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Assignment 1 Implemented Features INFT-3034

# Main Menu

Graphical user interface

Description automatically generatedThe main menu appears when the game is launched. While in the main menu, the player character will be visible, and the background will be moving, allowing for a seamless transition from the menu to the game. It allows for the player to start playing the game by clicking the "Start" button, or they are able to exit from the game sending them back into Android using the "Exit" button.

# A picture containing text Description automatically generatedGame Screen

The game screen, when launched, displays the game. The buttons used to control the game are transparent but visible, allowing the player to understand where the buttons are to play the game easily.

# Graphical user interface Description automatically generatedPlayer Death

This screen is displayed when the player dies. The death screen occurs if the player collides with any enemies, the flying enemy projectile or the landmine. This screen shows the score that the player received last round. This screen allows the player to restart the game by clicking the "Restart" button or exit from the game, sending them back into Android using the "Exit" button.

# Graphical user interface, website Description automatically generatedParallax Background

The background, forground, and ground move at varining speeds throughout the game, allowing for a parallax effect to be given to the game. The backgrounds such as the sun and the sky do not move fast compared to the ground and the foreground.

# Graphical user interface Description automatically generatedA picture containing text Description automatically generatedPause Feature

The pause feature allows the player to pause the game when required. The pause menu is available by clicking the pause button in the top middle of the screen when playing the game, as highlighted in blue on the image to the right. In the pause menu the player is able to start the game again by clicking the "Start" button, or exit from the game sending them back into Android using the "Exit" button. This feature stops all features of the game and makes the music quieter.

# Sounds

The sounds that were added to the game are; a generic dying sound that is played whenever an actor is killed and a shooting sound that is played whenever the play shoots. I chose not to add any more sounds such as the actors moving due to the game having too many sounds playing simultaneously

# Looping Music

Different looping music was added depending on the scene. When the game is started, a background menu music is playing; when the player transitions to playing the game, the background music changes to signify that the game has begun. When the player is in the death screen, another looping track is played that is a similar track to the gameplay music but slowed down, pitched down, and has had the drums removed.

# A picture containing text Description automatically generatedJumping Action

By using the top button on the left of the screen, the player can jump. This allows the play to jump over actors and shoot the flying enemy if they aim perfectly and shoot at the correct time. This action is an arc style jump, much like the Super Mario games.

# A picture containing text Description automatically generatedLandmines

Landmines are placed randomly throughout the game. These add another level of difficulty to the game. They are able to be removed if the player shoots them. The player is able to also jump over the landmines.

# A screenshot of a video game Description automatically generatedFlying Enemy

The flying enemy is one of the two enemies in the game. The flying enemy moves above the player and drops bombs on the player. These bombs can be dodged if the player moves out of the way in time. The flying enemy can be shot by the player if the player gets behind the enemy and shoots right at the top of the jump arc. This enemy spawns on the left side of the screen and moves right.

# A picture containing background pattern Description automatically generatedGround Enemy

The ground enemy is the other enemy type. This enemy moves on the same level as the player and tries to run into them to destroy the player. This enemy spawns on the right side and moves to the left.

# A picture containing text Description automatically generatedScore System

The scoring system allows the player to keep track of how well they are doing in-game. It increases over time, allowing the player to gain score without having to kill each enemy slowly. The score by 25, 50, and 100 if they kill the landmine, walking enemy, and flying enemy, respectively. The player's final score is displayed on the completion screen when the player has died.

# Game Speed

The speed at which the terrain moves gets faster over time. This is done to give the player a greater sense of speed, making things seem faster. The landmine moves faster as the ground speed becomes faster, making them harder to dodge or shoot; This raises the game's difficulty as time progresses.