

Final Integration Project Documentation

By: Otis Jackson IV

Project Outline:

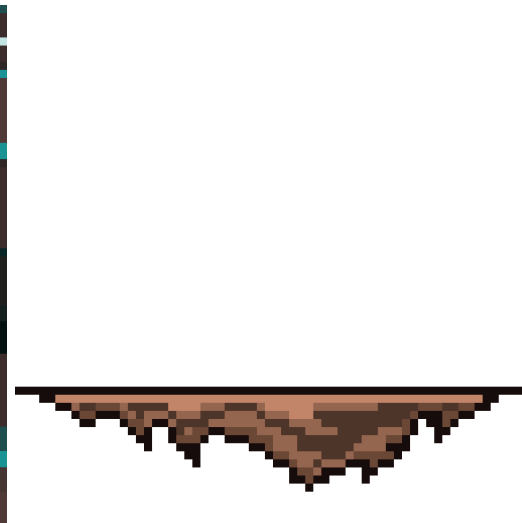
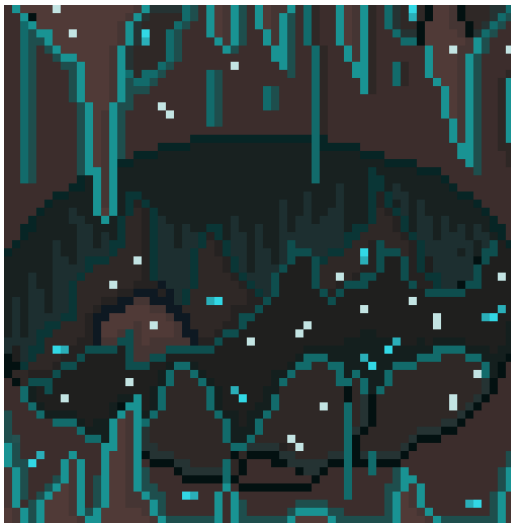
- ***Narrative Description:***

Imagine that you're a hard working diligent intern and on your way out of the job complex, you come across a mystical tossed away glowing console. You decide to pick it up and take it back with you home. Full of excitement you hook it up and power the unknown mystical console. Upon the television turning on, it zaps and teleports you into the screen. You open your eyes shortly after to realize that you are stuck in the digital game known as "Rock Dodger". Around you is a digital cave and in order to survive and escape, you have to survive blood thirsty rocks by dodging them for a set amount of time. You only have three times to be struck before you fade into nothingness. If you survive, you'll be brought back to your original universe as a college kid.

- ***Images:***



DEAD WIN

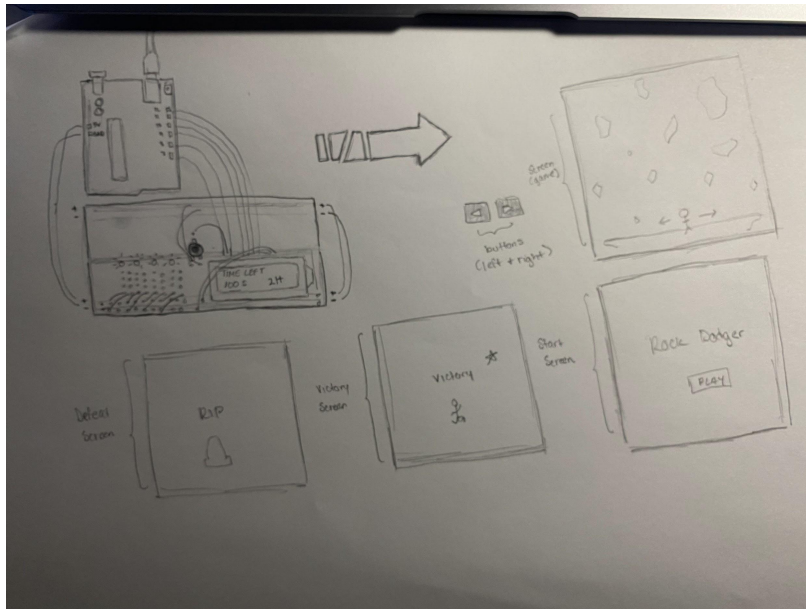




ROCK ■ DODGER

SURVIVE

- **Video Example:**
Youtube Link: <https://youtu.be/lfCiGY6hlts>
- **Schematics & Diagrams :**



- **Thoughts About Future Development:**
With more available free time after this semester, I plan on implementing more levels to Rock Dodger instead of just requiring the one and only tactic of surviving for 2 minute game loops. I plan on adding emotes, different color rocks with certain abilities, a character pick section in the main menu screen, and include better looking art work with dynamic cool interactive level designs. For the things concerning gameplay, due to the difficulty of the game, it's pretty challenging to survive with the current set speed each

rock has falling but in a later rendition I'd implement an increase in speeds of different rocks falling from the ceiling in the cave as the player survives longer in the game.