

{project}

Midsemester Showcase

Platform Game

LOSPEC

By Team 1AM



GODOT
Game engine

Pixelorama
By Orama Interactive



Project Summary + Synopsis

We are developing a pixelated run-&-gun game in which you play as a high school student who daydreams during class. Each school subject serves as inspiration for the six stages, with one of them being a tutorial. Each stage has a unique weapons, mobs, and much more!

As the player continues to dive further into their imagination, a deeper story is revealed...

Project TOC

1. Project Summary + Synopsis
2. Character Development
3. Environment/Stage Development
4. Mob/Enemy Development
5. Weapons/Item Development
6. Challenges
7. Where are we headed?

Character Development

```
func _physics_process(delta):
    motion.y += GRAVITY
    if motion.y > MAXFALLSPEED:
        motion.y = MAXFALLSPEED

    if facing_right == true:
        $Sprite.scale.x = 1
    else:
        $Sprite.scale.x = -1
    motion.x = clamp(motion.x, -MAXSPEED, MAXSPEED)

    if Input.is_action_pressed("right"):
        motion.x += ACCEL
        facing_right = true
        $AnimationPlayer.play("RUN")
    elif Input.is_action_pressed("left"):
        motion.x -= ACCEL
        facing_right = false
        $AnimationPlayer.play("RUN")
    else:
        motion.x = lerp(motion.x, 0, 0.2)
        $AnimationPlayer.play("IDLE")
    if Input.is_action_just_pressed("jump"):
        # motion.y = -JUMPFORCE
        if jump_count < 2:
            jump_count += 1
            motion.y = -JUMPFORCE
            on_ground = false
```

ANIMATIONS
IN PROGRESS



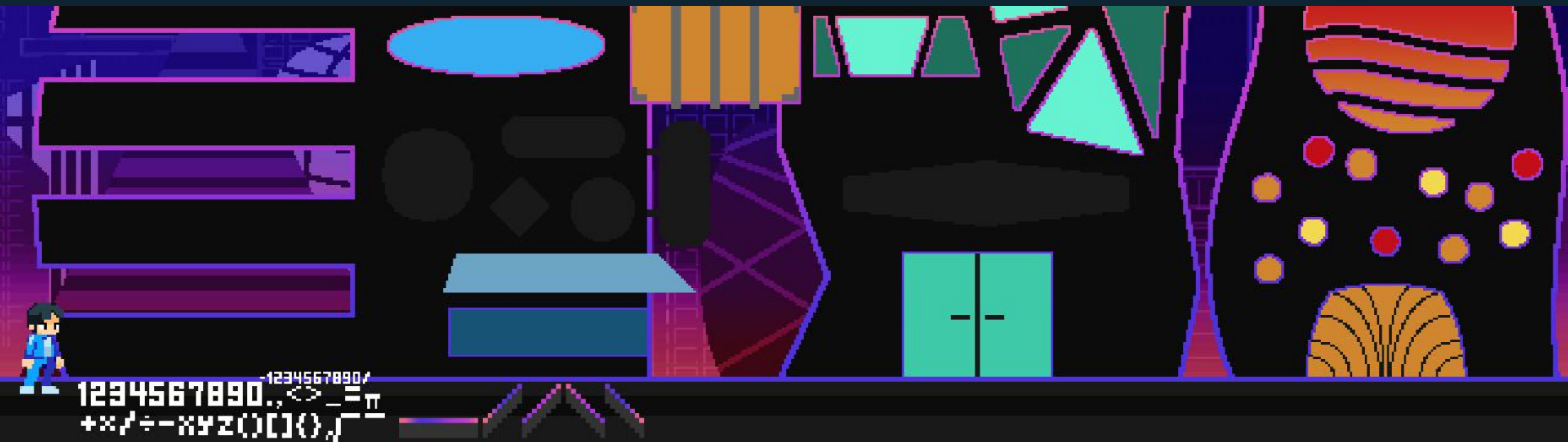
Environment/Stage Development



Tutorial Level set-up (Homeroom)



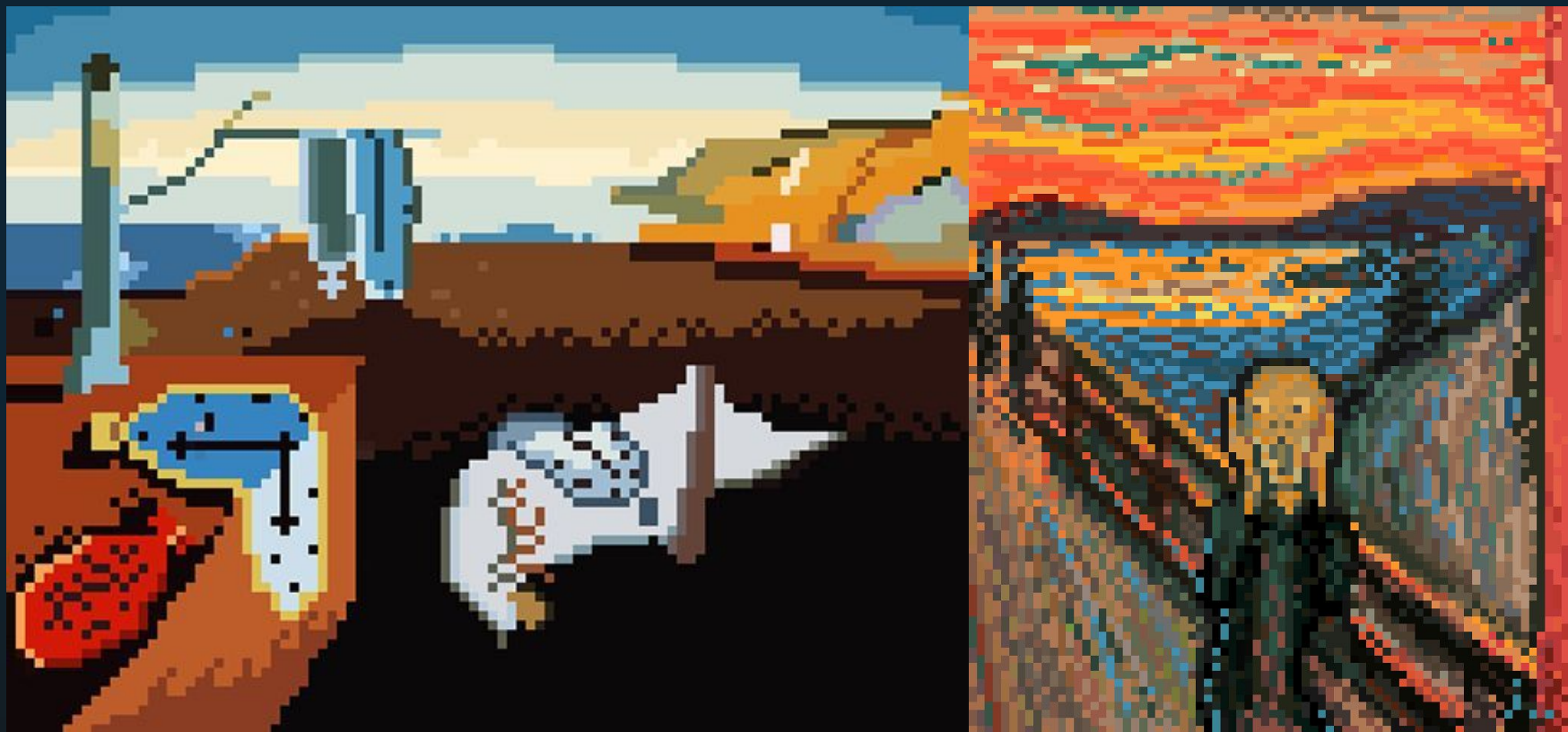
Tileset and Platform for Tutorial



Math Stage (WIP)

- First stage with a boss
- A city run by the math mafia
- Inspired by tech, cyberpunk, and synthwave themes

Upcoming stages...



Inspiration Images (not ours)

Mob/Enemy Development

128x128



64x64

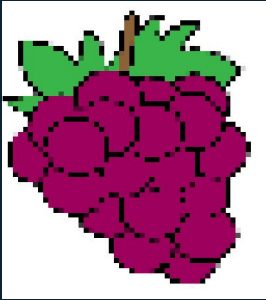


64x64



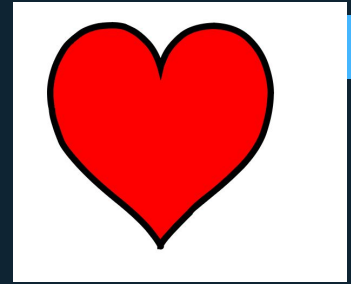
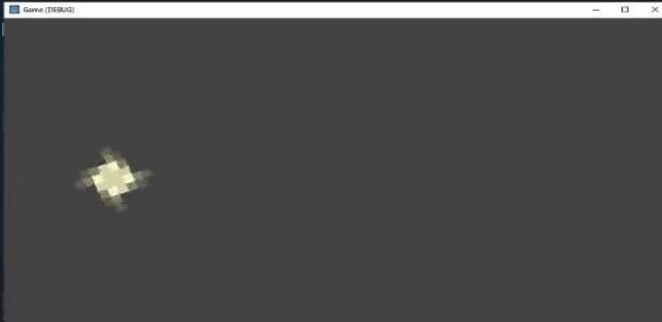
Note that these are not to scale, we are still testing to determine the optimal sizes

Weapons/Item Development



Weapons/Items under Construction:

- Protractor Boomerang
- Health Potions
- MORE FOOD
- And much more...



Heart for Health Bar and other uses

Challenges

- We lost about two members in our group
- The Godot game engine and animation are topics that many of our team members don't have experience with
- Trying to find time to work on the project with busy college schedules and work is difficult for many of our group members
- We have a lot of ideas, and we're doing our best to narrow down our ideas to build a cohesive game within our time constraints

Where do we go from here?

- We will continue to work on asset development. The character team will be distributed to other groups once they finish up final details.
- PMs will continue to check in with team members and make sure that everyone who has committed to the project is actively contributing to it. If anyone falls behind, we are committed to helping you guys catch up :)
- The goal is that once the tutorial stage and math stage are done, we'll have more people from the other departments come in and help out. This should hopefully allow us to finish more stages.

Thanks for everyone
who has pitched into
this project! We look
forward to continue
working with you as
development
progresses!