HACKATHON PROJECT PROPOSAL

A 2D MUTLILEVEL GAME DEVELOPMENT

TEAM TECH CONNECT

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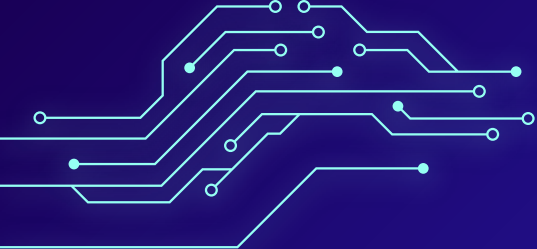   - GITHUB ID:- GeorginR
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PROBLEM STATEMENT

DEVELOP A 2D MULTI-LEVEL SURVIVAL GAME WITH "UNPREDICTABLE OBSTACLES, THAT IS DESIGNED TO BE HUMOROUS AND SURPRISING. WHILE ALSO BEING FREE OF BUGS. THE GAME SHOULD BE CHALLENGING BUT ALSO GIVE FAIR EXPERIENCE FOR THE PLAYER. "THE GAME CAN BE MADE USING ANY PLATFORMS LIKE PYTHON GAMES OR GAME-ENGINES LIKE UNITY ETC.

PROJECT BRIEFING

1. <u>OVERVIEW:</u>
 Develop a 2D multilevel game that offers an engaging and immersive gaming experience. The game will involve navigating through multiple levels, each with unique challenges and objectives. Players will control a character/avatar and interact with various game elements to progress through the levels.

OBJECTIVES

- Create an entertaining and visually appealing game that keeps players engaged.
- Implement multiple levels with increasing difficulty and complexity.
- Provide intuitive controls and smooth gameplay mechanics.
- Incorporate interactive elements, power-ups, and obstacles to enhance gameplay.
- Include sound effects and background music to enhance the gaming experience.
- Deliver a polished and bug-free game with high-quality graphics and animations.

KEY FEATURES

Character Control

Level Progression

Obstacles and Challenges

Power-ups and Rewards

Scoring System

Game Progress and Save System

TECHNICAL REQUIREMENTS

- Programming Language: Utilize Python and appropriate libraries (e.g., Pygame) for game development.
- Graphics and Animation: Create visually appealing 2D graphics and animations using suitable tools.
- Sound Effects and Music: Incorporate sound effects and background music to enhance the gaming experience.
- Level Design: Develop multiple levels with varying layouts, challenges, and objectives. – Testing and Bug Fixing: Conduct thorough testing and debugging to ensure a stable and error-free game.
- Platform Compatibility: Ensure the game runs smoothly on target platforms (Windows)

PROJECT TIMELINE

WEEK 1
Game concept and design planning, including level layouts and character/avatar design.

WEEK 2-3
Implement core gameplay mechanics, character control, and basic level structure. Additional features like obstacles, scoring system, and game progression.

WEEK 4
Testing, bug fixing, and final optimizations. Documentation and final project submission.

DEVELOPMENT

LANDSCAPES

NEAR THE CASTLE

INSIDE THE CASTLE

CHARACTERS

- WARRIORS

- ENEMIES

- CHIEF

WEAPONS

- CATAPULT

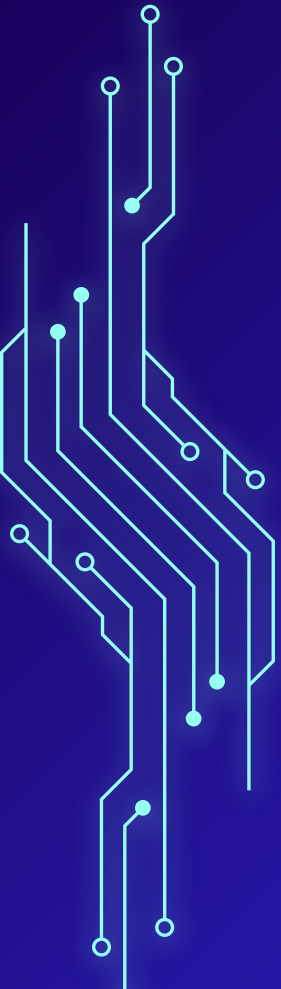
- BALLISTA

- CANNON

PROTOTYPE

GOOGLE DRIVE LINK:-
https://drive.google.com/file/d/1Yd
BawVmUGiJoGyGNYejF7qvnQRPrt
Td7/view?usp=sharing

CONCLUSION

In conclusion, the 2D multilevel game developed for the hackathon is an engaging and immersive experience that successfully combines challenging gameplay, captivating visuals, and an intuitive user interface. Through careful design and implementation, the game provides an enjoyable and rewarding experience for players of all skill levels.

The game features multiple levels with increasing difficulty, offering a progressive challenge that keeps players motivated and entertained. Each level introduces new obstacles, enemies, or puzzles that require the player's problem-solving skills and quick reflexes. The carefully crafted level design ensures a balanced learning curve, allowing players to gradually improve their skills and progress through the game. Throughout the development process, the team prioritized performance optimization and bug fixing, resulting in a stable and smooth gaming experience. This attention to technical details allows players to focus on the gameplay itself without distractions or frustrating technical issues.

Overall, the 2D multilevel game developed for the hackathon showcases the team's creativity, technical proficiency, and dedication to creating an enjoyable gaming experience. With its engaging gameplay, immersive visuals, and intuitive user interface, the game has the potential to entertain and captivate players, making it a standout entry in the hackathon.

THANK YOU