

# Academic Odyssey

## Story Line:

The story line follows the main character of the game, who is an advocate for student safety and overall well-being. As he notices some of the Engineering students at Western University are not taking care of themselves and following unhealthy study habits, he sets out on a quest to take down any *Zombies* and aims to find the source of this bad energy. As he progresses through his journey, he realizes that an upcoming difficult assignment may be the cause for the unrest, however, he also notices some strange activity throughout the Engineering building which he is eager to check out. As you traverse through each level, you will be confronted with Zombies (students infected with some sort of virus) of varying strengths, and each level will test your ability to problem solve and use rational thinking. At the end of each level, you will be met by a boss battle which is sure to test your skills to the max!

Level 1 begins with the character entering ACEB (Amit Chakma Engineering Building) and defeating several random Zombies before meeting the first boss challenge which is a trivia challenge. After completing this, the boss master directs the character to the next challenge, Teja's Task, located in the UES lounge to obtain the USB that contains the solution to the assignment that all the students are struggling with. Afterwards the character takes the elevator to the second floor where they are met with higher level zombies that require more clicks to defeat. Eventually they face the second-floor boss master in a series of memory questions. Once that is complete, the character makes their way to the elevator to get to the 3<sup>rd</sup> floor only to realize that the elevator is broken, and a student inside tells them they must take the stairs and pass "Obaid's stair challenge" to reach the next level. Once the 3<sup>rd</sup> floor is reached, The character then faces the last boss master on level three "Zain's Mad House" who has a series of riddles and obstacles that the character must solve to escape his room. In this level, the Joker and the Riddler have taken over, and killed all the zombies for you, but their riddles are tricky, and the combination lock is not easy to open! After completing this challenge, the player can go to face the final boss of the game, Dr Shaima Ali, who is trying to stop you from uploading the assignment and save the students. The task is to keep the USB safe while she sends zombies of varying difficulty at you, asks trivia questions, and tests your memory. If the player can pass each stage, the game ends and the students are saved, but if they fail, they must start over!

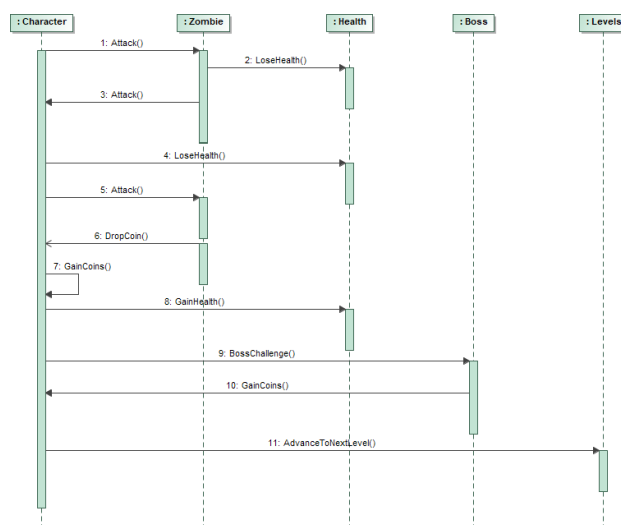
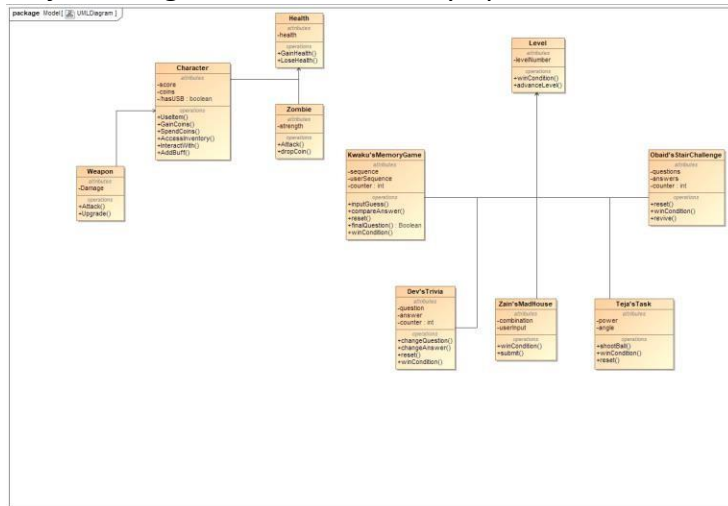
## Rules:

- Reach to the end of each floor without taking too much damage.
- Defeat x amount of zombies and collect coins before reaching floor boss master
- Defeat each floor master to progress to the next level and eventually reach the top floor
- Complete challenges along the way to reach the next floor

## Mock-ups:

The game is modelled after the ACEB (Amit Chakma Engineering Building) with each floor of the game reflecting a floor of ACEB. Will be 3D from a 3<sup>rd</sup> person perspective following the character as they traverse ACEB. In general, the main character stays within the hallways, but there are occasions where they may enter certain rooms (such as professor's offices or the UES Lounge). The final boss level is a large room with a computer in it, this computer spawns Professor Shaima Ali. The first and second floor of ACEB look normal, however the 3<sup>rd</sup> floor reflects Zain's true madness, as it has imagery of the Joker all over the place, and an unsettling soundtrack.

The sequence diagram and the uml class diagram remain the same! There were no changes major enough for there to be any updates to them!



## Checklist of Requirements:

- ✓ The fantasy world: Although it is based on the real world ACEB, there are plenty of fantasy features in this adaptation such as our NPCS like the joker, unreal physics, and zombies
- ✓ Storyline: Completed and detailed above
- ✓ Progress Measure: There are verbal queues from NPCS and the messages that you receive upon completing a level.
- ✓ Levels: We have 3 levels of differing features and difficulties, and even a bonus fourth level which has the final boss battle
- ✓ Challenges: Everyone has their own Challenges, whether it be levels, Obaid's Stair Challenge, Teja's Task, or the final boss level, everyone implemented their own challenge and work was distributed evenly
- ✓ Character Customization: The beginning of the game has an area where the character can change their skin, or their shirt, or even become Iron Man 🦾
- ✓ Character Progression: We have an automated system, where the character gets stronger every level, in terms of health, and strength against zombies, there are also objects which the character can grab to regenerate health or shield.
- ✓ Object Oriented Principles: Our game uses object oriented implementations very well!