Institute of Computer Science
CMSC 22: Object-Oriented Programming

GAME SPECIFICATIONS
Section: YZ-2L
Group #:
Names:
1. Par, Cyrus Gello M.
   2022 - 12741

Game Title: CYCRAFT INVASION
Genre: 2d SHOOTING GAME

Objectives:
- Try to kill as many monsters as possible for better points and killed overview.
- It is important to kill the ghast at the nether realm before proceeding to the boss room.
- Try to collect powerups for bonus stats.
- It is important to kill the monsters in each realm as they do not vanish, they could be a hindrance if the guard or boss appears as it can distract you or could take a collision

Overview:
The game is a simple representation of a 3d game Minecraft in which it shows the actual combat that will be happening in the game in 2d while progressing. CYCRAFT INVASION is a 2D shooting game with many monsters, guards, and an ender dragon to fight as a Boss. The player or Steve will start off the game with a bow and arrow having been able to use that as a weapon in killing Blazes and Ghast in the nether realm before reaching the Boss Throne in the end Realm. Steve can collect powerups from monster dropouts that will help him to defend against projectiles from the guards and Ender monsters in the boss room. Steve will try to finish the game, killing as many monsters as possible and trying to reach the boss room for the ender dragon. Steve will have to travel to two different realms like the real game killing every boss and minions there is.

Controls:
The player can control the game via arrow keys, and space bar to shoot at monsters.

Mechanics:
The game begins at the normal world where in stave has to enter a portal in order to travel to the nether realm, upon entering the normal world, monsters will spawn momentarily to killed Steve.

Minions will drop power ups from death, Steve has the option from dodging and killing every monster, however, monsters do not vanish from the game, so it is important to kill them either way, but the maximum monster from the game scene is also a key.
Try to collect those power ups for bonus stats as you fight along monster, 3 items include the heart which gives health, emerald as added points and the totem for temporary invincibility

The guard will spawn momentarily which shoots projectile to the players, try to dodge all of those while firing at the ghast to killed. It is important to kill the guard to travel to the end realm.
 Health and points will be displayed from the op left corner for awareness of the enemies killed, score and health.

Try to dodge or killed as many at the immortality boost.

In the end realm, ender man monsters will spawn, as well as the main boss of the game. Try to kill the boss that moves like the player while there are monsters approaching you. Take note that the boss's health is 2000, so be careful. Killing the boss means completion of the game