Group Awesome

Final Project

Final Group report

First off, our group is Chris Mclaughlin, Ryan Vanek, Dan Wright and Eric Schlichting. Our game is a 2d side scroller featuring a robot who fights vampires.

The controls for our game are:

Left/Right – Moves the robot left and right

A – Jump

B – Fires a rocket

Up/R-button – Uses the robot’s jetpack. Can only be used while midair.

There are two resources the player needs to watch that is health and fuel. The health bar is on the left hand side of the screen if it runs out the robot dies and you have to restart at the beginning of the game. The fuel bar is on the right hand side of the screen, using the jetpack drains fuel. The jetpack drains fuel rapidly, but fuel regenerates slowly over time. In order to use the jetpack you also have to be in the air so make sure to jump or run off an edge before using the jetpack. If you run out of fuel you can still jump normally, however the fuel does regenerate so you will never be out of fuel for long.

The vampires are the enemies of our game. There are 8-9 vampires on each level they spawn at certain spots and walk around randomly. Once the player comes within range of a vampire that one will start to walk towards the player, they have a speed that is slower than the player so you are able to outrun them but if you can’t, the player is able to kill a vampire with 2 rockets. Pressing the B button fires a rocket it moves forward in whichever direction the player is facing. In order to add some difficulty to the game we only allow the player to fire one rocket at a time.

Another feature we added is spikes, in the second level there are spike that damage the player if you run into them. They don’t do enough damage to instantly kill you but they do quite a bit. The first level is an introduction to the game and moving about, the second level requires a bit more coordination with avoiding pitfalls and spikes.

Other features that we added are parallax scrolling, multiple enemies, and modifying the players speed based on the terrain. If you run up a hill you will be slowed, if you run down a hill your speed will increase.