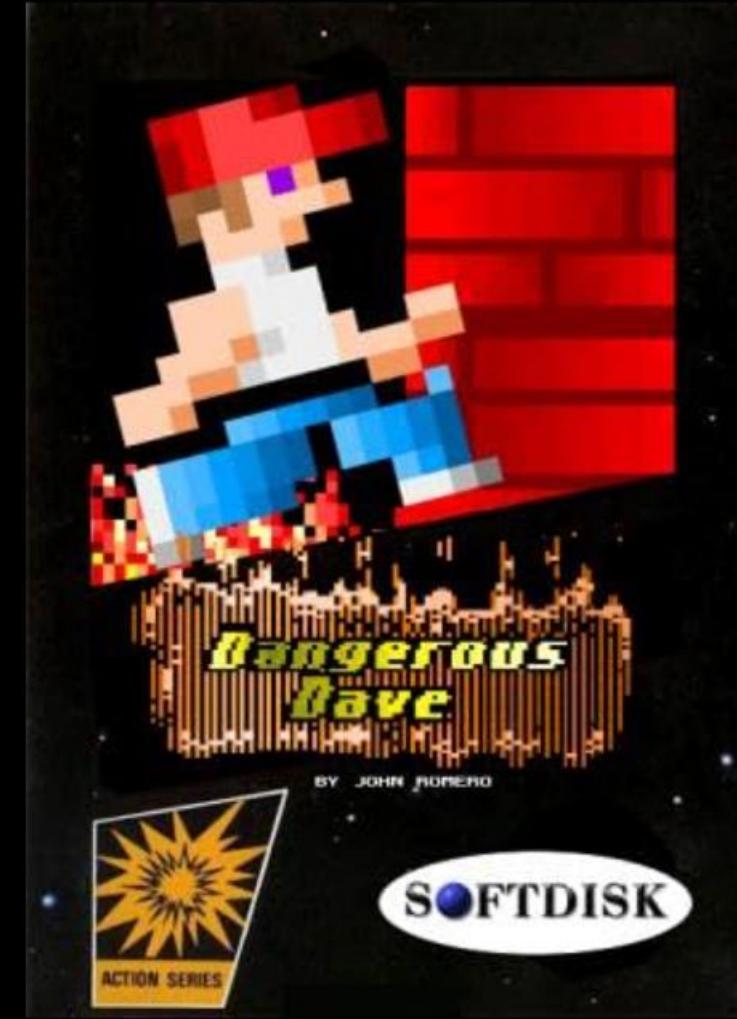


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BY ATHUL K M
MSC GT

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GAME OVERVIEW

Dangerous Dave is the protagonist of the 1988 platformer game developed by John Romero. The game was initially released on Apple II and MS-DOS and has since been ported to other platforms.

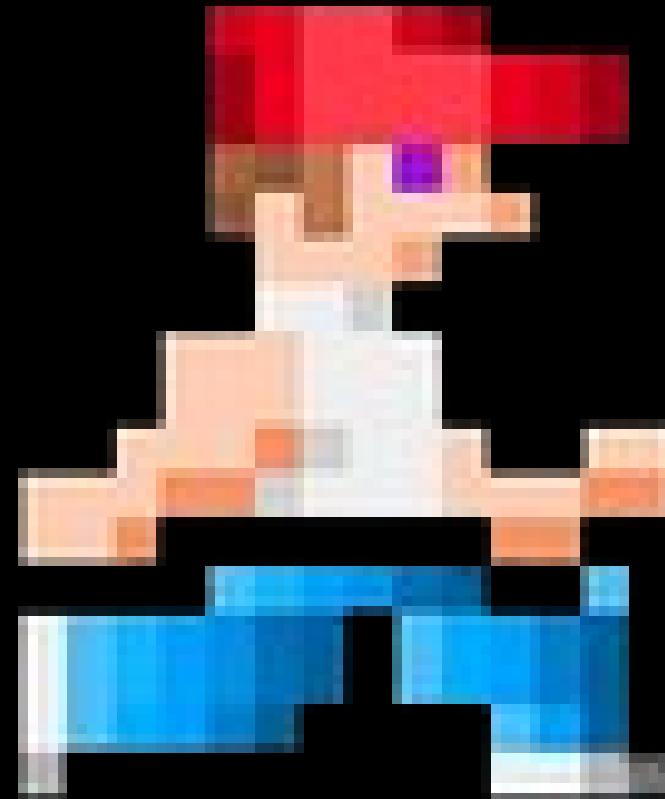
GAMEPLAY AND OBJECTIVE

In the game, Dave must navigate through 10 levels, collecting gold trophies to progress to the next stage. The objective is to explore the deserted pirate's hideout, where Dave's rival, Clyde Cooper, has hidden 10 skateboarding trophies. The game features similarities with Super Mario, including secret levels, level design, monsters, and jumping mechanics.

The player must collect all golden cups in each level to proceed to the next one. Each level increases in difficulty, introducing new obstacles and enemies.

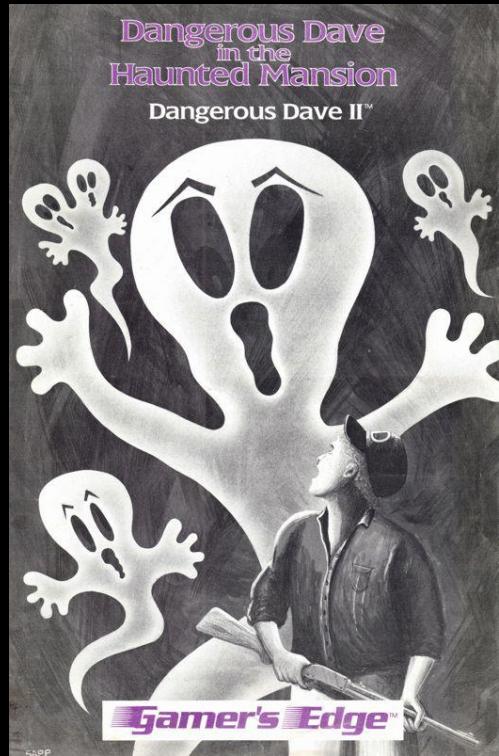
DANGEROUS DAVE

- Dave is a brave and daring adventurer with a love for treasure hunting and risky escape. Whether it's rescuing his brother Delbert (found in the Dave 2) or exploring dangerous locations for hidden gold, his love for treasure hunting often lands him in life-threatening situations. His quests are a mix of survival and exploration, and he faces everything from supernatural monsters.
- Dave's character design is reminiscent of Mario, with a similar jumping and platforming style.
- The character is less detailed
- The pixel block size were about 2



GAME SEQUELS

DECONSTRUCTION OF DANGEROUS DAVE



The All New Misadventures of Dangerous Dave™



The All New Misadventures of Dangerous Dave™



GAME REFERENCE



- *Ion Fury* (originally titled as *Ion Maiden*) is a 2019 cyberpunk first-person shooter video game developed by Voidpoint and published by 3D Realms.
- One of the developer was a fan of the game Dangerous Dave, so he made a reference from the game of Dangerous Dave into the Haunted Mansion.



- The particular mission in the game of ION FURY takes place in the mansion similar to location used in the Dave's game.
- *Ion Fury*, has a secret room where the players can find Dave dead.
- Which was one of the most popular easter egg of those times.



JOHN ROMERO

CREATOR OF DANGEROUS DAVE

- Alfonso John Romero (born October 28, 1967)^[1] is an American video game developer.
- He is also known as the Godfather of the First Person Shooter games.
- He designed their early games, including Wolfenstein 3D (1992), Doom (1993), Doom II (1994), Hexen (1995) and Quake (1996). His designs and development tools, along with programming techniques developed by the id programmer John Carmack, popularized the first-person shooter (FPS) genre. Romero is also credited with coining the multiplayer term "deathmatch".

ID SOFTWARE

id Software is an American video game studio based in Richardson, Texas. It was founded on February 1, 1991, by four members of the computer company Softdisk: programmers John Carmack and John Romero, game designer Tom Hall, and artist Adrian Carmack.

Id Software made important technological developments in video game technologies for the PC (running MS-DOS and Windows), including work done for the Wolfenstein, Doom, and Quake franchises at the time. id's work was particularly important in 3D computer graphics technology and in game engines that are used throughout the video game industry. The company was involved in the creation of the first-person shooter (FPS) genre: Wolfenstein 3D is often considered to be the first true FPS; Doom is a game that popularized the genre and PC gaming in general; and Quake was id's first true 3D FPS.



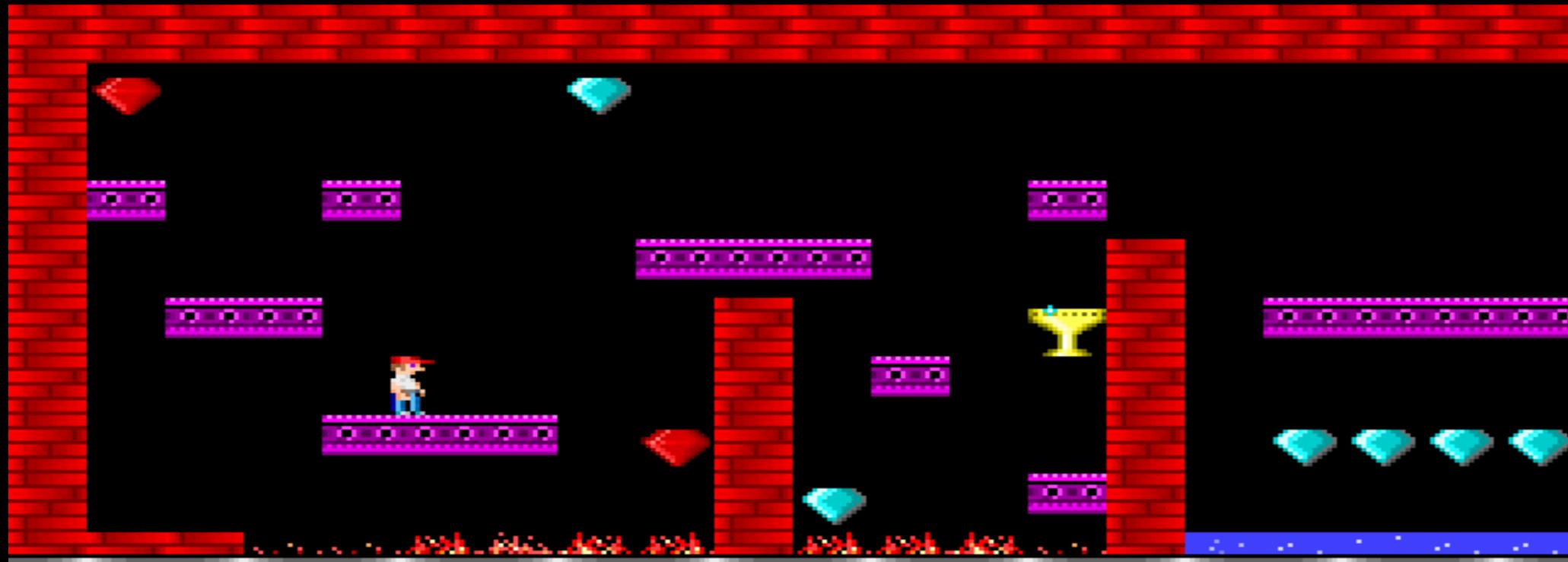
INTO THE GAMEPLAY OF **DANGEROUS DAVE**

About the movement controls, obstacles and enemies



INGAME VIEW

SCORE: 04200 LEVEL 02 DAVES: 3



DECONSTRUCTION OF DANGEROUS DAVE

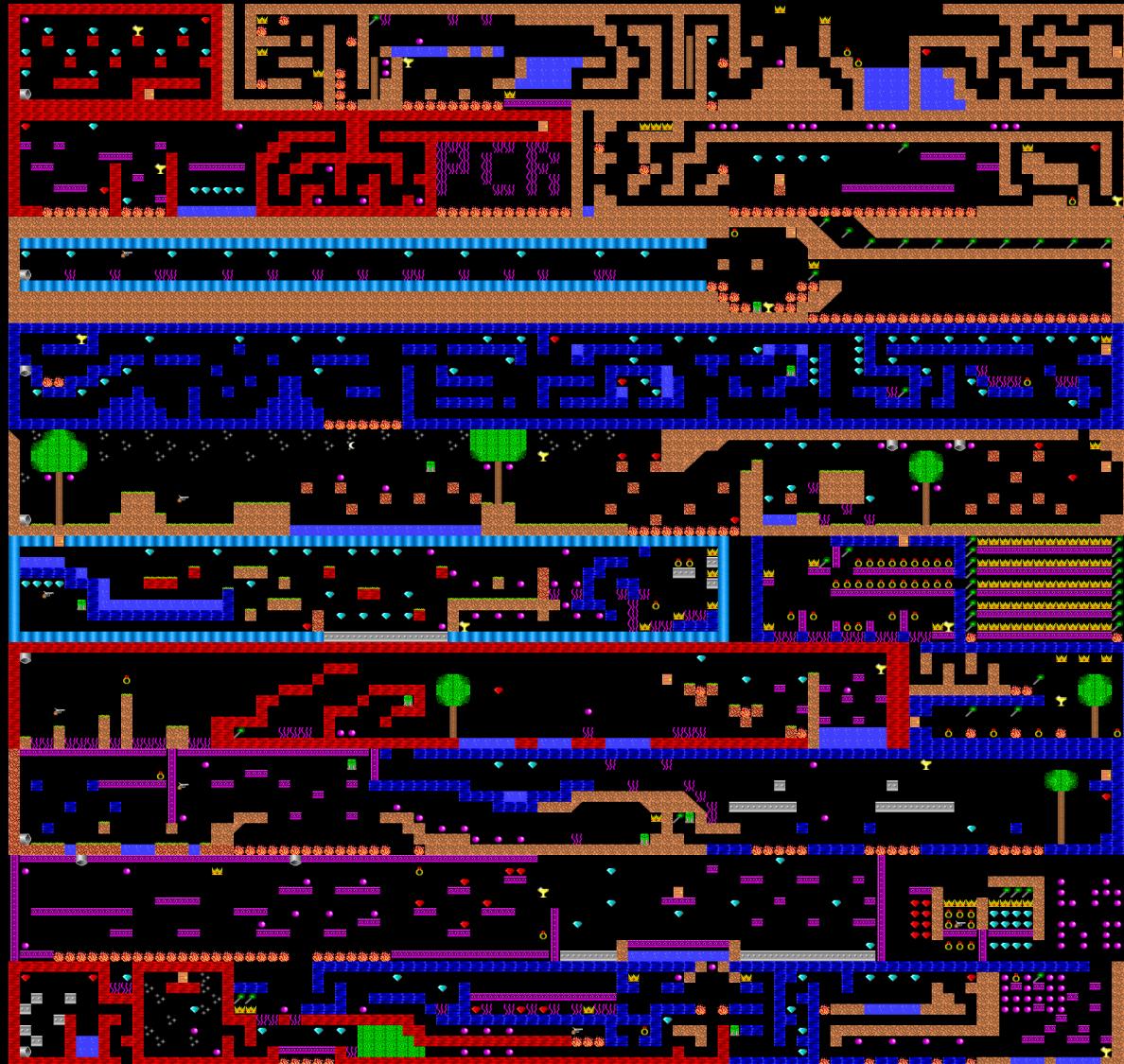
Movement Controls:

The game offered a basic movement like any other games. The player can move left and right. Also the player has to press the up arrow key to jump high over any obstacles to reach the next level. The player access to jetpacks and guns to shoot and escape from the enemies easily.

Obstacles and Enemies:

There are many obstacles on the way to harm and destroy the gameplay. Several mini enemies, fire, acid and electric shock that easily eliminates the player character. Moving monsters that follow preset paths or actively chase the player

GAME LEVELS



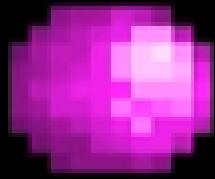
- Some levels have secret areas, while others do not.
- Although there are only 10 levels, the game is designed to be more challenging than usual.
- Here are the list of the enemies at different levels.

Level	Level chunk	Start	Creatures
1	1	(2,8)	None
2	2	(1,8)	None
3	3	(2,5)	Creature 1 (spiders) at (44,4) and (59,4) - each spider is ~2x2 tiles in size
4	4	(1,5)	Creature 2 (spiky ball) at (32, 2)
5	5	(2,8)	3x Creature 3 (sun) at (15,3) (33,3) (49,3)
6	6	(2,8)	4x Creature 4 (bones) at (10,8) (28,8) (45,2) (40,8)
7	7	(1,2)	4x Creature 5 (UFOs) at (5,2) (16,1) (46,2) (56,3)
8	8	(2,8)	3x Creature 6 at (53,5) (72,2) (84,1)
9	9	(6,1)	4x Creature 7 at (35, 8) (41,8) (49,8) (65,8)
10	10	(2,8)	4x Creature 8 at (48,5) (51,2) (65,3) (82,5)

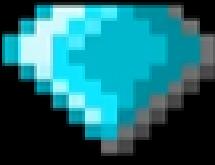
COLLECTABLES



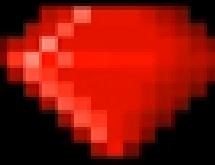
The main collectables in the game are mentioned below



Purple Gem 50 Points



Blue Gem 100 Points



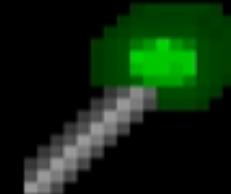
Red Gem 150 Points



Ring 200 Points



Crown 300 Points



Green Staff 500 Points



Cup 1000 Points



Other Collectables within the game are the jetpack and a revolver to shoot the enemies

ENEMIES



After level 2, there are different types of enemies at each level of the game, each with a unique pattern that can be discovered by examining them.

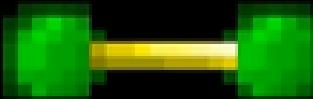


Level 3

Movement :Circular

Firing: 1 shot after every
rotation

Kill Reward: 300



Level 6

Movement :Linear

Firing: 1 shot after every
rotation

Kill Reward: 600



Level 4

Movement :Circular

Firing: 3 shots during
rotation

Kill Reward: 400

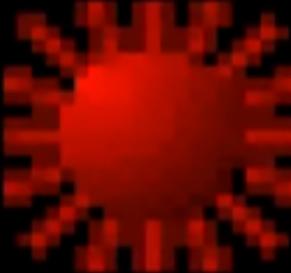


Level 7

Movement :Circular

Firing: 1 shot after every
rotation

Kill Reward: 700

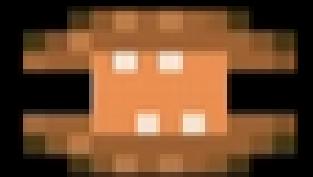


Level 5

Movement: Circular

Firing: 2 shots during
rotation

Kill Reward: 500



Level 8

Movement :Circular

Firing: 2 shot after every
rotation

Kill Reward: 800



Level 9

Movement :Linear

Firing: 1 shot after every
2 rotation

Kill Reward: 900



Level 10

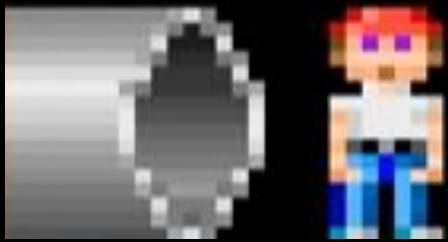
Movement :Linear

Firing: 1 shot after one
complete linear
movement.

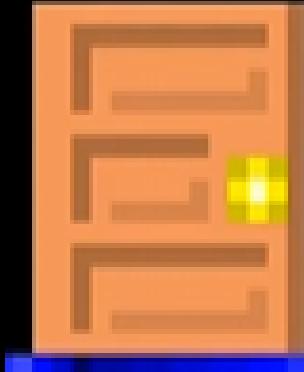
Kill Reward: 10000

WORLD BUILDING

Some of the elements used in the game to make interactive are the entry and exit of the character. Dave enters through a pipe and exit through a door.



Entry to the next level



Get out from the current level

Fuel Bar of the jetpack



Some of the obstacles in the game that causes damage



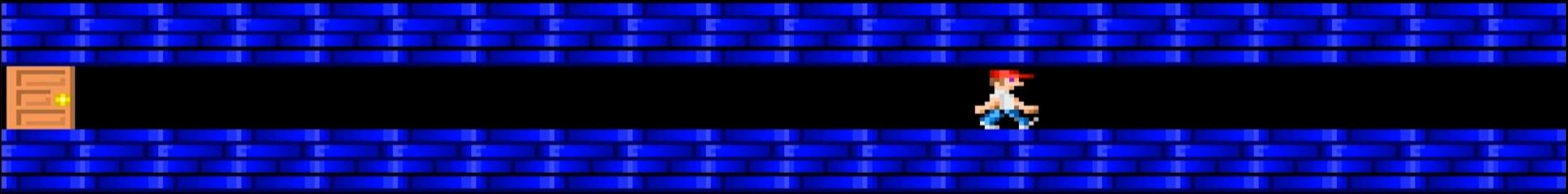
Players can interact with the trees and stars



UI DESIGNING

The loading screen to the next level in the game Is just the walking animation of the game character, which is of less frame rate of animation informing us how many round are more to complete in the game.

YES ! YOU FINISHED THE GAME !



DECONSTRUCTION OF DANGEROUS DAVE



POINTS TO REMEMBER

- You can easily complete the each round just by collecting the golden cup.
- Each movements and collecting things produces different sounds throughout the.
- The player gets easily eliminated by the obstacles in the game easily.
- If you collect the golden cup the game directly ask you to go through the door without collecting anymore gems.
- Player cannot go back through the pipe again as it causes a error sound when the player approaches the pipe.
- In the 3rd level if the player try to pass the spider without shooting it, the spider chases you to death.
- If the player loses his entire health, the game ends and ask the player to start the game from the beginning.
- From the 9th level of the game some of the pink ground plates are hollow which surprises the player and gets killed by falling into any of the obstacles.
- Whenever the player completes a level and reaches another lever he receives 2000 points as rewards



GAME OVER

REBUILDING THE GAME

NEW TITLE FONT

GAME COPY

MAIN CHARACTER

SIDE CHARACTERS

ANTAGONIST

REGION BASED OBSTACLES

CHARACTER EQUIPMENT

COLLECTABLES

STORY

UI DESIGNING

SWORD POWERS

BACKGROUND

FINAL OUT

NEW TITLE FONT



1998

The title style of the *Dangerous Dave* game series reflects the retro aesthetics of early 90s platformer games

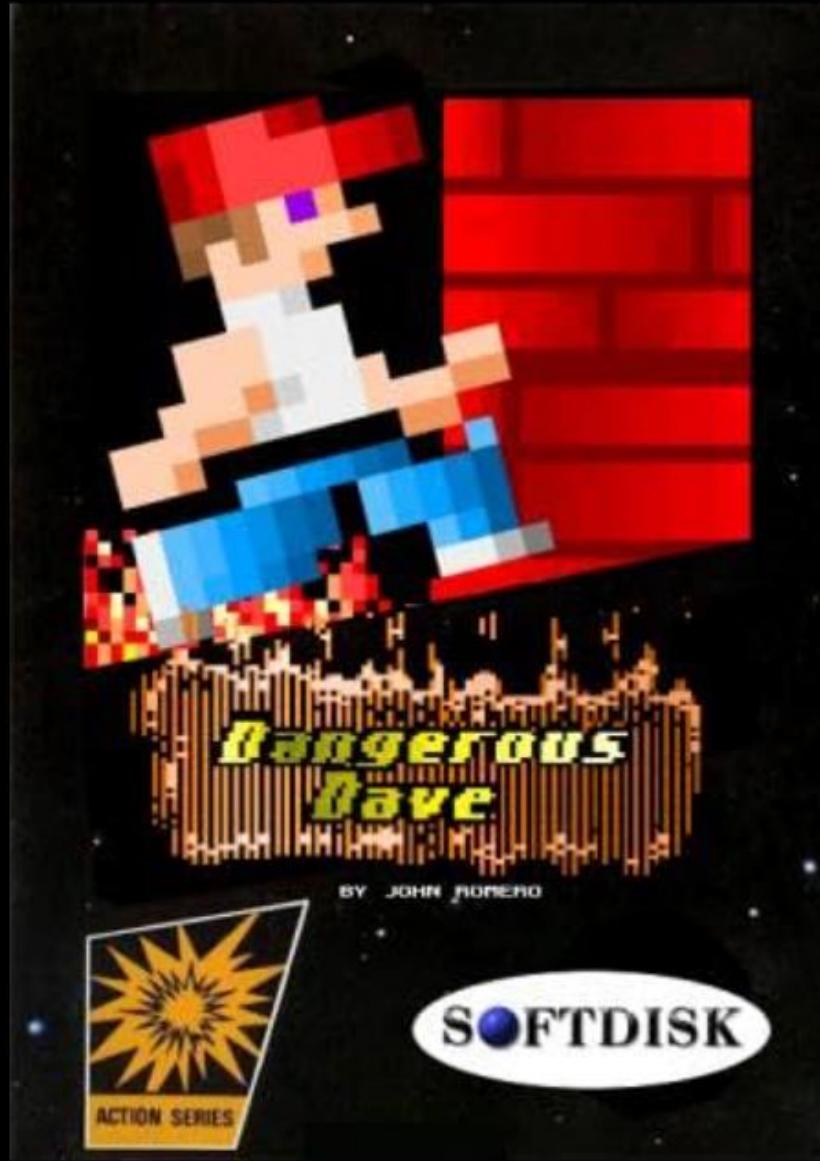


2024

The new title of the game adapt the color from the old title. The pixel effect is still maintained through out the game to keep up the aesthetic feel of the game.

GAME COPY

DECONSTRUCTION OF DANGEROUS DAVE



1998



2024

19

CHARACTER



DAVE 1998

Block Size - 2

The character is
less detailed

Health is 3



DAVE 2024

Block Size - 25

The character is more detailed with a
change in the hat,bet and shoes.The
character also uses a gloves

Health bar is 100%

SIDE CHARACTERS

⋮

These are four main side characters in different areas, asking help from the main character of the game where they offer potions, weapons or any other items to upgrade the health of the character.



Deer Man the
protector of the wild
woods



Denji the village man



Leefy the tree
character



Feebi a young witch

ANTAGONIST

There are mainly three Antagonist through out the game challenging Dave



Venomous Viper

Viper Spit Attack - 20% health loss



Werewolf

Attack - 45% health loss



Mighty Lion

Attack - 55% health loss

REGION BASED OBSTACLES

⋮

These are the sub characters of the main antagonist where the layer can face them in between the journey of the character or even before approaching the main villains.



Poisonous Snake

Damage 5%



Poisonous Snake

Damage 10%



Weed

Damage 15%



Giant Weed

Damage 25%



Wolf

Damage 30%



Wolf

Damage 45%

CHARACTER EQUIPMENT



Health Potion



Speed Potion



Full Power
(Health and
Speed)



Hand Revolver



Machete



Jetpack



Dynamite

Hand Revolver with a limited bullets and a pair of Machete are used to kill the enemies. Dynamite are also used for a quick escape as it creates damage and a quick jump. Also Jetpack is available throughout the journey.

COLLECTABLES

Some of the collectable are similar from the first game of Dangerous Dave. Whereas others are added and be collected after defeating the main 3 Antagonist.



4 different gems with
different points



Gold



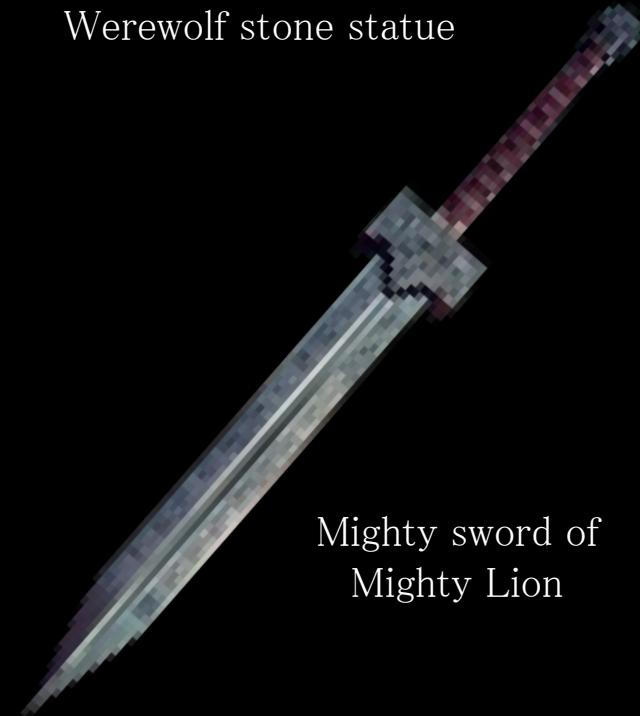
Viper Stone



Enchanted Book



Werewolf stone statue



Mighty sword of
Mighty Lion

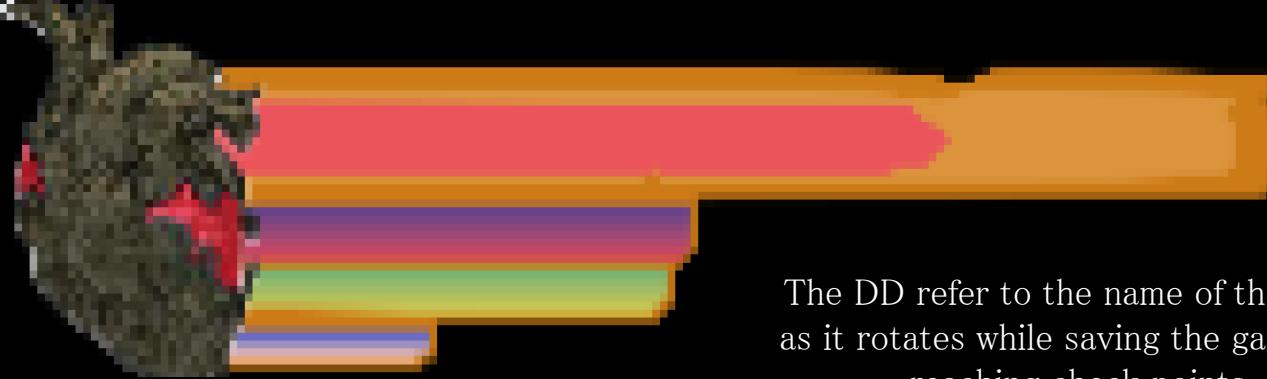
STORY

DECONSTRUCTION OF DANGEROUS DAVE



UI DESIGNING

The UI color pattern focus on the color pattern of the newly developed title. Only the special power bar has different colors according to the power the character gain.



The DD refer to the name of the game as it rotates while saving the game and reaching check points



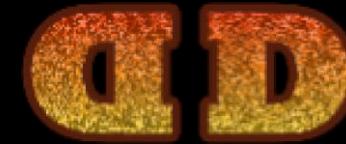
Choosing Weapons



Choosing Potions



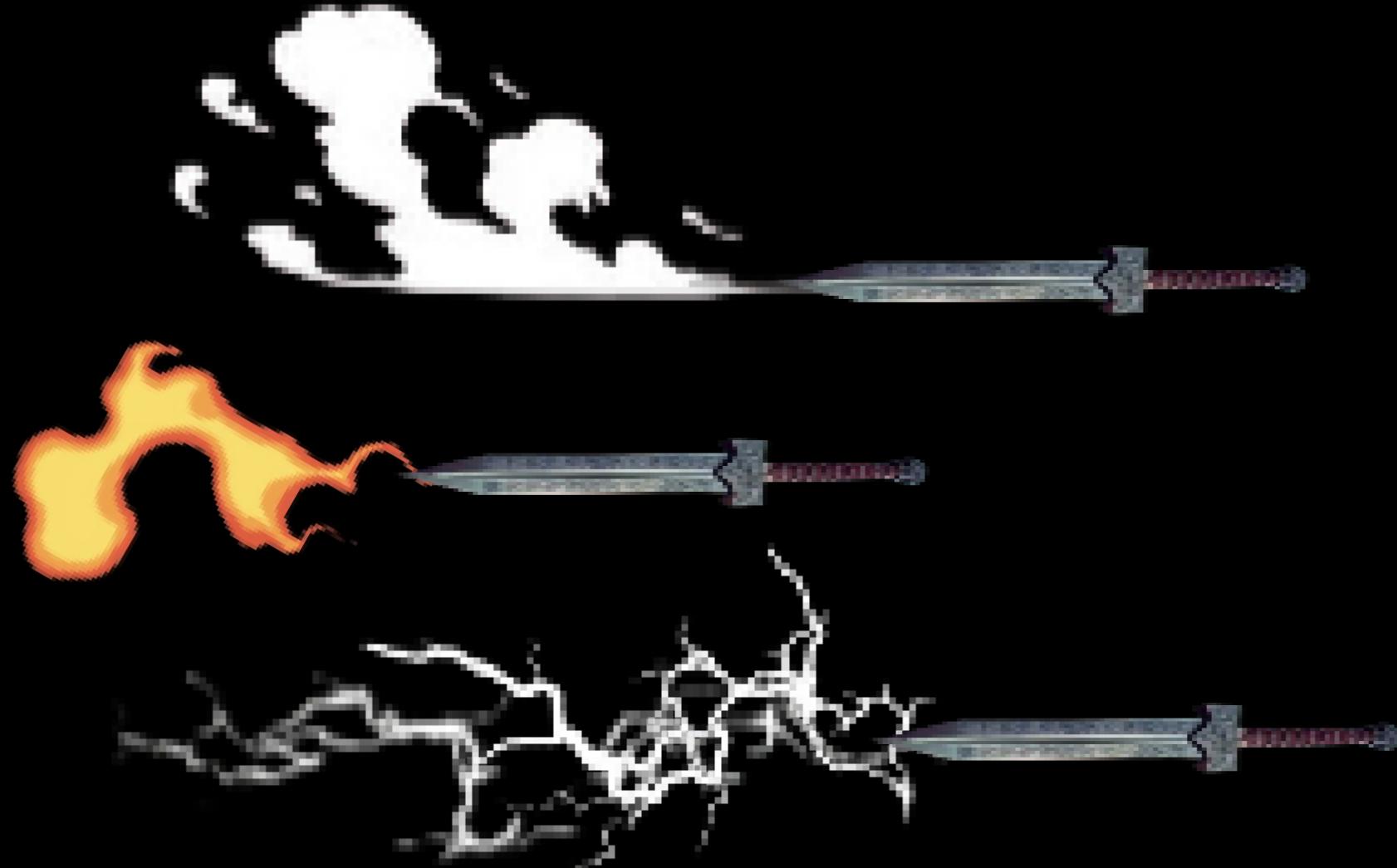
Bullet count from the gun



The DD refer to the name of the game as it rotates while saving the game and reaching check points

SWORD POWERS

The Mighty Sword of the Mighty Lion used in the game has special powers. In the final level Dave has to fight The Mighty Lion, were the sword can use for wind, fire and lightning powers against the game character.



BACKGROUND

These are some of the different regions the character has to travel

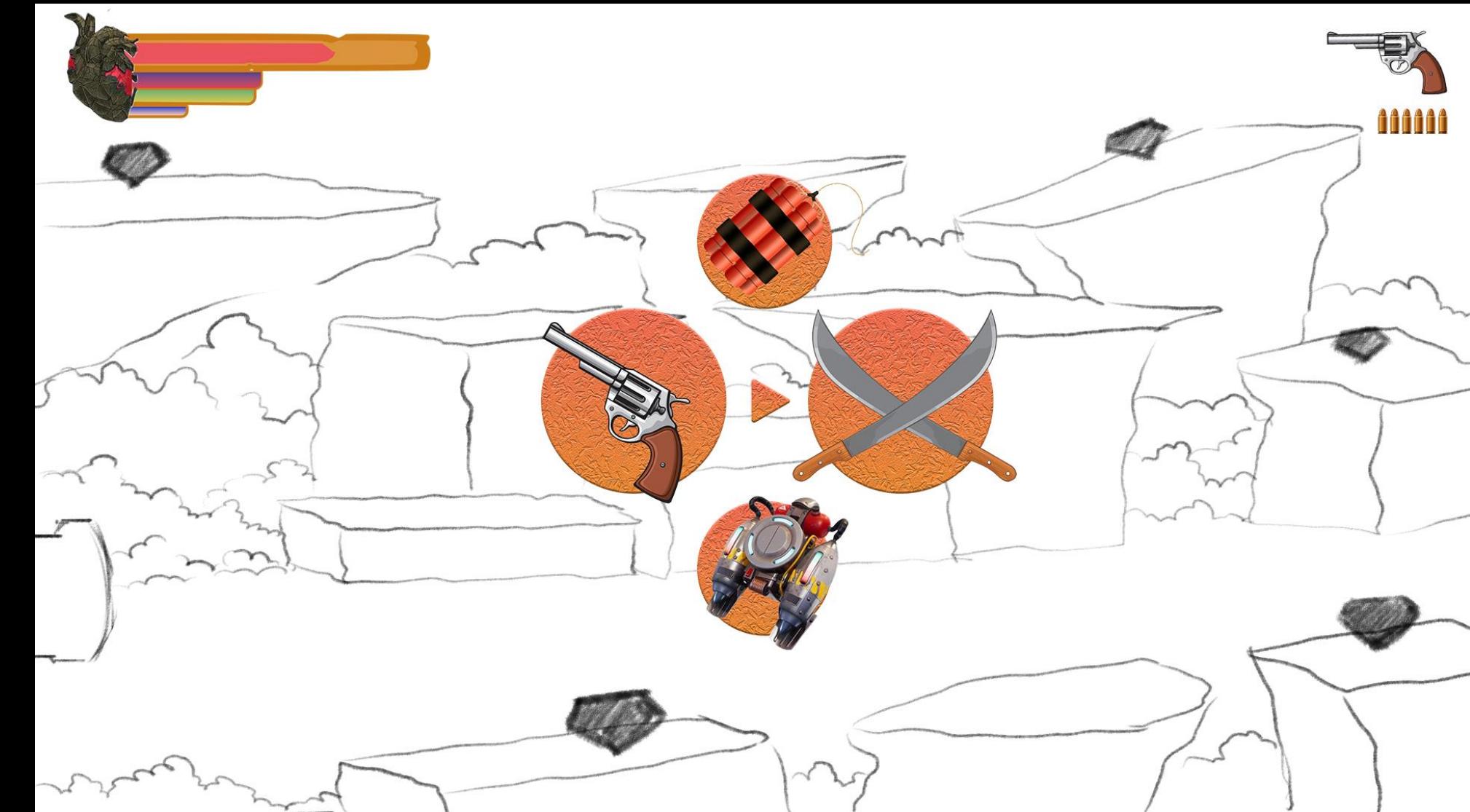


FINAL OUTPUT



This is the final round where the character enters to fight the last boss The Mighty Light. Here the collectables will be randomly spawned for the player to collect and refill the powers for potion

FINAL OUTPUT



This how the screen turns when the player goes for the equipments

FINAL OUTPUT



This how the screen turns when the player goes for the potions

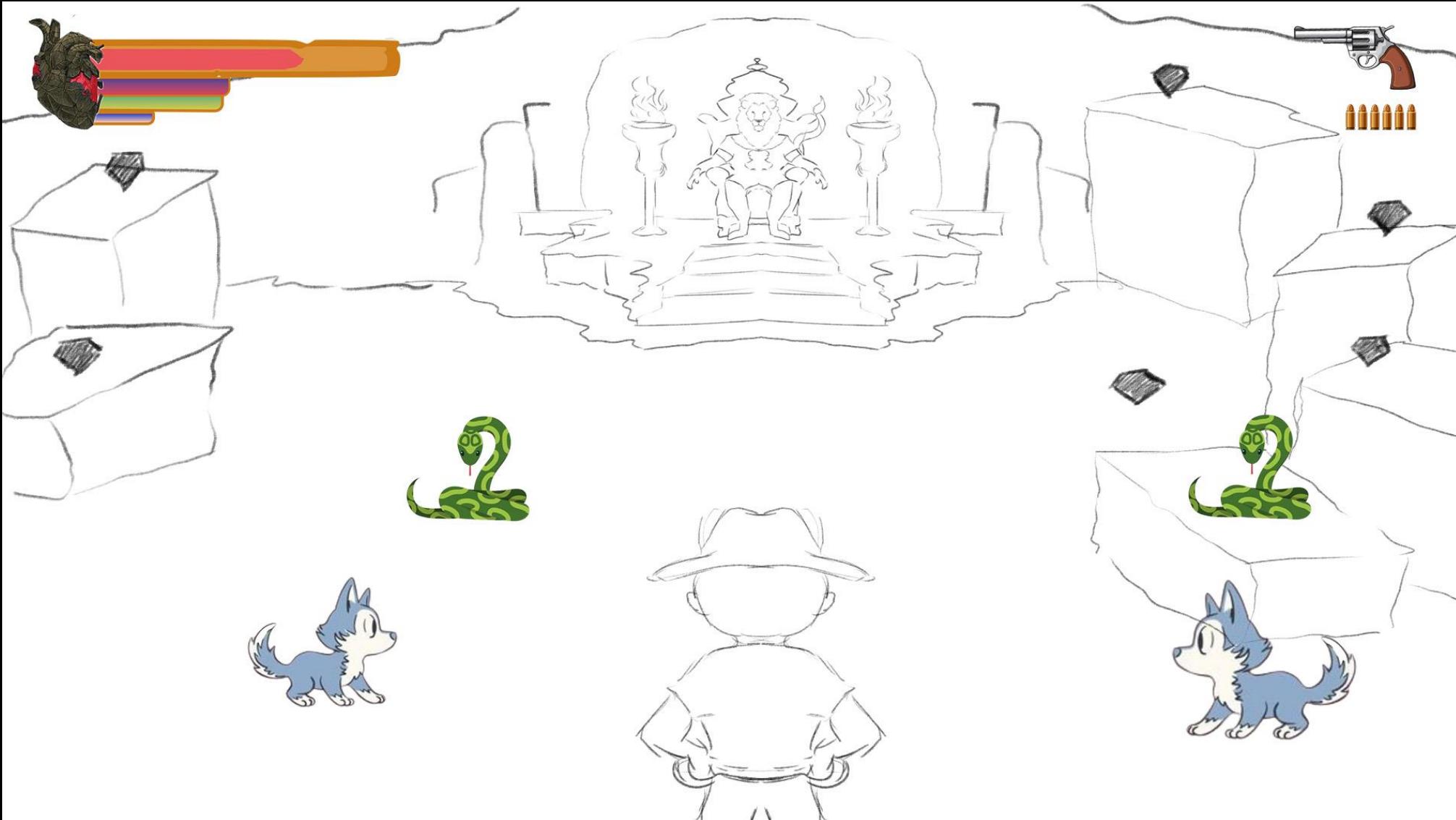
FINAL OUTPUT



This is the first stage of the boss fight where the Lion invites everyone to fight our character

FINAL OUTPUT

DECONSTRUCTION OF DANGEROUS DAVE



Boss Faceoff

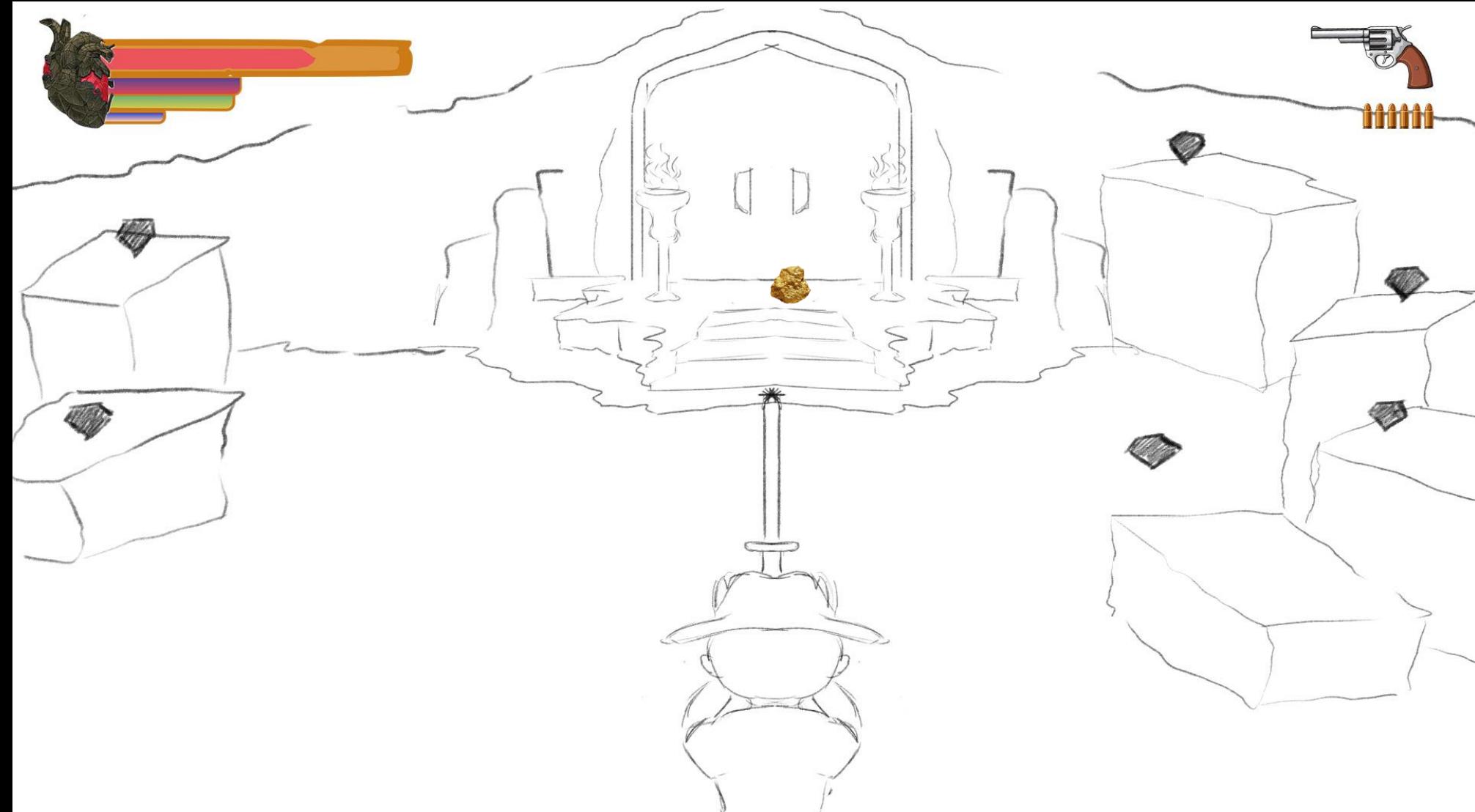
FINAL OUTPUT

DECONSTRUCTION OF DANGEROUS DAVE



Boss Fight

FINAL OUTPUT



After the boss fight Dave gets a Mighty Sword. The throne of the Mighty Lion turn to dust and a giant door appears in front of Dave. Also a piece of gold will be rewarded.

THANKYOU