

OIRAM REPUS

Repo link: <https://github.com/FalconEthics/OIRAM>

Introduction:

My submission for ITP1 final game project, OIRAM REPUS is an adventurous game inspired by Mario. The project was developed using p5.js, vanilla es6, and css3. The game is designed to provide an engaging and exciting experience for players.

Story:

Once upon a time, in a magical kingdom far, far away, there lived a hero named Oiram Repus. Oiram was known for his bravery and his love for adventure. He spent his days exploring the kingdom and helping those in need.

One day, the kingdom was in trouble. The evil king had stolen the magical crystal that kept the kingdom safe and prosperous. Without the crystal, the kingdom was in chaos. The people were suffering, and the once beautiful kingdom was now dark and gloomy.

Oiram knew he had to act fast. He set out on a mission to retrieve the crystal from the evil king's castle. The journey was treacherous, with dangerous canyons, fierce enemies, and challenging obstacles in his way. But Oiram was determined to save the kingdom and bring back the light.

As you embark on this adventure with Oiram, help him navigate through the canyons, defeat the enemies, and overcome the obstacles in his path. Collect coins and power-ups along the way to gain points and increase your chances of success.

Get ready to embark on an epic adventure and join Oiram Repus in his quest to save the kingdom!

Objective:

The objective of the game is to help the main character, Oiram, reach the Win Palace while avoiding enemies and obstacles. The player must collect coins and other items along the way to gain points and power-ups. The game has several levels of increasing difficulty, and the ultimate goal is to complete all levels and reach the Win Palace.

Features:

The game has several features that make it engaging and exciting for players. The following are features that I added in addition to the ones provided though the videos:

- HD Textures: The game includes high-definition textures that enhance the visual experience for players.

- SFX: The game has sound effects that create a more immersive experience for players.
- UI: The game includes a user interface that displays the player's score, lives, and other important information.
- Start, End, and Game Over Screens: The game includes screens that provide information and feedback to players at the beginning and end of the game.
- Sprite Animations: The game includes sprite animations that make the main character and enemies more dynamic and interesting.
- New Canyons: The game includes new canyons that add variety and challenge to the gameplay.
- More Enemies: The game includes more enemies that make the game more challenging.
- Super Spell: The game includes a Super Spell that the player can collect to gain extra power.
- Stairs: The game includes stairs that the player must climb to progress through the levels.
- More Platforms: The game includes more platforms that the player can use to navigate the game world.
- Win Palace: The game includes a Win Palace that the player must reach to complete the game.
- Background Div and Music: The game includes a background div and music that add to the overall atmosphere and experience.
- Added Meshes: The game includes added meshes like hills and trees that enhance the visual experience for players.
- HD Floor: The game includes an HD floor that adds to the overall aesthetic of the game.

Built With:

It is built using p5.js, a JavaScript library for creative coding. I've put in a ton of effort to create a seamless gaming experience, from the charming graphics to the catchy soundtrack. And don't forget about the hilarious sound effects - you'll be chuckling as you jump and run your way through the levels.

Conclusion:

It is an engaging and exciting game that provides a challenging and immersive experience for players. The game includes a range of features that enhance the visual and audio experience, while also adding variety and challenge to the game-play. I also like to mention that i already have a good amount of experience with web development and so I didn't had any major problem to be mention, so I have not added the "challenges" section in this doc. Overall I had a lot of fun completing this project and I hope you liked it sir/mam.