Troy Samra

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CSCI 115 Project 2

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Gameplay Report

When the game is run, the user can choose 2 level options, lava and forest, these levels are both loaded from a file. After the user has decided which level they want to play they are loaded into their corresponding level where they must collect a bag of five arrows before they can shoot. There are 5 enemies on each map so if the user misses an enemy they now have one less arrow to shoot them with but if one arrow hits multiple enemies it will kill them both. Every time the user moves their character all the enemies if they are alive will move one square closer to the user until they are in the same square and “kill the player”. The only way to win the game is to reach the other side of the map where the chest is located and once the user reaches the chest the game is over, and everything stops.

The player cannot go through walls and enemies will plot their way around walls in the shortest path to the user. Every time the user shoots an arrow, whichever direction the player is facing that is where the game checks for collisions with the monsters. Whenever an arrow collides with a monster the monster should disappear and no longer show on the map. However, if the monsters reach the player and the player is killed the whole game stops. Everything in the game is user driven meaning that nothing will happen unless the player moves in either direction.

In conclusion, the player must reach the other side of each level before the monsters reach him or else he dies, and the game is over. If the user does manage to kill all 5 of the monsters and make it to the other end of the level, then they win and can collect their prize. This was a very fun and interesting project to implement and hopefully you enjoy it!