YOUNG CODERZ GDD Mission To Survive Game



GAME ANALYSIS

The game is about saving the Earth from non-renewable resources. Its mechanics and the flow of colors make the game enjoyable. The game focuses on making people aware of the dangers of climate change and to make people use solar energy and the example of using solar energy (that is used numerously in the game) is using solar panels.

EMENT

The game's name is Mission To Survive, it is available on android. The game's main idea is to save Earth from a bunch of enemies and completing missions to decrease the amount of pollution in the Earth's atmosphere and to increase the number of houses that use solar panels.

STORYLINE & CHARACTERS

Once upon a time, the Earth was normal until a breakout of enemies started attacking Earth, polluting it terribly. Earth decided to send its companion, Eco Earth, on a mission to save it from the non-renewable resources that are polluting it every second.

| Character | Description | Characteristics | Misc. Info |
|-----------|--|--|----------------------|
| Eco Earth | Eco Earth is a miniature figure of Earth trying to save the Earth we are living in It is a Playable Character. | Eco Earth fights with. It has 1 live. Eco Earth tries as much as possible to hold the non-renewable resources away from Earth not to pollute it even more. | Companion for Earth. |
| | | | |



Player Experience

Firstly, you will be greeted with Screen 1, the "Play Screen". You will see a video (created by the animator, who is also writing this document) that will make you somewhat understand what the game is about. When you click 'Play', you will be redirected to Screen 2, your first mission. You are supposed to kill the enemies (Coal) using your companion, Eco Earth. Once you kill 3 enemies, you will be redirected to Screen 3, a photo of the Earth smiling at you for completing Mission 'Next ->' (which can be found at the right bottom corner), you 1. After you click will be redirected to Screen 4, where you must save an entire city from more than 3 enemies. After that, you will be redirected to Screen 5, you will see Earth smiling with more solar cells implanted on it. After you click 'Next ->' (which can be found at the right bottom corner), you will be redirected to Screen 6, where you must save the entire planet. Since the outbreak got way worse than before, Eco Earth (you) will be having much more trouble trying to finish off these enemies. After finishing this last mission, you will be redirected to Screen 7, where Earth has been cured... Not entirely. Screen 8 will tell you about how people could reunite and save Earth from the bad non-renewable resources and show you the good ending where the sun will rise, and the Earth will be healthier than ever if you survive. Remember, you only have one life.

Game Objectives & Rewards

| Rewards | Penalties | Difficulty Levels |
|----------------------|--|---|
| Gaining score points | Every time you kill 1 Coal, it will reward 5 score points. | Screen 2: Level 1 Screen 4: Level 2 Screen 6: Level 3 |

Gameplay Mechanics:

| Character Attributes | | | |
|---|---|--|--|
| Character | Movement Abilities / Actions Available | | |
| Eco Earth | Click on Eco Earth's Picture to shoot Coal | | |
| | | | |
| Game Modes | | | |
| Level 1: Easy Level 2: Medium Level 3: Hard | Level 1: Fight 3 Coal Level 2: Fight more than 3 Level 3: Fight more than 3 | | |
| Scoring System | | | |
| Points/Coins/Stars/Etc. | How it's Awarded & Benefits | | |
| Score (points) | When you kill 1 Coal, you gain 5 score points | | |

Level Design: Committed on git hub





Code:

Screen1

```
when startingscreenvideo .Completed
do call startingscreenvideo .Start

when play_btn .Click
do open another screen screenName .Screen2 .
```

```
set global millis • to call Clock1 • Second instant call Clock1 • Now
             nitialize global (millis) to
               set solar panel . Visible to false set Ball . Visible to false
                                                                                                                                                                                                                                                                                                                                                                                                                          set coal 1 • . (Visible • to tale • set coal 1 • . (Visible • to tale • set coal 2 • coal 2 •
      itialize global score to 0
        to [updateScore]
do set score_text v . Text v to poin SCORE:
                                                                                                                                                                                                                                                                                                                                                                                                                               call updateScore 
call CLOUD_1 .MoveTo
         en [main_character ] .Touched
                                                                                                                                                                                                                                                                                                                                                                                                                                set CLOUD_1 · Heading · to 270
                                                                                                                                                                                                                                                                                                                                                                                                                               set CLOUD_1 · . Speed · to 20 call CLOUD_2 · .MoveTo
                                                                                                 main_character · X · + 120
                                                                            set CLOUD_2 • . (Heading • to (270) set CLOUD_2 • . (Speed • to (20) call CLOUD_3 • . (MoveTo
             set Ball1 • . Visible • to true • set Ball1 • . Speed • to 30 set Ball1 • . Heading • to 360
                                                                                                                                                                                                                                                                                                                                                                                                                              y 50
set CLOUD 3 · . Heading · to 270
set CLOUD 3 · . Speed · to 20
set pol percent · . Text · to pol percent · . Text · - 10
         set Ball1 . Visible to false
                                                                                                                                                                                                                                                                                                                                                                                                                               @ if get global score ≥ ≥ 5 then open another screen screenName Scr
       open another screen screenName Screen1 •
```

Screen 3

```
when Screen3 • BackPressed
do open another screen screenName | Screen2 •

when Button1 • Click
do open another screen screenName | Screen4 •
```

```
set Coal 1. X. to random integer from [20] to [50]
set Coal 2. X. to random integer from [15] to [55]
set Coal 3. X. to random integer from [10] to [50]
set Coal 4. X. to random integer from [10] to [50]
      set Ball1 · . Visible · to false · set Ball2 · . Visible · to false ·
  ther

set coal 1 . Visible to false 

set coal 2 . Visible to false 

set coal 2 . Visible to false 

set coal 3 . Visible to false 

set coal 4 . Visible to false 

set coal 5 . Visible to false 

set coal 5 . Visible to false 

set coal 4 . Visible to false 

set coal 5 . Visible to 
                                                                                                                                                                                                                                                                                                                                                                                                                                                                  set coal 2 . Visible to false set man character 2 . Visible to false set man character 3 . Visible to false set coal 2 . Visible to false set coal 3 . Visib
set coal 3 **. Visible ** to ** false **
set coal 3 **. Visible ** to ** false **
set core num **. flext ** to ** 60 core nu
set solar cell 4 **. Visible ** to ** false **
set main character 3 **. Visible ** to ** false **
set main character 4 **. Visible ** to **
set main character 4 **. Visible ** to **
set falsi 3 **. Visible ** to **
set falsi 3 **. Visible ** to **
set falsi 4 **. Visible ** to **
set false **
set food 2 **. Visible ** to **
set false **
set food 2 **. Visible **
to **
set false **
set food 2 **. Visible **
to **
set false **
set food 2 **. Visible **
to **
set food 2 **
se
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               score_num · . Text · + . 5
      set cloud_2 · Visible · to false
set cloud_4 · Visible · to false
    y call (Ball1 **) MoveTo x (0) main_character ** . X ** (120)
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               set Ball1 . Visible to false
                                                                                                               y 0 man_character • . Y • • main_character • . Height • / . [2]
      set Ball1 • . Visible • to true • set Ball1 • . Speed • to 30 set Ball1 • . Heading • to 360
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     set Ball2 . Visible to false
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     set Ball3 . Visible to false
  Vical Bail2 - MoveTo

x O main_character2 - X + 120
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   set Ball3 . Visible to false
                                                                                                     y 0 main_character2 · . Y · · · main_character2 · . Height · / 2
  set Ball2 v . Visible v to true v
set Ball2 v . Speed v to 30
set Ball2 v . Heading v to 360
                                                                                                                                                       main_character2 • X • + 120
                                                                                            y | O | main_character2 • | X • | main_character2 • | Height • | / | 2
set Ball3 • . Visible • to true • set Ball3 • . Speed • to 30 set Ball3 • . Heading • to 360
  set Ball4 v. Visible v to true v set Ball4 v. Speed v to 30 set Ball4 v. Heading v to 360
```

Screen 5

```
when Button1 · Click
do open another screen screenName Screen6 ·

when Screen5 · BackPressed
do open another screen screenName Screen4 ·

when Screen5 · Initialize
do call Sound1 · Play
```

```
nt • . Text • to pol_percent • Text • - 1
                                                                    earth_char • X • 150
                                                              y earth_char • Y • ( earth_char • ) Height • / (2)
       earth_char • X • + 150
       earth_char • Y • • r earth_char • Height • / 2
                                                                     earth_char. Y Y + | earth_char + Height + / 2
       earth_char • X • (150)
  y earth_char Y Y earth_char Height / 2
                    set Ball4 . Visible to false
```

Screen 7

```
when Screen7 • BackPressed

do open another screen screenName Screen6 •

when Button1 • Click

do open another screen screenName Screen8 •
```

```
when Screen8 • .BackPressed
do open another screen screenName | Screen7 • | Sc
```

