**15-112 Final Project**

**Description of the project:**

The project is an action and adventure packed game. The name of the game is “Oni and the Magical Forest”. The game is a one-person game. The story behind the game includes the character Oni who is lost in the Magical forest when he went in to search for a mysterious treasure. In order to save Oni and acquire the mysterious treasure, a hero ventures into the magical forest. In this game, the user is tasked with being the hero who saves Oni and gets treasure. The game provides the user with two different modes. They are:

* Survival Mode

In this game mode the magical forest catches fire and fire spreads rapidly. The user’s objective is to escape from the forest with the loot while going through a series of challenges like traps and monsters. If the character falls behind, he is devoured by the flames and the game ends.

* Endless Run

This game mode the user’s objective is to gather coins and make a high score by going through the magical forest. The character will face traps and monsters on his journey in order to get loot and make high score. Moreover, the further the character gets, he has to face more challenging the traps and stronger monsters.

**Libraries and features:**

1. Tkinter
2. Pygame

**Description of the user interface:**

The game has the following user interface features:

Start Screen:

* It includes 4 buttons namely Start Game, Controls, Credits and Exit all put on a background image.

Start Game Button:

* It creates a screen containing options of two different game modes that the user can choose from:

1. Survival Mode
2. Endless Run

* Selecting any of the game mode opens a character selection window from which the user can choose one character based on category:

1. Archer (Class: Agility)
2. Mage (Class: Damage)
3. Tank (Class: Defense)

* Each character has unique characteristics based on their class such as agility class character has higher movement speed stats and jump height with moderate damage stats whereas damage class has low health but high damage stats and moderate movement speed. The Defense. class has high health stats but very low movement speed stats and moderate damage stats.
* After selecting the character, the user can start playing the game.

Settings Button:

* The settings screen comes with information on how to control the character movement and how to attack with the character.
* The user also has Audio settings option where he can choose to switch the background music on or off.

Credits Button:

* The credits button creates a screen that contains the sources of all the things that was used in the project such as character sprites, background images, background music etc.

Exit Button:

* Exit Button Exits the game.

**First Checkpoint:**

By November 24, I plan to deliver the following:

* The two different game modes will be made by the first checkpoint. The user will be able to play the game with a fixed character (Dummy sprite). The game will include all the feature of the game as mentioned above.
* I also plan to make up the start screen by the first checkpoint with the buttons on it. However, individual functions of the button on button press such as character selection and customization will not be made by the first checkpoint.

**Final Submission:**

The final submission will include a fully operational game where user can start the game and choose a game mode. Moreover, he can also choose a character of his choice and play the game. The user can also see the character controls and change basic settings like background music. Moreover, the user can see the credits which provides the sources of the resources implemented .