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CART253

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Exercise 7

The design of this project is based on the history of the Cathars- who were Gnostic Christians lived in southern France during the 11th and 12th centuries. Due to their belief threatened the authority of the Catholic Church. The Church later persecuted the Cathars and most of their books were destroyed, leading to the end of Catharism. But a small number of Cathari survived and buried their texts of teachings in southern France, leaving many mysteries for people to discover.

In this game, player is a Cathari who is escaping the chasing killer. Player will face many kinds of attack, and it is getting more and more intense. Players' health will reduce each time he is hit. I plan to make the background move or change during the game so it presents players have arrived at different places. Players will win the game if they are still alive when they reach the destination.

There will be many classes and I will use array to generate many instances of attackers.

Examples and sketches



Instructions
Start Game



