Lorann-Ex

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Contents

Chapter 1

Planning

At the beginning of the project we had to organize all the project to give differents tasks to the members of the team.

1.1   Team

The team is composed of four persons each have a specific task in the project.

Baptiste Saclier *Project leader* : In charge of the organisation of the project and the controller of the software
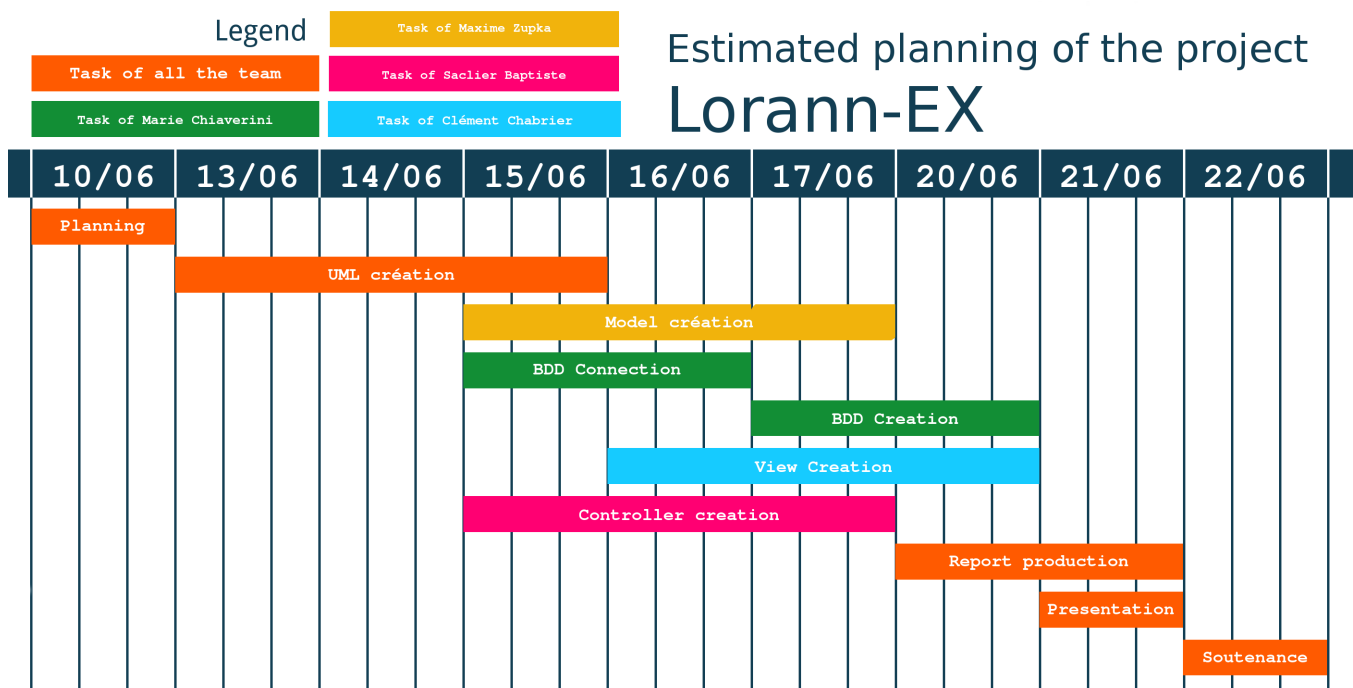
Marie Chiaverini In charge of the model of the game
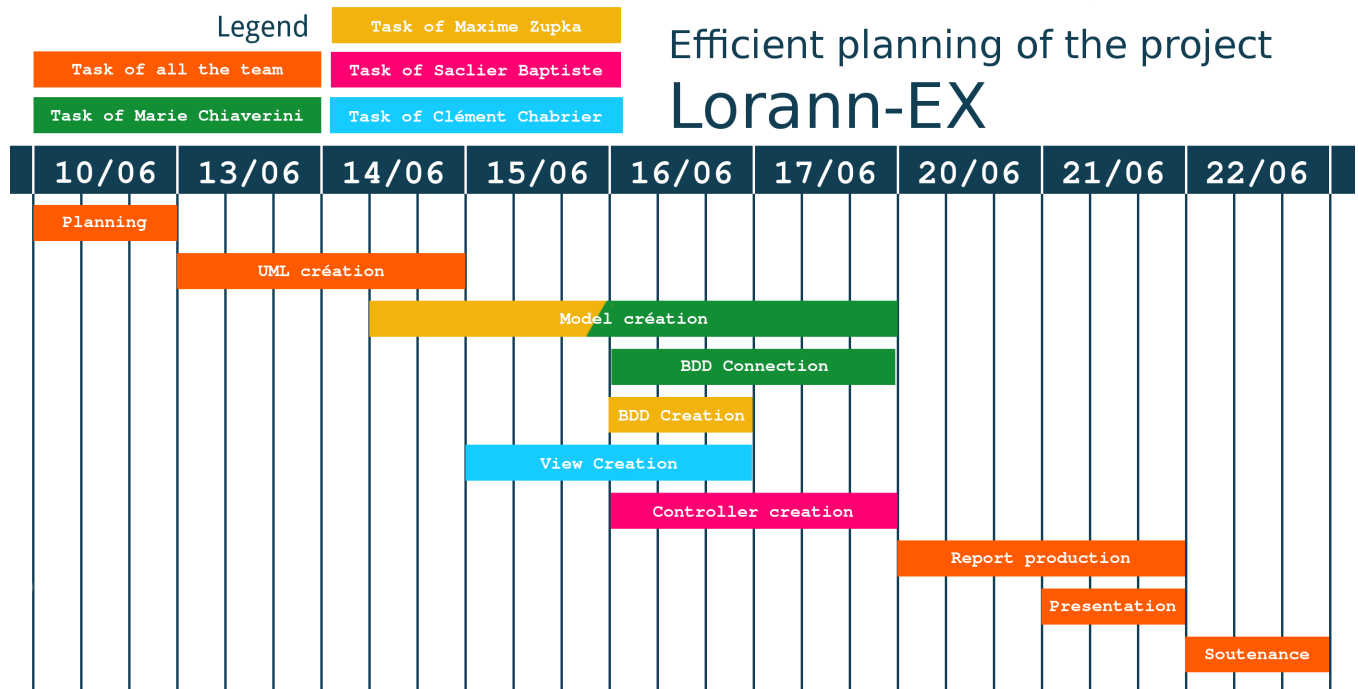
Clément Chabrier In charge of the view of the project

Maxime Zupka In charge of the design of the level, the documentation and the administration of the database.

1.2   Planning diagram

1.2.1   Estimated planning

Legend

Task of all the team	Task of Maxime Zupka
Task of Marie Chiaverini	Task of Saclier Baptiste
	Task of Clément Chabrier

Estimated planning of the project Lorann-EX

10/06	13/06	14/06	15/06	16/06	17/06	20/06	21/06	22/06

- Planning
- UML création
- Model création
- BDD Connection
- BDD Creation
- View Creation
- Controller creation
- Report production
- Presentation
- Soutenance

1.2.2 Efficient planning

Legend
- Task of all the team
- Task of Marie Chiaverini
- Task of Maxime Zupka
- Task of Saclier Baptiste
- Task of Clément Chabrier

Efficient planning of the project
Lorann-EX

10/06	13/06	14/06	15/06	16/06	17/06	20/06	21/06	22/06

- Planning
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Chapter 2

Game manual

Welcome to the world of Lorann. In this world you will discover a whole world of danger in the maze of Nova-Ann. You have to finish all the level to win the game.

Good luck Lorann.

2.1   Installation

The installation of the game is pretty easy. Just download the executable *JAR* from *github.com* at the address `goo.gl/Mf4zIH`. And play. The database is distant and fully configurated.

2.2   Level

The first level of the game
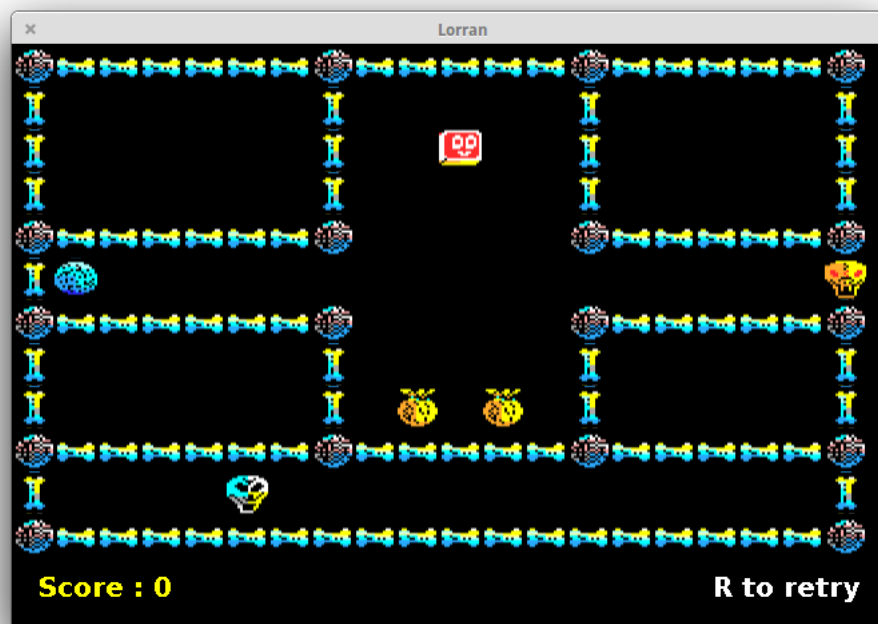
A level contains many elements and each of them have a specific comportment. Next, you will find the component of this level and a short description of them.

Name	Sprite	Description
Lorann		The hero of the game. You can control him to finish the level, kill monsters and earn points.
Wall		The limits of the level. You and the monsters cannot pass trought this elements.
Purse		A point bonus of 100 when lorann come hover this item.
Magic Bubble		The key of the level. You need to get it to open the door and finish the level.
Door		On the left, the door of the level closed. It will kill you if you touch it. On the right, the door opened. Yous can finish the level if you touch it.
Monster		The monster is a deadly element. You cannot touch it but you can shoot it by launching a spell. There are 4 types of monster specified in the section 2.3

Goal   The goal of the level is to go out by the opened door. Opened by the Magic bubble you taked just before.

Points   There are many possibilities of earning points. First by taking money purses. By finishing the level, by taking the Magic bubble or by shooting monsters.

2.3   Monsters

There are four types of monsters. Each type have his own sprite and his own comportment. But they can all be killed bu the spell of lorann and all killes lorann when he meet one of them.

Straight monster
    This type of monster just go in a direction UP, DOWN, LEFT or RIGHT and bounce on walls. By killing it you could earn 150 points.

Diagonal monster
    This type of monster go in a diagonal direction and bouce on the wall. If you kill it you could earn 225 points.

Random monster
    This type of monster go in a random direction at any time. This random monster take a new direction on each tick. If you kill it you could earn 285 points
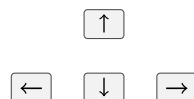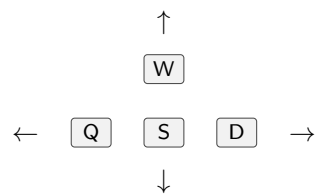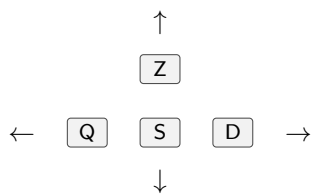
Following monster
    This type of monster is the most dangerous. It will be follow Lorann in a straight line without avoid walls. If you kill it you will earn 315 points.

2.4   Controls

You have to control the position of lorann to go at the end of the level. To control him just use the arrow keys.

↑

← ↓ →

You can allso use the standards french or american FPS keys like.

↑
Z
← Q S D →
↓

↑
W
← Q S D →
↓

2.5   Spell

Lorann can launch a multicolor spell on the level to kill monsters by using the `space` key. It will be lauch in front of lorann and will bounce on the walls.

If the spell hits Lorann he will be get it and could relaunch it after. If it hits a monster, he will die and the spell continue his path.

2.6   Retry

If Lorann die you can restart the level from the beginning by hitting the key `R`. Il will cost you 350 points and the level will be reloaded from the database.