LUA PROJECT – PIXEL GAME USER GUIDE
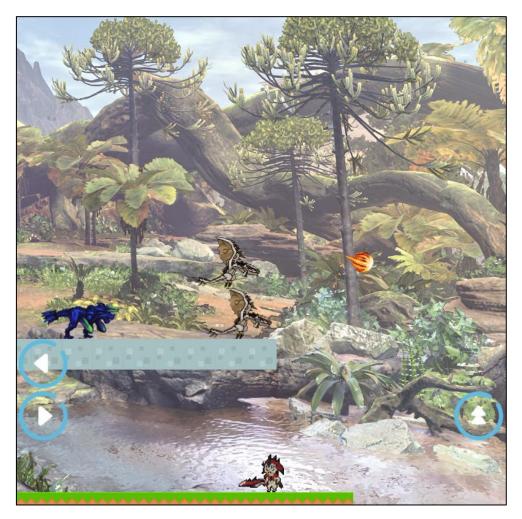
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Figure 1 - Gameplay of Pixel Game

About Pixel Game

Pixel Game is a project created in the Lua programming language, shown in Figure 1. The concept of the game is to eliminate all the enemies in the level by colliding with them using the left, right and jump buttons to navigate across the level. The player can fall off the stage if they are not careful, so timing jumps correctly is a good strategy. There are three enemies in this game, with two separate game AI coding; one is a Brachydios who walks back and forth but will charge at the player when it reaches the platform. The other is a Rathalos that flies and spits fireballs at the player. The ultimate purpose of this game is to demonstrate the Game AI.

Setting up the Game

To set up Pixel Game, Corona Simulator is required; once Corona Simulator is booted, Solar2D should then boot up as well. In the Solar2D console, under projects, there should be three options: New Project, Open Project, and Relaunch Project. Click on Open Project and navigate to the source code of the game. Lua projects can only be run through a 'main' file so open the project using that file name. Then, the game should start.

Playing the Game

To play the game, use the buttons on the screen to control the Hunter sprite. The Rathalos enemies should follow the player, whereas the Brachydios will only sprint at the player when it reaches a certain distance. To win the level, simply beat all the enemies by colliding with them.

Sources

The sprites and backgrounds of Pixel Game belong to Capcom's Monster Hunter video game franchise. The Silver Rathalos sprites and fireball sprite were created by DeviantArt user Maxtyrannus and the Brachydios sprite was created Sovanjedi on Pinterest. Also, the playable Hunter character was created by DeviantArt user Paulo60379 and the background was uploaded onto the Monster Hunter Fandom wiki page at:

https://monsterhunter.fandom.com/wiki/Ancient_Forest.