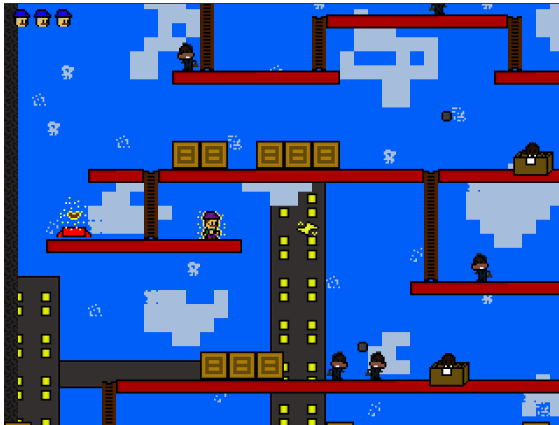Seth Hutcheson

Project 2

CSCI4070

Popio

In Popio you take the role of Kristoff, a union electrician working on the new site of Dr. Blenditt's newest Health Foods super store. Your loving girlfriend, Rudy, always makes sure to pack you a nice lunch for work. Her sausages are so good that word spread around the worksite, and eventually reached the ear of Dr. Blenditt. He has kidnapped her to help make his vegetarian sausages taste better than real sausages in hopes of ridding the world of all meat consumption. You job is to battle past his army of loyal animals and get Rudy back!

The main graphical objects in the game are Kristoff, Sentry Beavers, Otter Boxes, and Rudy's Lunchbox. Kristoff has a fully animated run, jump, fall, swim, climb, and attack cycle. More specifically, he has three fully animated attack cycles (one of which can only be accessed after eating his lunch!). The Beaver Sentries march back and forth, and deal collision damage to Kristoff. The Otter Boxes pop out and throw rocks which deal small damage to Kristoff, but are meant to be more a nuisance than anything. All enemies deal collision damage with Kristoff. The lunchbox is fully animated, opening up to reveal Rudy's famous sausage. Kristoff can gain access to a new ability after jumping directly on top of the lunchbox.
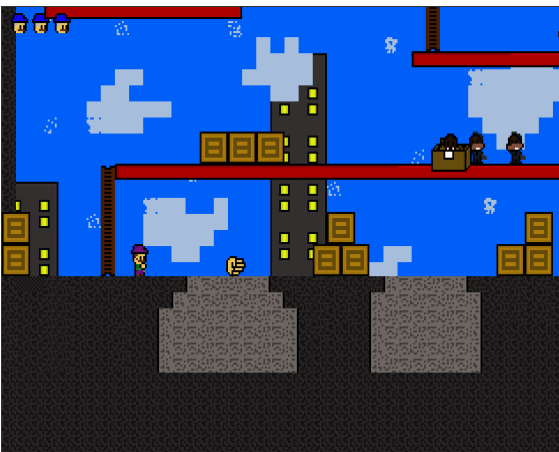
The goal of each level is to traverse the platforms, killing or avoiding the enemies, until you reach Rudy. However, it seems like Dr. Blenditt always beats you there, as you find yourself in a new map every time you get close to Rudy!

In order to play the game, the user needs to know the simple controls that are present. The arrow keys move Kristoff, with the up and down arrows allowing him to climb up and down ladders, respectively. The X key lets him jump, while the C key lets Kristoff attack. Pressing TAB will alternate between his attacks, and in some cases even change his animations. For example, after falling into a pool of cement, Kristoff will put on a snorkel to breathe if the user switches weapons. Inversely, after leaving the cement, Kristoff will take off the snorkel if the player switches weapons again (sometimes two switches are required to remove or put on the mask). If the player jumps on Rudy's lunchbox, pressing TAB will revitalize Kristoff and make him young again. In this form he is able to generate and throw large bursts of static electricity for massive damage. This is also his move with the longest range, so it's very useful. If, in the event you find the game unforgiving, you may press G to disable gravity and fly around the map.
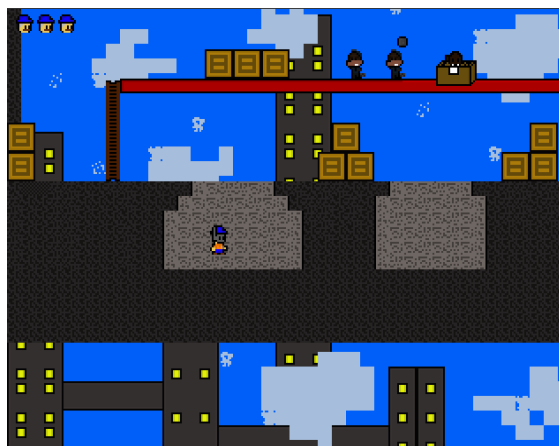
SCREENS:

Lightning Attack (Young Kristoff)

Punching Attack (Young Kristoff)

"Swimming in Cement" (Young Kristoff)