Evan Sucher

Final Project Documentation

Genre: 2D Adventure/Action

Project Path: EvanSucher.FinalProject

Short Description:

My game is a top down game where you control a energy infused green ball. Red enemy balls will attack you and kill you on contact. However, the walls near you are energized by your radioactive aura and they will disintegrate enemies. Hide, dodge, and trick your enemies by moving the arrow keys and explore to make it to the goal.

Long Description:

I made my final project in Monogame and it’s a top down game where you use the arrow keys to move your character through a dark labyrinth. You play as a energy infused green ball that energizes the walls around you, filling them with electrical energy that will vaporize anything besides you that touches it. The goal of the game is to move the ball through the labyrinth in order to get to the end of the level, but there are several red enemy balls you face along the path. These enemies will destroy you if you touch them, however they are susceptible to being vaporized by touching any electrically charged walls.

The red enemy balls are fairly smart however and they will avoid walls in order. They also will not be able to detect you around walls. If you are savvy enough you can bait them into going after you, but they are still very good at avoiding walls. You can hide enemies or trick them into hitting electrified walls in order to get to the end of the level.

Credits:

Thanks to Jeff Meyers for the monogame library and teaching Game Programming. Also thanks to Bill Guschwan for teaching my AI programming class. Other than than the monogame libraries, all code written was my own.