ESCCAPE

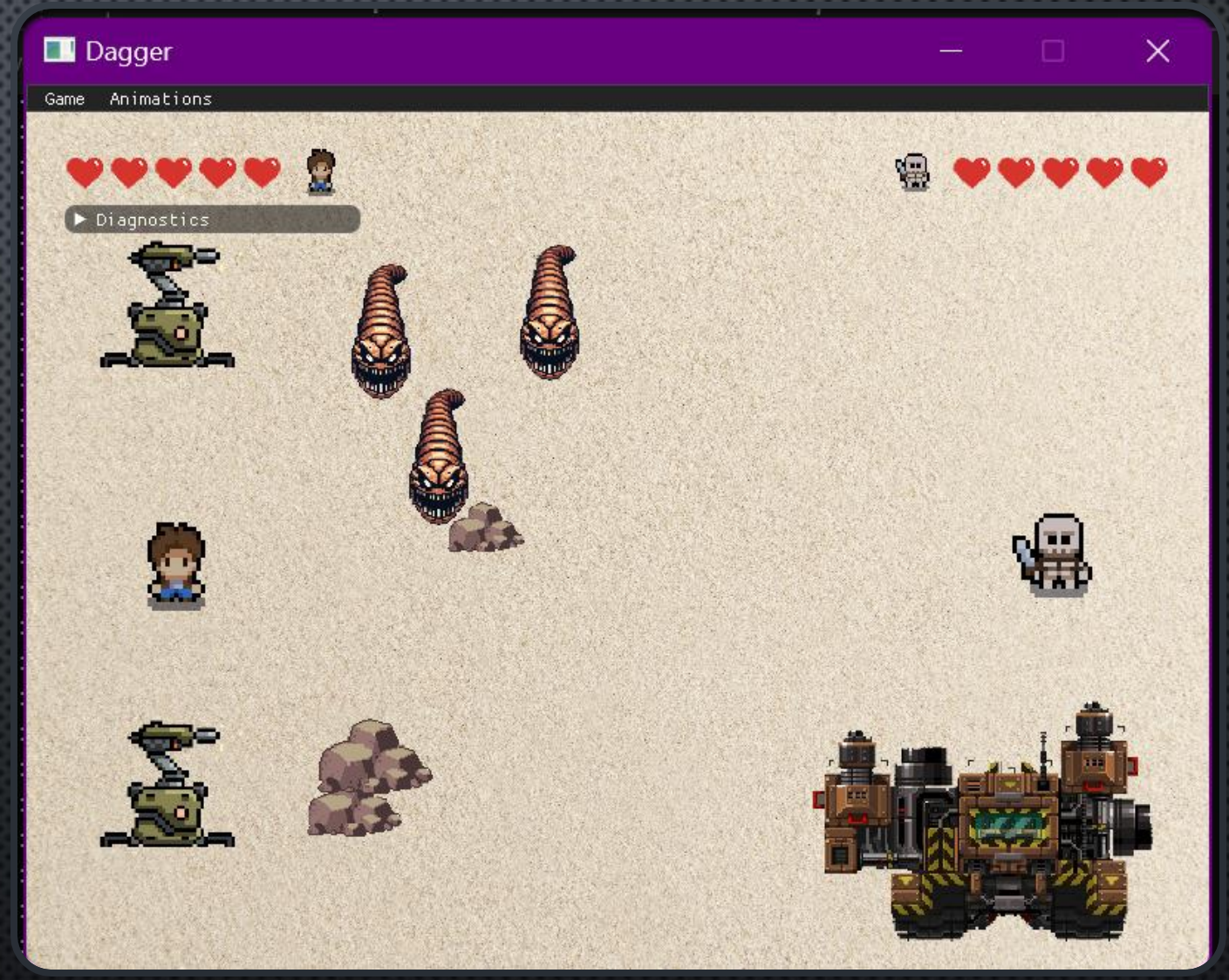
BY ESCCAPE

TEAM PROJECT

- Our game is a 2-player competitive survival game where players must outlast their opponent by avoiding deadly worms and collecting power-ups from a machine.
- Fans of fast-paced, strategic, and competitive 2D games with a retro aesthetic will love our game.
- https://github.com/enoxum/UbiBelPMF_2024/tree/Esccape

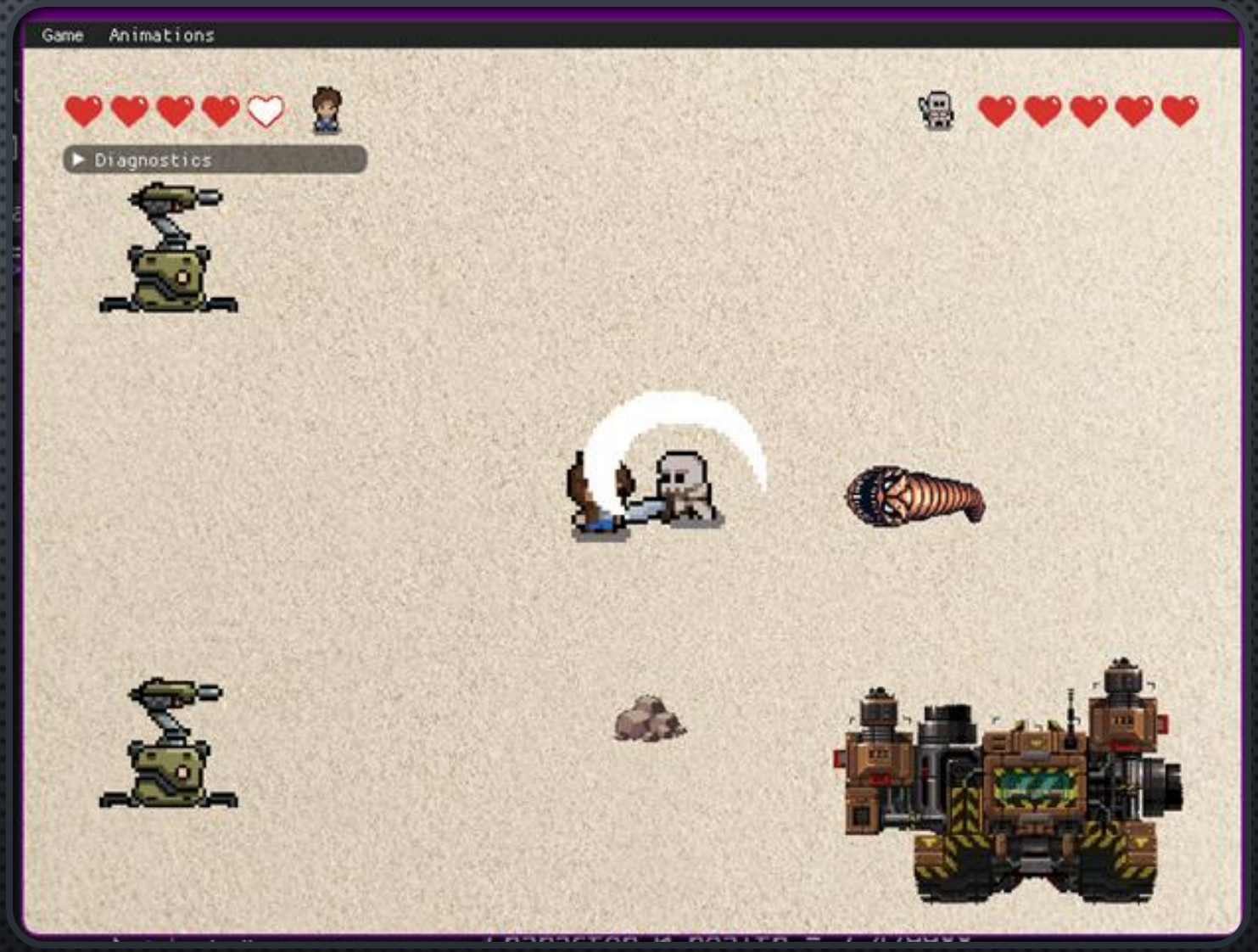
SCREENSHOTS

- BATTLE BEGINS!



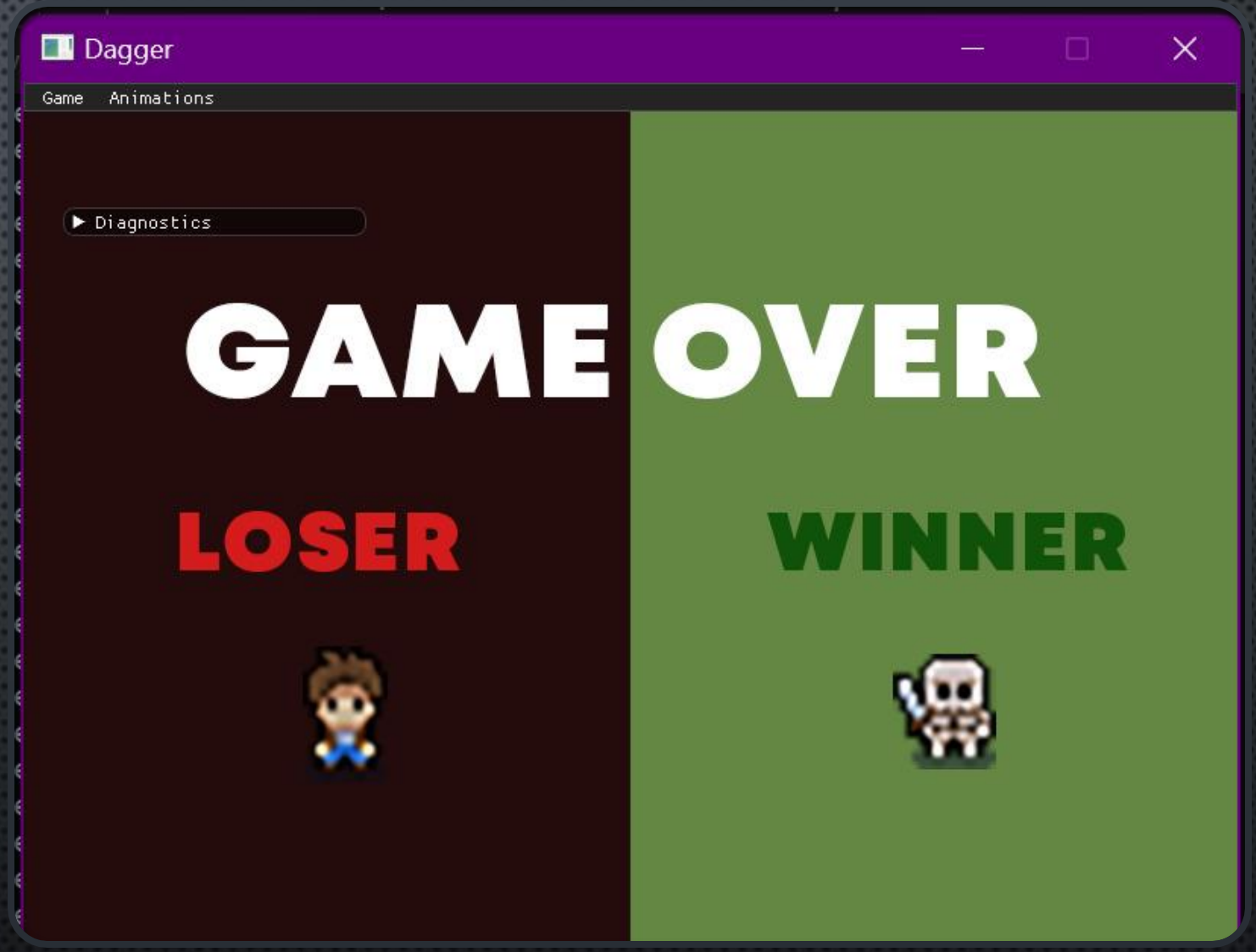
SCREENSHOTS

- BE CAREFUL SKELETON!



SCREENSHOTS

- BETTER LUCK NEXT TIME TIMOTHEE!



TEAM MEMBERS

- Maša Cucić
- Andrea Đukanović
- Nemanja Divljaković
- Mileta Jovanović
- Matija Stanković

Game Description

- The game is set in a desert arena inspired by the world of Dune, with dangerous worms, turret defenses, and a power-up machine.
- Players need to survive the desert, avoid worms and turret beams, and strategically use power-ups to defeat their opponent.

GAME DESCRIPTION

- THE MISSION IS CHALLENGING BECAUSE PLAYERS MUST CONSTANTLY AVOID DEADLY WORMS, TURRET BEAMS, AND THEIR OPPONENT'S ATTACKS.
- COLLECTING POWER-UPS FROM THE MACHINE CAN GIVE PLAYERS AN EDGE, PROVIDING TEMPORARY BOOSTS AND ADVANTAGES(OR DISADVANTAGES).

Game features

- **Controls:** Player 1 moves with WASD + Space, and Player 2 moves with Arrow keys + K.

Implemented by **Andrea and Nemanja**

Game features

- Players have health represented by hearts, which decreases when hit by worms or turret beams, but can be replenished or boosted through power-ups shot out by a machine.

Implemented by **Masa**

Game features

- Worms emerge from the ground to attack players, and turrets continuously shoot beams, both posing constant threats that players must avoid to survive.

Implemented by **Mileta and Matija**

Game features

- The game ends when one player defeats the opponent. A player wins by surviving longer than the opponent or loses if they get hit by a worm.

POSTMORTEM

WHAT WENT WELL?

- WE SUCCESSFULLY IMPLEMENTED ENGAGING GAMEPLAY MECHANICS AND A VARIETY OF POWER-UPS THAT ADDED STRATEGIC DEPTH TO THE GAME
- THE PART WE ENJOYED THE MOST IS SEEING OUR GAME COME TOGETHER FROM CONCEPT TO A PLAYABLE EXPERIENCE.

POSTMORTEM

Features not implemented:

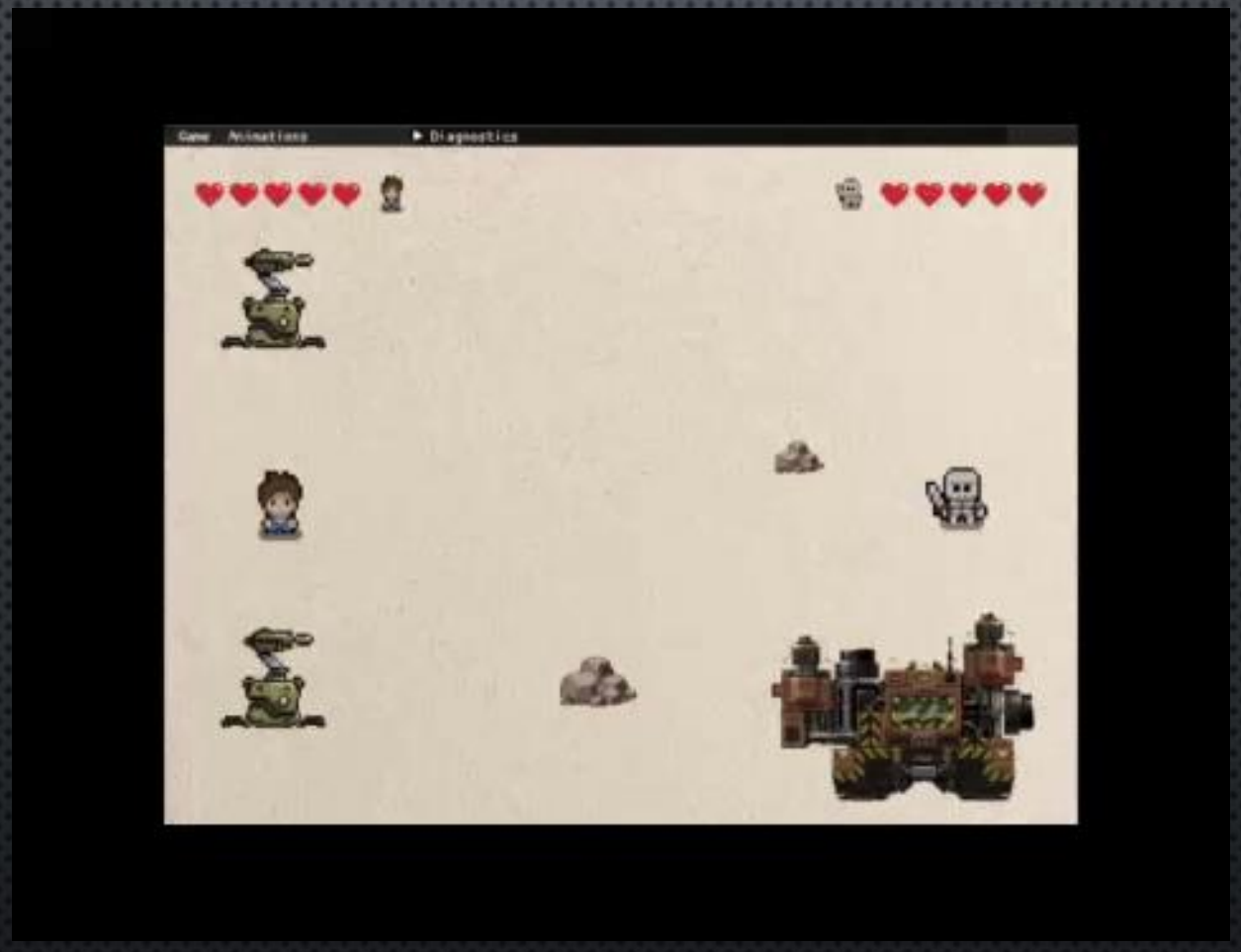
- Different maps
- More power ups

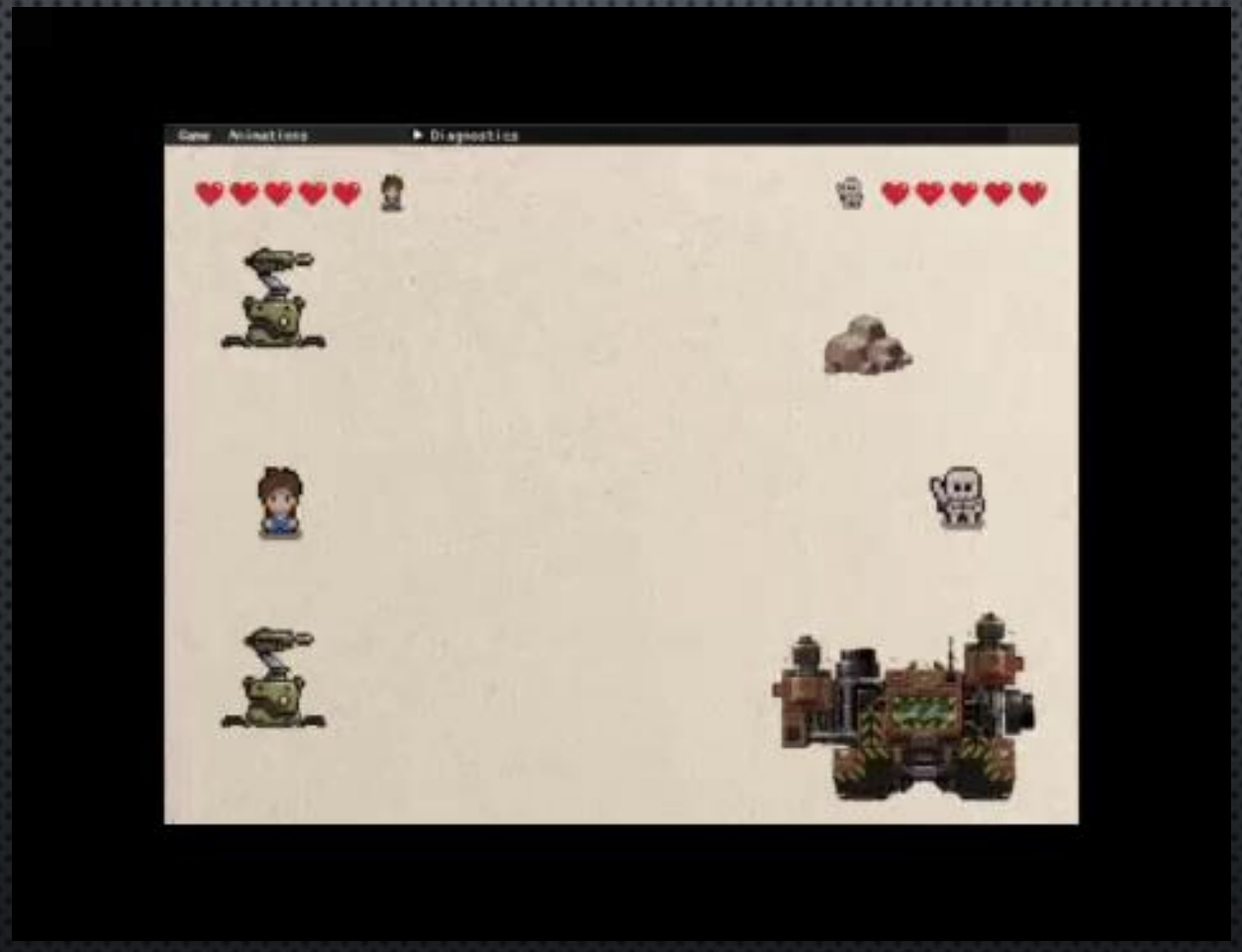
POSTMORTEM

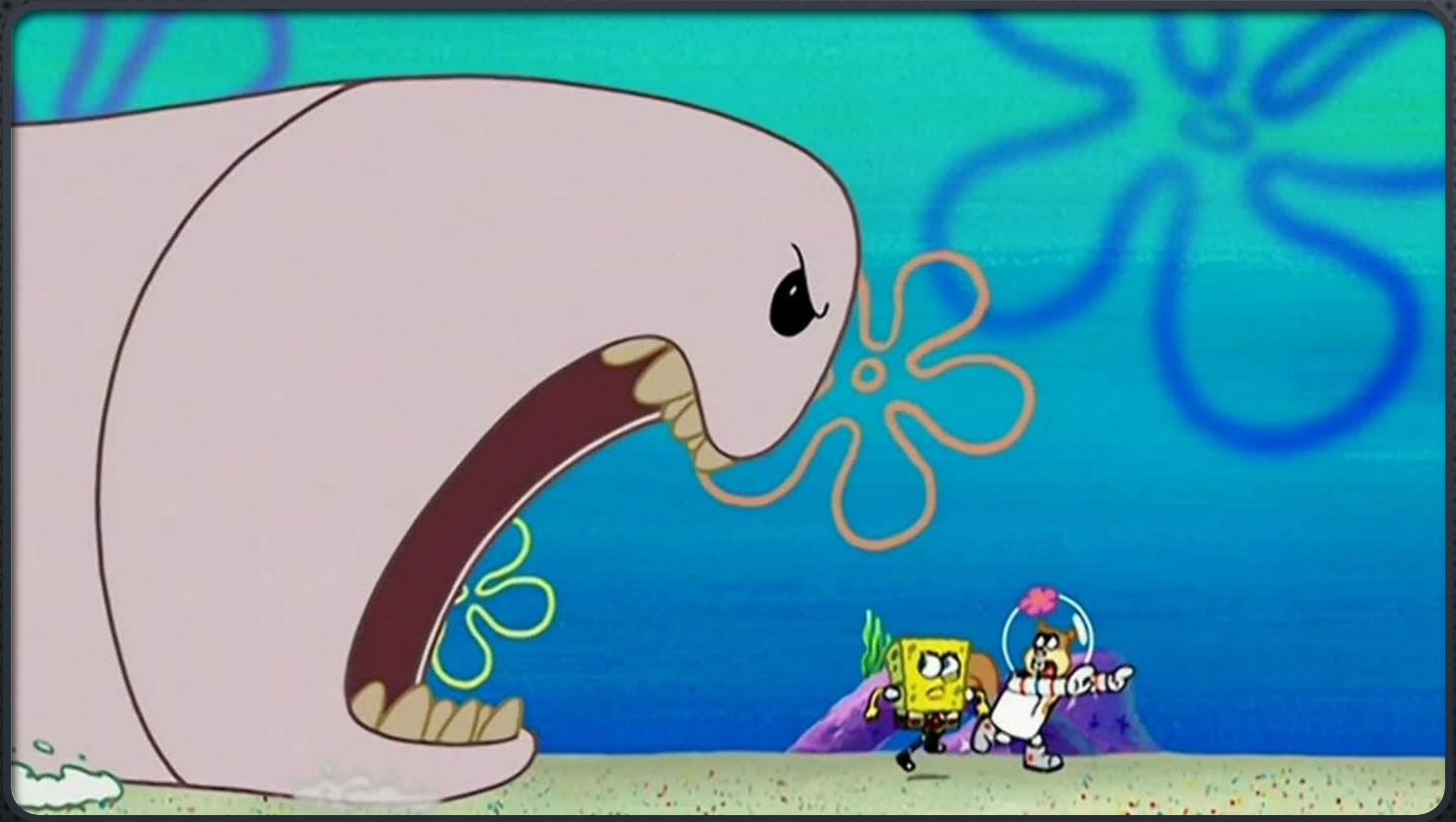
Some of the great additions to dagger would be:

- Docs

Game
Animations
Diagnostics


Game
Animations
Diagnostics


Game
Animations
Diagnostics



THANK YOU!

QUESTIONS