

# *NICKDURER THE GRADE KEEPER*

PROGRAMMING CONCEPTS-22S1

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## STORYLINE

Our main character is a middle-aged man from London who was going after his grade all his life. One day he will find a portal and got closer but accidentally go through the portal. The portal leads to the medieval underworld where the green monster lives. The main character will look for his grade and go through dungeon rooms in order to find Nick the Green and achieve his life goal which is a 60% grade. Main character's name is Josh.

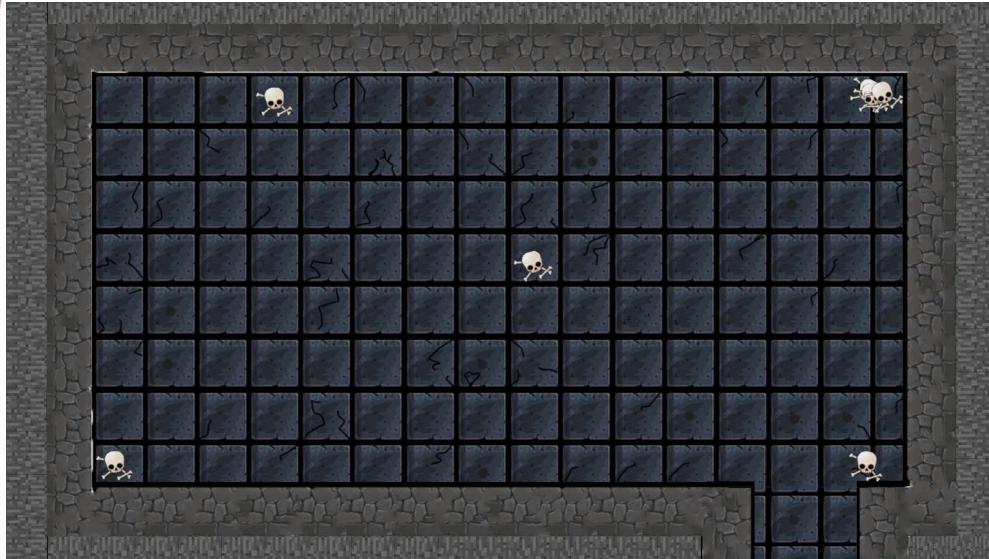
Enemy character's name is Nickdurer Greentrius Barthalomev Grande Third Jr Month.

Both Josh and Nick have abilities to shoot fireballs.

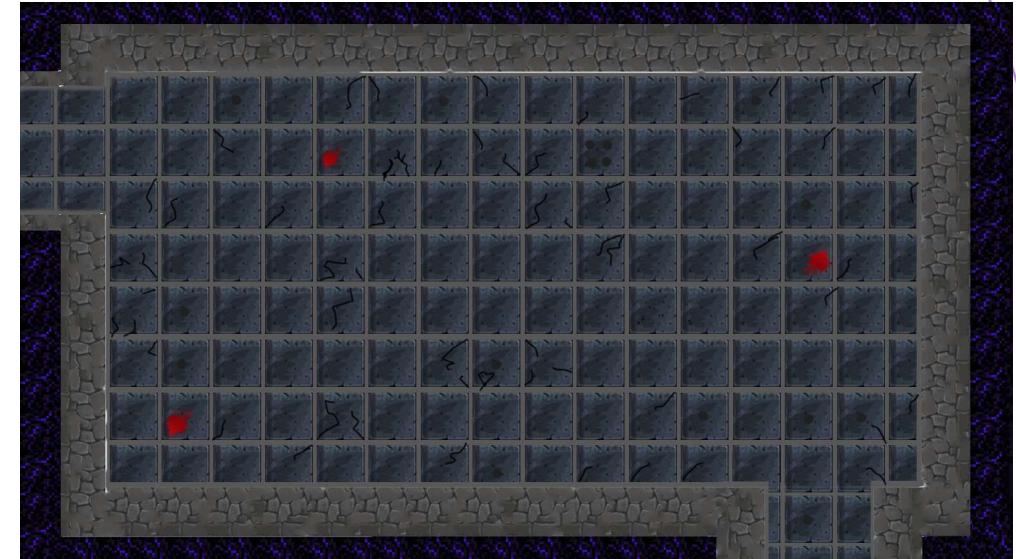


# *WORLDS / LEVELS*

Level 1

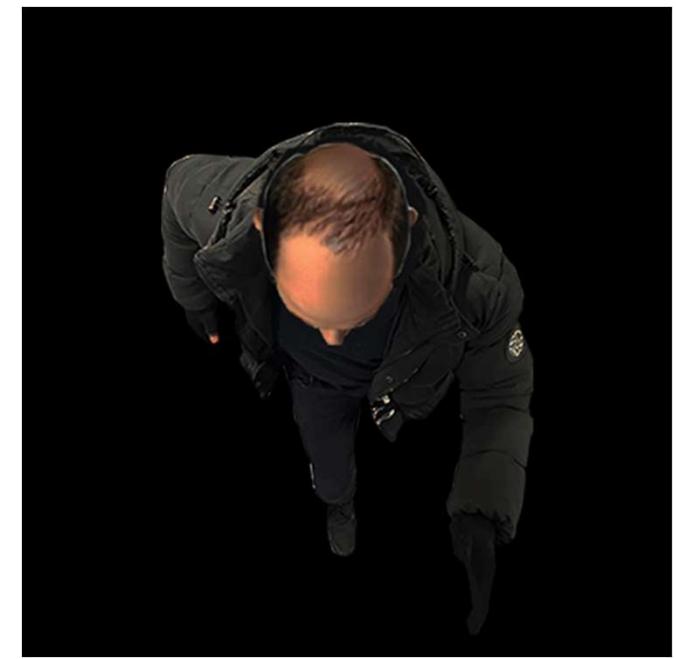
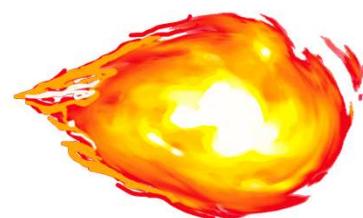


Level 2



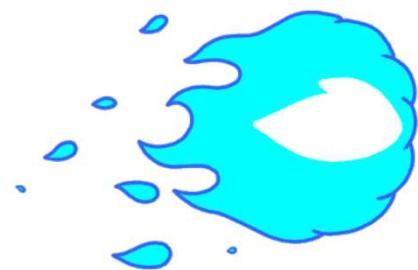
World Subclasses

*JOSH*



Actor subclass

# *NICK THE GREEN*



Actor subclass



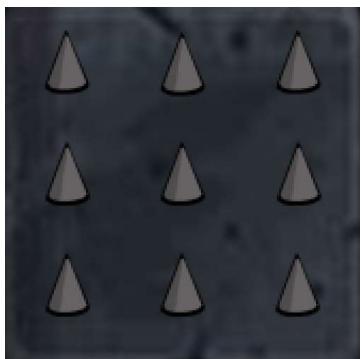
# *UNDERTALE SPEECHS*



Actor subclass

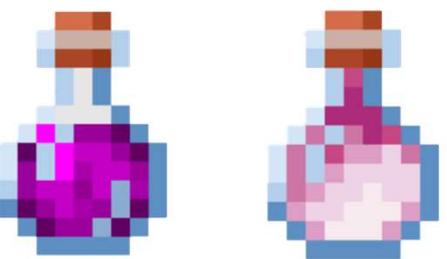
# *OBJECTS*

Spikes

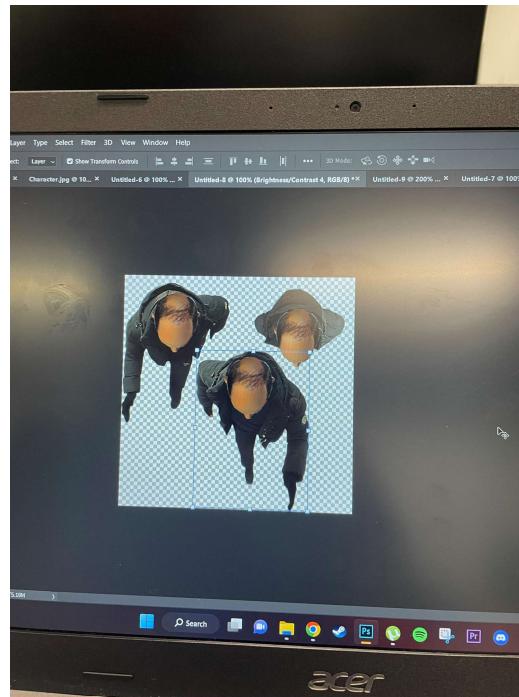
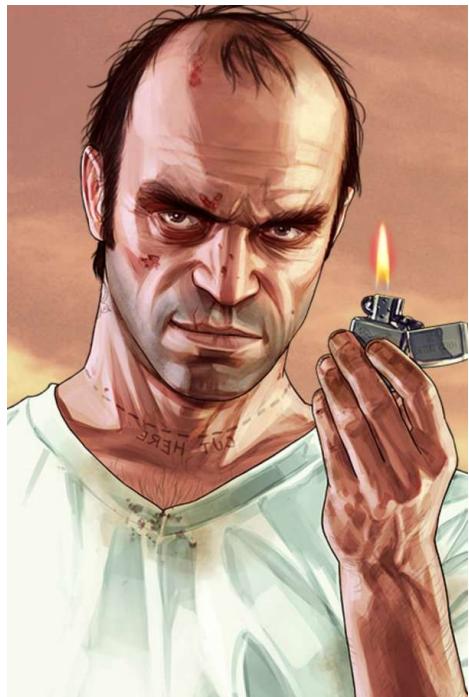


If the character goes over the spikes he loses health.

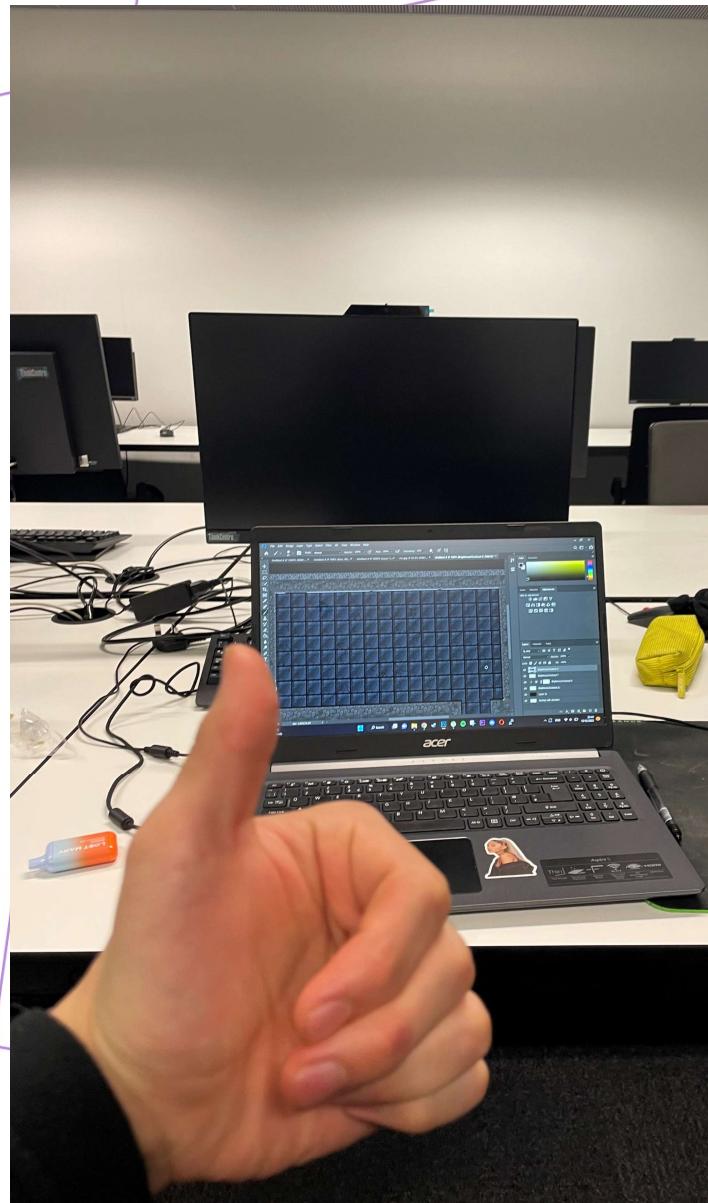
Potion

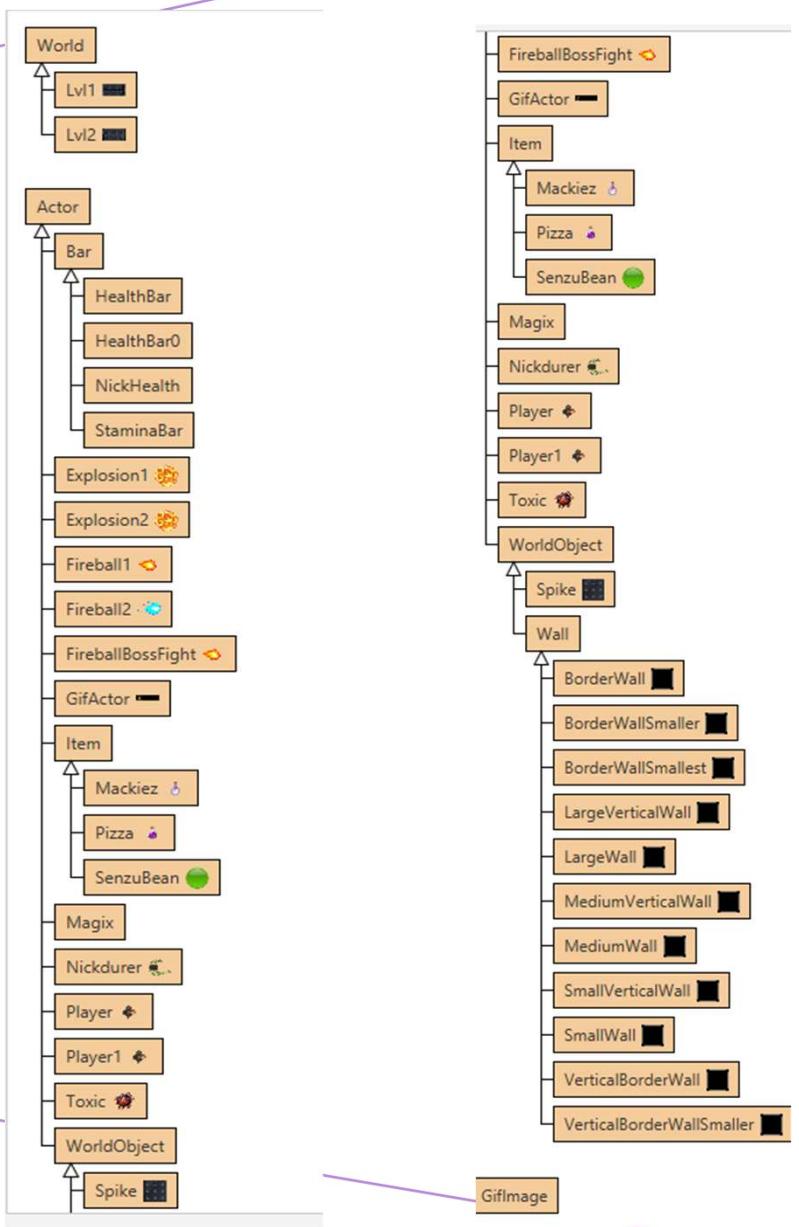


If the character picks up potions, Magix goes up which is basically ammo.



*DESIGNING PROGRESS*





# CLASSES AND BEHAVIOURS

# *GAMEPLAY*



# *ISSUES DURING DEVELOPING*

Learning the Green foot environment

Unclear errors

Walls

Animation

Level changes

Syntax

Undertale gif

Shooting

Sharing variables

Github

Magix reduction

Errors erros erros

Bruno

Music

GIF

Finding coordinates