Introduction

Hello retrobazinga ltd we are here to present our game to you today, licence to Kirill. The story line is you, a new student, are lost in the queens building and have misplaced all of your items. But you have to make it to Kirill’s lecture in the next 45 minutes. So this means that you have to find all of your items before the lecture.

The aim of the game is to explore around the map and find all of your belongings before Kirill’s lecture. However there are obstacles, in the way in the form of PhD students, which you will have to fight. If you manage to find all of your items within the time limit and make it to the lecture you will win, if not you will have to explain to Kirill why you are late, resulting in a fight. The game can still be won by defeating him, if not you lose, and get suspended.

Implemented game design

* Combat: ‘Enemies’ attack the player to delay them, player must use attacks to lower enemy health, enemy attacks player to lower their health.
* Combat:
* Map: Uses pygame to display an image whilst the item ‘map’ is in the players inventory dictionary
* Time Limit: Every move increases a counting variable, when the counter reaches the 1 hour mark you can no longer pick up items and are instructed to get to your lecture.
* Credits: Small function to run on game completion.
* Problems with game design
* Execute\_go() was fixed by calling the global variable current\_room instead of the local variable.
* Execute\_drop() was fixed by using the append() function to add the dropped item to the rooms item dictionary

Game specification

* Each move or fight will take 5 in game minutes.
* On a perfect run, 8 moves and 2 fights (on average statistically) which would take 50 in game minutes.
* However, we gave the player 45 in game minutes as this would allow the player to fight the main boss Kirill.
* The only way to complete in 9 moves would be to only run into 1 PhD student which is based on luck.
* The combat system is based so that there are 3 different attacks. (punch, kick and head butt) range punch 3-7 kick 10-15 head butt 20-30 50% damage to you
* Punch can be done every time
* Kick every 2 turn
* Head butt every 3 turns
* Health player has 200, PhD students have 50 and Kirill has 150
* Health regenerates 10 after every move
* Map pops up after collected from robs room
* Lecture theatre can only be entered once all items are collected or late.
* 25% chance of getting in an encounter with PhD student.

External libraries

We have made use of ‘PyGame’ to display the map.

The combat system uses the ‘random’ library to add variety to attack damage

Walk through. Any questions?