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CSCI 4070
Project 2
Report

Objective of the Game:

Save the ice princess! She is guarded in a tower! Be careful, though, because evil snowmen and penguins are all around the tower!

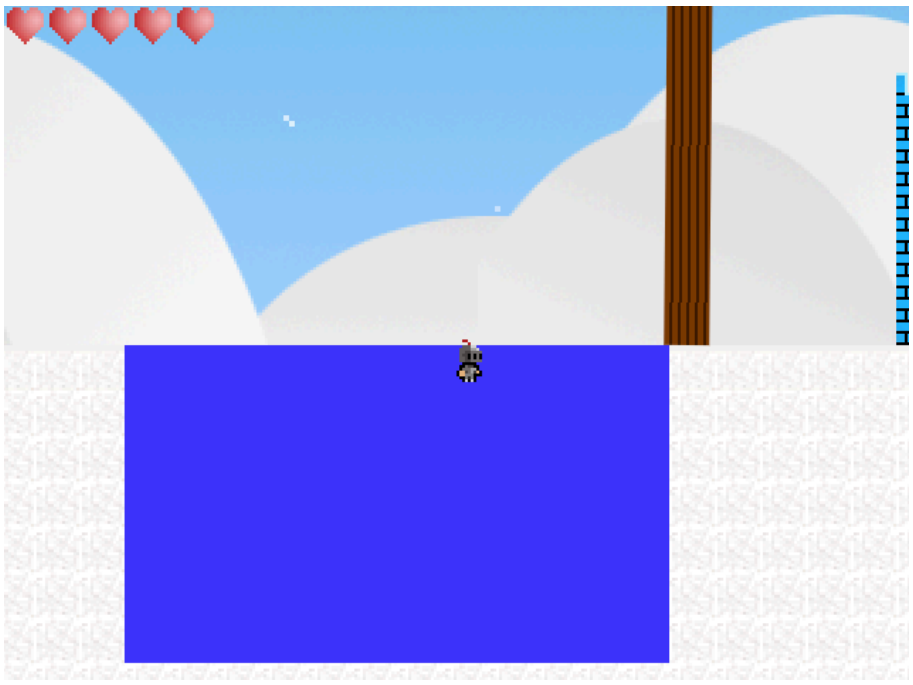
Description of the Game:

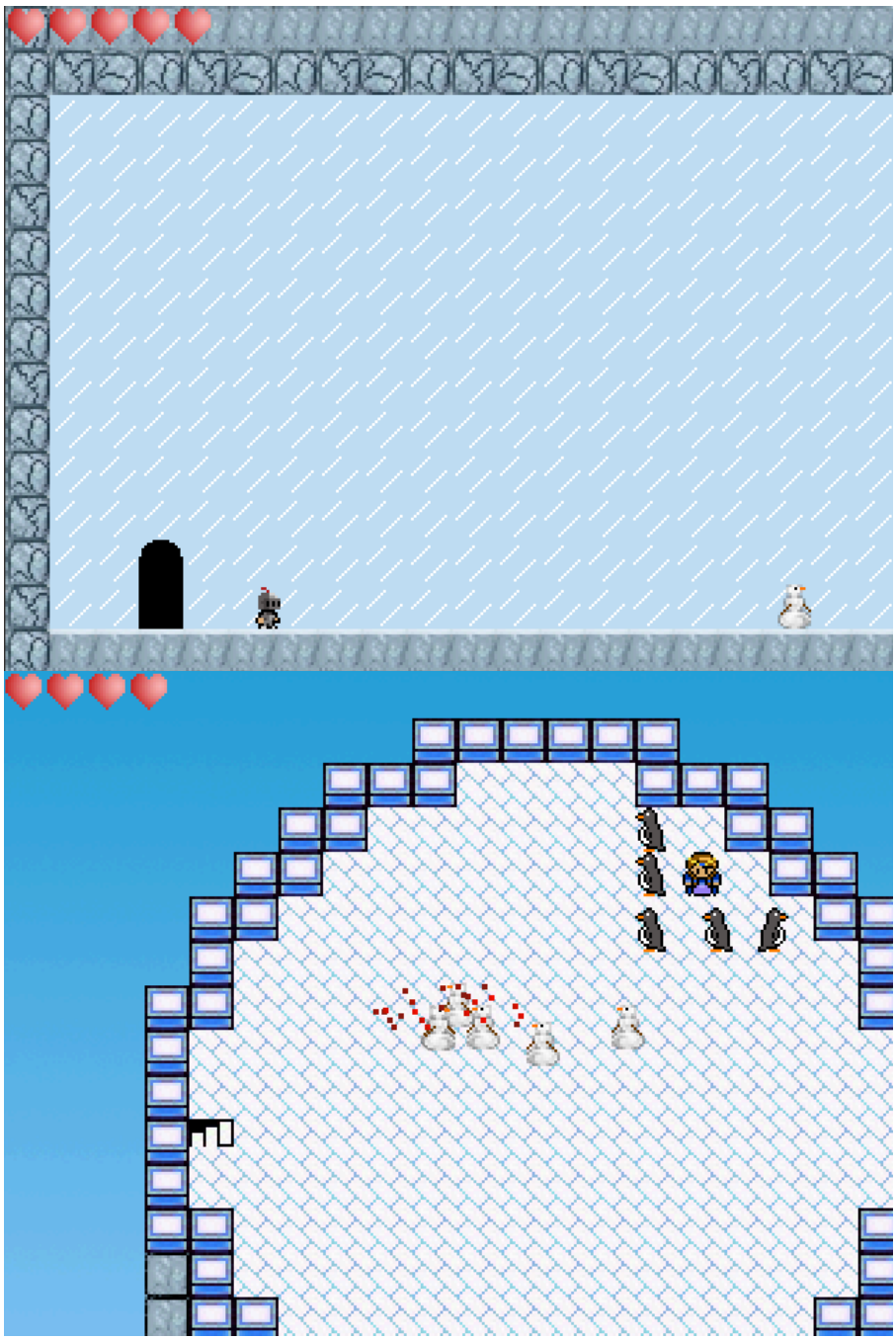
As stated above, the objective of this game is to save the ice princess. There are many graphical objects in this game. The player is a knight who is trying to save the princess. There are snowmen who slide around and will follow the player. There are penguins who guard the princess and deal major damage to the player. There is the princess, who is static, waiting to be saved. Lastly, there is myself, waving from the top of the castle in the first level. The lives of the player are shown in the top left corner of the screen as hearts. The player has five lives to begin with. The player also has health associated with each life. Each life has 10 health, and is represented by the alpha of the hearts. Anytime the player collides with a snowman, 0.1 is taken away from the health, while when a player collides with a penguin, 5 is taken away from the health.

How to play (press h on splash screen):

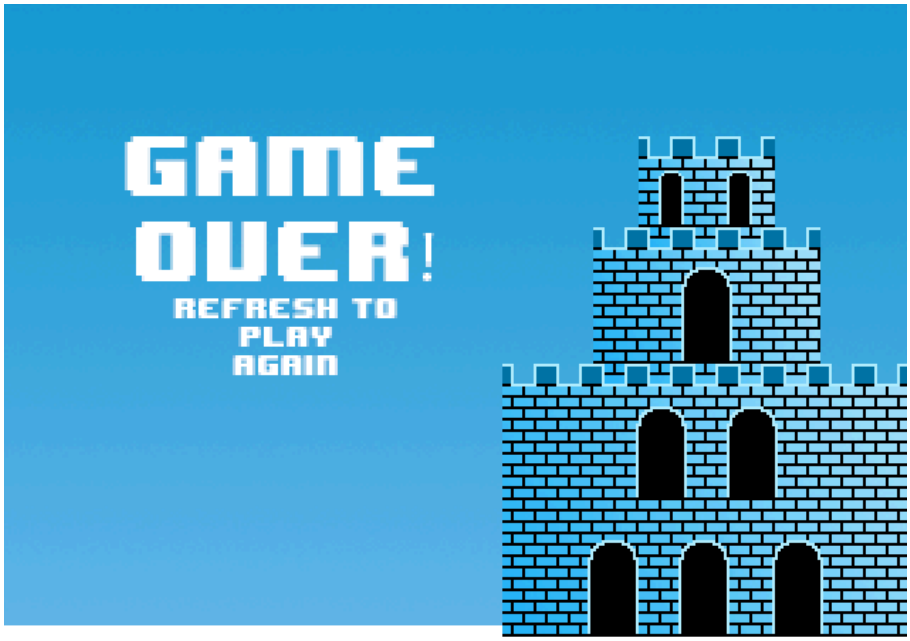
- Use arrow keys for direction.
- Use space to jump.
- Use c to throw snowballs.
- Use f to fly.
- Use double jump + down to pound the ground.
- Use s near rope to swing

SAVE THE
ICE
PRINCESS





PRINCESS
IS
SAVED!
REFRESH TO
PLAY
AGAIN


GAME
OVER!
REFRESH TO
PLAY
AGAIN