Generally speaking, our submission aligns with the proposed development plan and we even did more stuff than what we planned.

We added “fire” as an obstacle on our background and the player came with health points, experience points and the potential to “level up”. Health points will come down when the player touched the fire or being attacked by the enemies. The player will die when health points reaches zero. The player can earn experience points when killed enemies and the player ‘s level goes up when he(she) gets certain experience points.

As per our plan, the player can be controlled using keyboard and can be moved to left/right, jump, and attack creatures. Now, besides these basic features, the player can also get “shield” skills when he(she) reaches level 2. The shield can protect the player from the damage of fire. When he(she) reaches level 5, the player gets the “flare” skill, which is very cool! The flare skill is an advanced attack, that can destroy the enemies efficiently. But we also want to limit the use of “shield” and “flare”, so we set a cool down time for each of them.

We have also added more enemies, including Vikings, skulls, knights and wolf(boss). These enemies have their logic. They have a “view range” and a “attack range”. When the player enters their view range, they will track the player, and when the distance between the player and the enemies is less than some number, the enemies will attack the player. The wolf rages when its health points is less than 50%, and this is reflected as being red.

Keyboard tutorial:

Press “esc” for user help/tutorial.

Press “x” to attack.

Press “c” to jump.

Press “z” to shield.

Press “space” to flare.