

Lorann-Ex

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Chapter 1

Planning

At the beginning of the project we had to organize all the project to give different 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

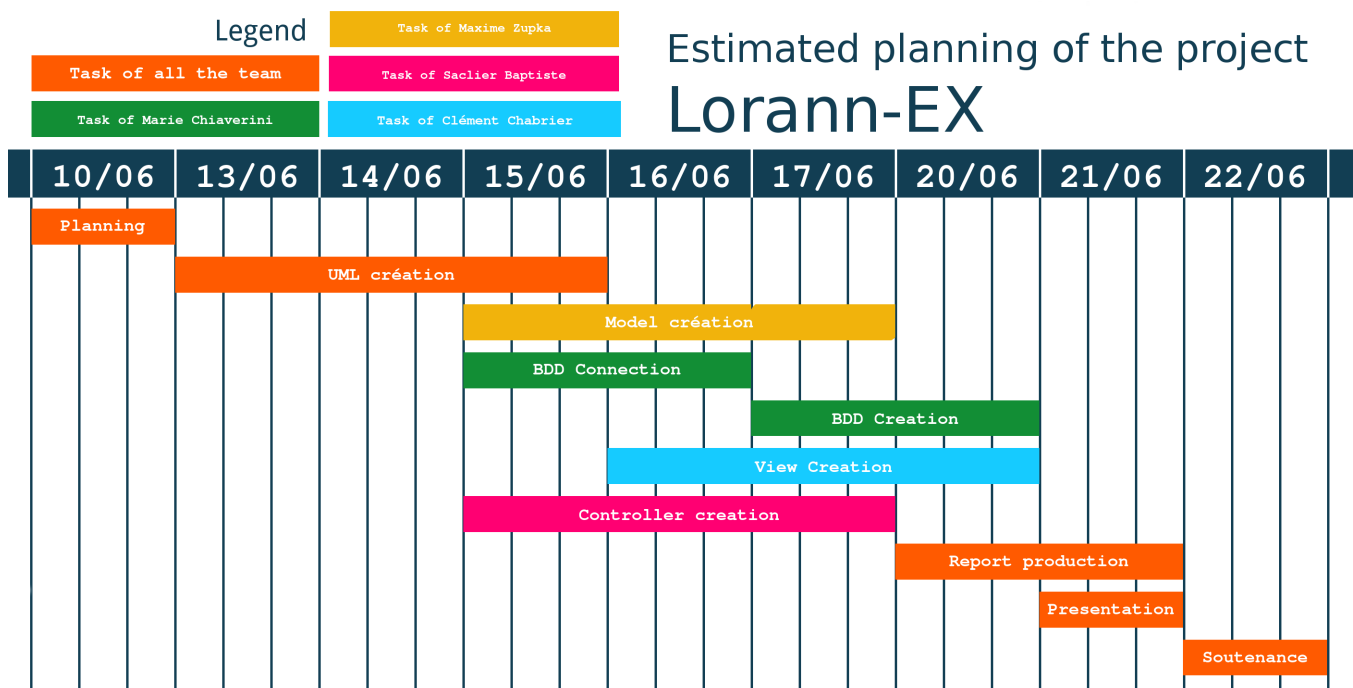
Marie Chiaverini In charge of the model of the game, loading systems and data storage

Clément Chabrier In charge of the view of the project, UML redactor and documentation master

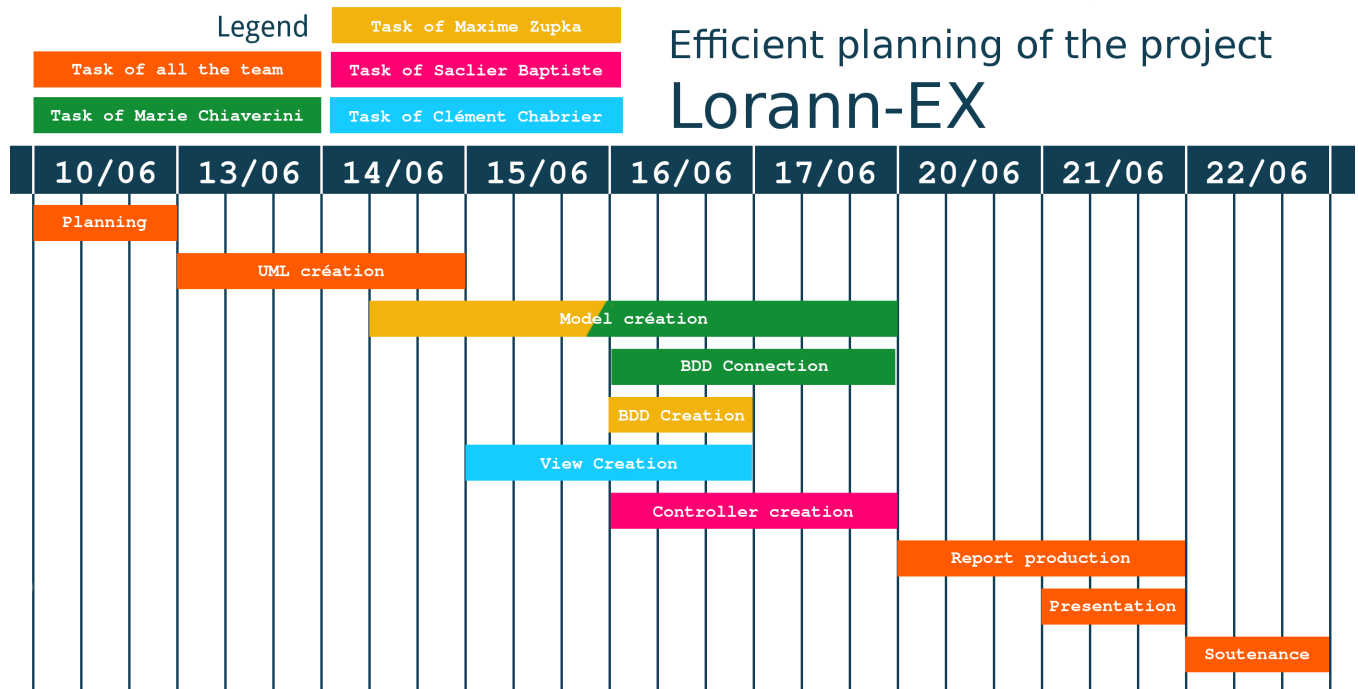
Maxime Zupka In charge of the design of the level, the documentation and the administration of the database.

1.2 Planning diagram

1.2.1 Estimated planning



1.2.2 Efficient planning



Chapter 2

Game manual

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

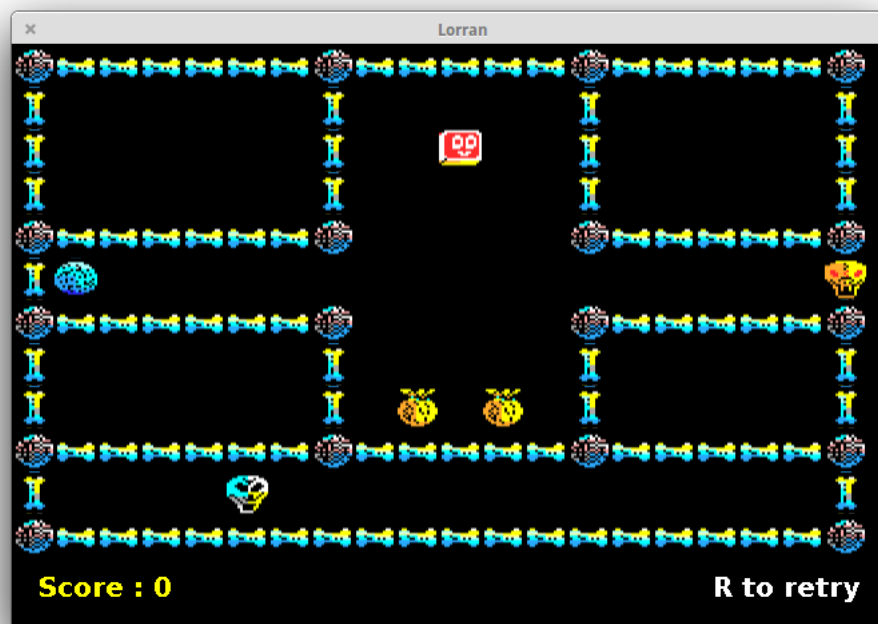
Good luck Lorann.

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 configured.

2.2 Level

The first level of the game



A level contains many elements and each of them have a specific behavior. Next, you will find the components 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 through this element.
Purse		A 100 points bonus when Lorann comes from 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 is closed. It will kill you if you step on it. On the right, the door is opened. You can finish the level if you step on it.
Monster		The monster is a deadly element. You cannot step on 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 took just before.

Points There are many possibilities to get 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 has its own sprite and its own comportment. But they can all be killed by the spell of Lorann and all kill Lorann when he meets one of them.

Straight monster



This type of monster just goes in a direction UP, DOWN, LEFT or RIGHT and bounces on walls. By killing it you will earn 150 points.

Diagonal monster



This type of monster goes in a diagonal direction and bounces on the wall. If you kill it you will earn 225 points.

Random monster



This type of monster goes in a random direction at any time. This random monster takes a new direction on each tick. If you kill it you will earn 285 points.

Following monster



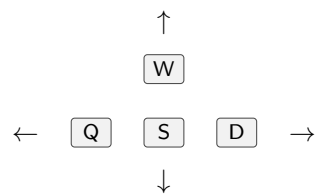
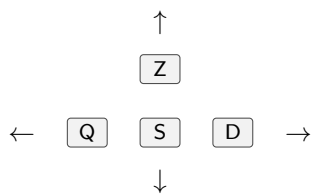
This type of monster is the most dangerous. It will follow Lorann in a straight line without avoiding walls. If you kill it you will earn 315 points.

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.



2.5 Spell



Lorann can cast 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 able to cast an other one. 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.