Carmelo Rositano

Assignment 1 Implemented Features INFT-3034

# Main Menu

Graphical user interface

Description automatically generatedThis is the main menu that appears when the game is launched. 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. While in the main menu the player character will be visable and the background will be moving. This allows for a seemsless transition from the menu to the game.

# A picture containing text Description automatically generatedGame Screen

The game screen when launched displayed the game.The buttons used to control the game are transparent but vissable. This allows for the player to easily understand where the buttons are to play the game.

# Graphical user interface Description automatically generatedPlayer Death

This screen is displayed when the player dies. This occurs if the player colides with any of the enemys, the flying enemy projectile or the landmine. This screen shows the score that the player revieved last round. This screen allows for 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

Throughout the game the background, forground, and ground move at varining speeds. This allows for a parallax effect to be given to the game. The backgrounds such as the sun and the sky do not move fast in comparison to the ground and the foregroud.

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

The pause feature allows the player to pause to game when required. It is available by clickign the pause button in the top middle of the screen when playing the game, as highlighted in blue on the image to the right. This features stops all features of the game and makes the music quiter. 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.

# Sounds

The sounds that where added to the game are generic dying sound that is played whenever an actor is killed and a shooting sound that is played whenever the play shoots. I chose to now add any more sounds such as the actors moving due to the game having too many sounds playing at the same time.

# Looping Music

Different looping music was added depedning 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 changed to to signinify that the game has started. When the player is in the death screen another looping track is played that is a simmilar track to the gameplay music but slowed down, piched 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 is able to jump. This allows the play to jump over actors as well as 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 through the game. These add another level of difficulty to the game. They are able to 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 are able to be dodged if the player moves out of the way in time. The flying enemy is able to 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 score system is a way for the player to keep track of how well they are doing in game. It increases over time allowing the player to slowly gain score without having to kill each enemy. The score by 25, 50, and 100 if they kill the landmine, walking enemy, and flying enemy respectivley. The players final score is displayed on the completion screen when the player has died.