CPSC 233 Team 6

Project Proposal

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Tutorial 02

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Overview

Earlier this semester we submitted a project proposal for an escape room type game. This is an update to that proposal. In this document, you will find:

- An updated summary
- An outline of what has been developed

Summary

The player character finds himself in a school, not knowing what is going on. It's dark, late, and there's something odd going on. You have to escape. Along the way, you gather keys, walk through rooms, and avoid projectiles to find the exit and escape with your life. There are clues, in the form of notes, but you have no way to fight back, so you must use quick reflexes and wits to dodge while finding the exit. The game is a mix of an escape room and a bullet hell.

Features Developed So Far

As of August 13th we have developed and implemented the following:

- A map of the game, using colored pixels for objects.
- The Game, with movement, item collection, enemies, exit, and collision
- Sprites for character, enemies (worm, zombie, demon), desks, doors, walls, chalkboard and floor
- Game start menu
- A pause and restart/replay function
- A win and lose condition