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| **Video Script.** | **CS230 Group 22 Game** | **Team: Dude7** |
| Basic Features | * Main Menu * Core Gameplay (Player Score, Player Inventory, Player, Levels, Enemies, Tokens, Lava and Fire Boots, Water and Flippers, Doors, Keys, Goals, Teleporters * File Manipulation (Creating a brand new profile, resume game using profile, save to profile, delete profile. * Show leaderboards for each different level * Message of the Day | |
| Introduction  (0:00 – 0:39) | Welcome our presentation of the game Dangerous Dude, crafted by Group 22, a.k.a. Dude7. The Members of the group are Sam Forster, Ewan Bradford, Will Marsh, Jack Maloney, Gino Sesia, Luke Francis and Dylan Cole. The presentation of our game consists of many different sections:   |  | | --- | | GAME FEATURES  For now, Images are placeholders. | | >At the end of this section, show the timestamps. | | |
| Creating A Profile  (0:40 – 1:19) | Here, we will be showing you how to create a brand new Player Profile – something you will need in order to be able to play the game.  Firstly, from the main menu, click the create profile option. Then the player can chose the name that they will use for the profile, before sending the user to the main game screen. | |
| Game Basics  (1:20 – 1:49) | In this game, you are controlling a Dude across a series of various maps in order to reach a goal, whilst trying to avoid any hazards that may come in your way. The arrow keys can control the player, and each key press represents one move in the selected direction.  The player has an inventory of items that will be visible throughout, letting you see how many tokens are collected, the keys you currently have and the power-ups that the player has obtained.  If the player reaches the goal, they advance to the next stage. Any death will force the player to start from the beginning. | |
| Doors, Keys, Tokens  (1:50 – 2:49) | For the duration of the game, your Dude will need to open up a series of doors, so that he can travel down the path the player wishes to travel through.  There are two types of doors, the first type being coloured doors, which require the player to collect keys of a certain colour. When a player collects a key, it is added to the player inventory – when they use it to unlock the door, the key is consumed and removed from the player inventory  The other type of door is one that unlocks by obtaining a specified amount of tokens. Each of these doors will have the required amount of tokens scribed on it, and if the player’s token count matches or exceeds this token count, the door can be unlocked. The token count will remain unaltered. | |
| Tiles, Power-Ups and Teleporters  (2:50 – 3:39 | During the game, the Dude can move freely across the Ground tiles, whilst being blocked off by any walls. However, these (as well as the doors) are not the only tiles in the game.  During the game, you will notice a few teleports scattered across the level. These teleporters link up to one another and entering the one teleporter will send you to the other.  In the game, there are also traps that can obliterate the character if they are not properly equipped. The first of the traps are Lava and Water tiles. Representing each Lava and Water pool, will be a series of tiles, where touching lava will boil you and touching water will drown you.  Fortunately, you can collect Water Flippers to protect yourself from Water, or equip yourself with Fire Boots to protect you from Lava. Each of these two power-ups will be added to the player inventory until the player reaches the goal.  Additionally, the player may obtain a Katana sword during the Dude’s adventures, allowing Dude to strike at enemies, obliterating them in an instant. Speaking of which… | |
| Enemies  (3:40 – 4:39) | There are four types of enemies in this game. Firstly, there is a straight-line enemy. This enemy will simply move in a single direction until the enemy hits the wall, before moving in the complete opposite direction.  The second type of enemy is the wall following enemy. This enemy will hug the wall for the duration in the level, always sticking to the tile adjacent. The enemy will move in a single direction across this wall.  The third type of enemy is the Dumb Targeting enemy. This enemy is not very bright. The enemy will copy your moves in an attempt to reach you, meaning that the enemy can easily trap itself, allowing strategic players to subvert the threat.  The final type of enemy is the Smart Targeting enemy. This enemy moves towards the player by finding the shortest possible path towards the Dude. If no such path exists, the enemy will moves in a random direction until the enemy can track the path again.  Each of these enemies will kill the player if hit, unless the player can strike with the Katana first (if the Dude has the Katana). Death will send the player back to the beginning of the level. | |
| Pause Game/Save Game  (4:40 – 5:09) | During the game, you may pause the game by pressing pause. You then have the option to decide if you would like to resume the game, save the game, or quit the game.  Resuming the game will allow the game to continue as normal.  Saving the game will write the current game state to the Player Profile, allowing the user to pick up from where they have left off at a later point. | |
| Main Menu, File Control and consistency.  (5:10 – 6:29) | Leaving the game will send you straight back to the main menu. Along with the aforementioned feature of creating a profile (show timestamp), we have the ability to continue from another profile.  The options for resuming a game are as follows: you can either pick up directly from where you have left off from the last time you used the save feature (briefly show a clip of re-entering the profile) or you can choose to replay a level that you have already completed. In addition, you can permanently delete the profile from the game.  These profiles are saved to the profiles folder, meaning that when we close the game and then re-open it, the profiles will remain in the game, just as they were before.  File creation and manipulation, are not the only features of the main menu. Besides starting the game, the main menu can be used to view the player leaderboards and the message of the day.  Starting with the leaderboards, by clicking on the appropriate button, you will be able to see the leaderboards for each level. These leaderboards will contain the player’s name (as given by the profile), and the amount of moves it has taken that player to reach the goal. Obviously, the lower that number, the higher the position of the player.  The final feature of the Main Menu is the Message of the Day, which is retrieved from a collection of different sentences and quotes given by an API. | |
| Level Files  (6:30 – 6:59) | The level files in the game are inserted in proper order, as shown in the levels folder. When a new game is started, the first level in the folder is being retrieved (level named “1.txt”). Once the player finishes the level, the following level file is retrieved and the sprites are put into position. | |
| Extra Features  (7:00 – 8:59) | One of the first extra features that we have decided to add is the sound, expertly produced by Luke Francis. There will be sounds for picking up items, getting hit by enemies or killed by hazards, and slashing the Katana. There will also be a simple soundtrack playing across the entire game, to give an engaging and authentic classic game experience.  Another feature, which we have shown in our gameplay, is a Katana. This Japanese sword will be implemented as an item, which can be picked up and added to the player inventory. This sword can then be used to strike down enemies, meaning that Dude can breathe a little easier when facing the tricky dungeons.  <Any other features?> | |
| Ending  (9:00 – 9:99) | Thank you for watching our video presentation on our CS230 Group Project. I hope you enjoyed and that our presentation has told you all you need to know before playing Dangerous Dude.  (Gameplay of a level where all the enemies are Liam) | |