Final Project - III

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Game Title: Valiant

Summary

● The goal of the game is to get from the start of the course to the end in the fastest time possible. High scores will be written out into a file in the project directory.

Libraries Used

- **ControlP5:** User Interface elements, including buttons, text boxes, and text fields used to create the main menu

- **Minim:** Sound management software for playing audio, including background music in main menu

Main Menu

● Enter a name in the text box below the title, then select a difficulty (easy or hard) from the dropdown. Then click play to begin the game!

Gameplay

● Once the player moves into the start of the maze, the timer starts. When they reach the end, the timer finishes and their time is displayed.

Controls

- Movement: WASD (up/left/down/right)

- Jump: Space bar

- Swim by moving into water.

Resolved and Known Issues / Completed and Future Work

- Hitboxes have been added to the easy maze for everything. For the difficult maze, the fences and water hitboxes have been added, however, if we were to add collisions to the other items (trees, rocks, bushes, logs), the

path to reach the water would be obstructed. We're thinking of allowing the user to pass through rocks, bushes, and logs and adding hitboxes to the trees but we are still discussing the best course of action and this will be completed by the next submission.

● Writing scores to a file has been implemented. We are thinking of having the high scores displayed on a high score page based on the fastest times that are recorded in the Player Scores text file.

● We plan to add sound effects based on the tile the player is in in our future submissions.