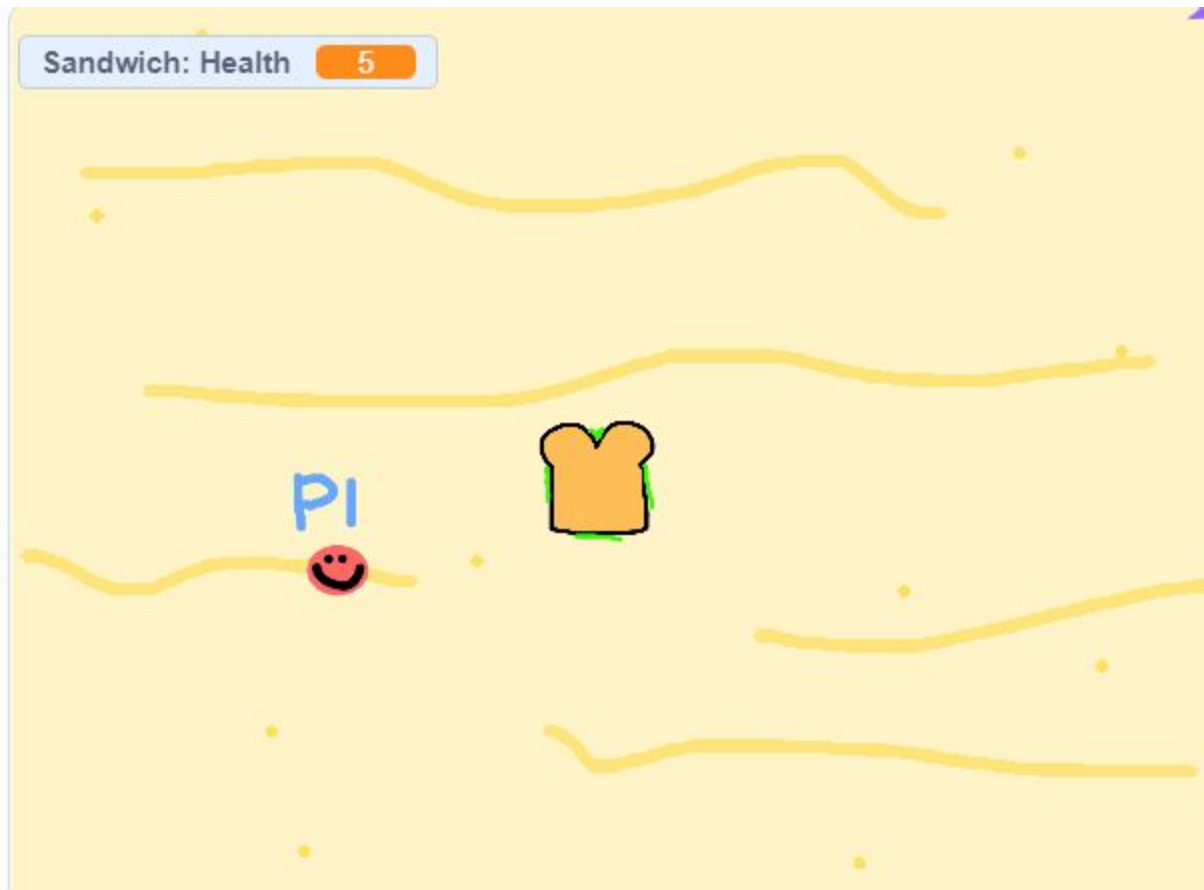


Horde Lord

By: Archit Kumar, Jaspal Khanuja



Version 7 (FINAL VERSION)	https://scratch.mit.edu/projects/327788647/
Version 6	https://scratch.mit.edu/projects/327538768/
Version 5	https://scratch.mit.edu/projects/327482595/
Version 4	https://scratch.mit.edu/projects/327468344/
Version 3	https://scratch.mit.edu/projects/327370524/
Version 2	https://scratch.mit.edu/projects/327248611/
Version 1	https://scratch.mit.edu/projects/327155431/

Brainstorm:

Game Ideas:



- **Escape Room Game:**

- The player will be trapped inside a room, and the only way to escape is to solve all of the puzzles.



- **UFO Shooting Game:**

- A UFO zips around the screen
- The speed of the UFO will change based on the level
- The player will be in a first-person-shooter perspective
- The player has a limited amount of ammo
- Based on how many shots the player landed, they will be able to progress to the next level (or not)



- **“Legend of Zelda”-Style Game:**

- Top-down perspective
- Player uses arrow keys to walk around
- The player has a simple weapon
- Explores increasingly-harder dungeons
- They win after clearing all of the dungeons.



- **“Super Smash Bros” Rip-Off:**

- The player uses the WASD keys and spacebar to attack.
- When the player attacks, an orange impact symbol is displayed.
- When an enemy touches the orange impact symbol, a variable called “damage percentage” increases.
- Every time an enemy touches the orange impact symbol, they will be launched in the air based on their “damage percentage”
- If the player touches the edge of the screen, they lose a life.
- There will be 2 modes - Player vs. Player (player 2 uses the arrow keys) and Single Player (beat 10 CPU enemies).



- **“Pokemon Rumble” Rip-Off:**

- Walk around as a character.
- Each character has a different attack, which they use to fight a horde of other monsters.
- When you kill a monster, there is a small chance that it may be captured.
- Captured monsters can now be used as playable characters with different attacks and abilities.



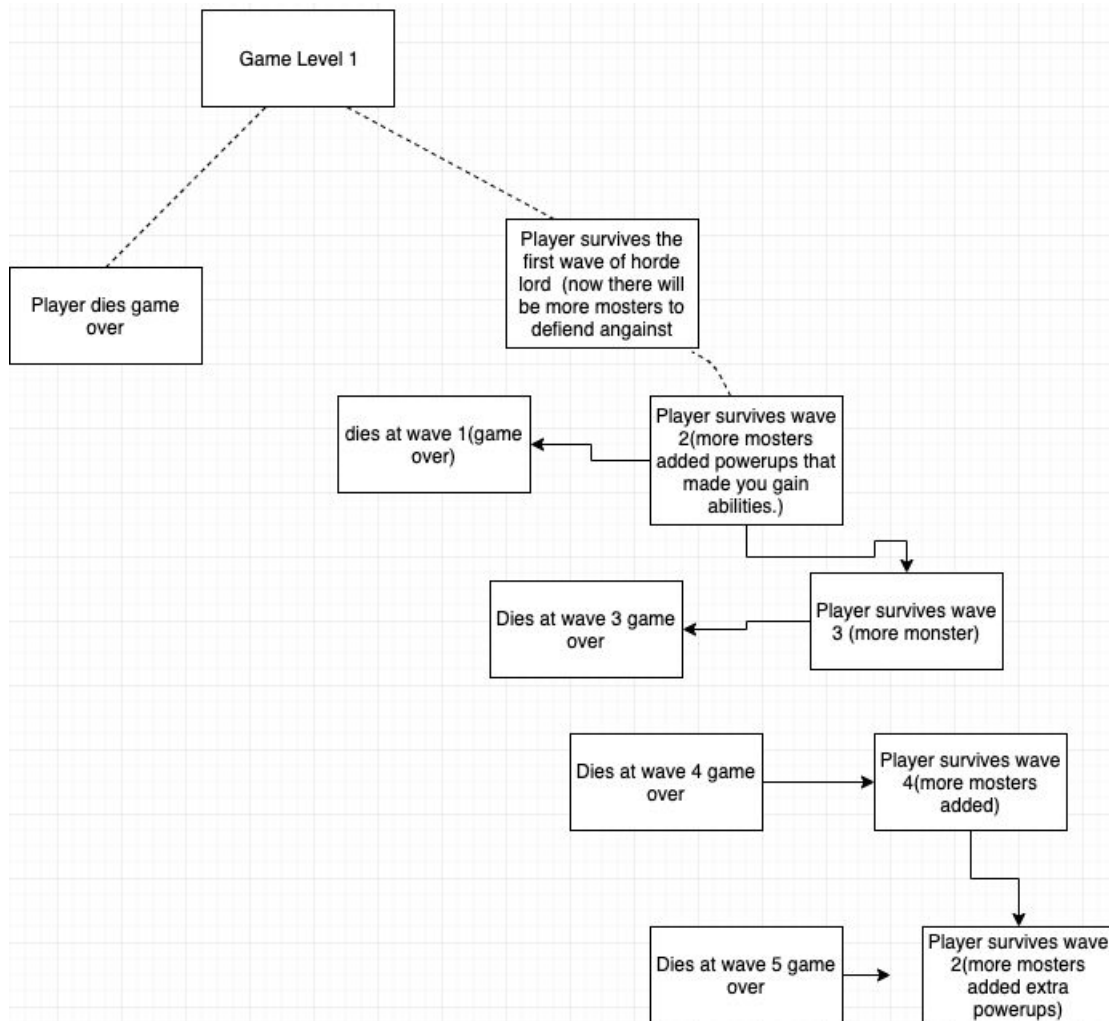
- **Zombie Horde Game:**

- Basically the player is behind a barricade, and there are going to be waves of zombies.
- The first wave will be easy but as it progresses there will be more zombies and also different zombies with different abilities.
- You will be able to repair your barricade for free, and after killing

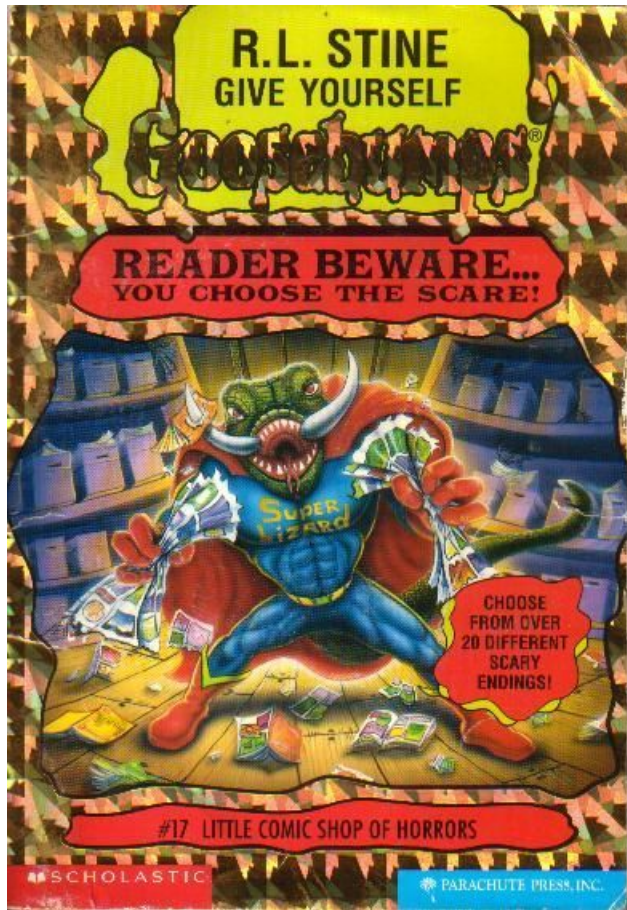
	enough zombies, you will have points which you can use to buy new guns.
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- **Horde Battle Game (Horde Lord): (TOP IDEA #1)**
 - Top-down camera angle
 - Arrow keys are used to control your character, and the mouse is used to angle his position.
 - The character can launch attacks.
 - Each attack has an orange impact symbol - If an enemy touches it, their damage percentage increases (like Smash Bros).
 - If an enemy attacks you, the same thing happens.
 - The higher your damage percentage, the further you are launched when you are attacked.
 - If you/an enemy is launched off of the stage, they die.
 - You must complete increasingly harder waves of monsters approaching you.
 - Monsters approach you in hordes (like Pokemon Rumble)
 - Your score is based on the number of monsters you kill.
 - The higher your score is, the more powerful the monsters become. This creates increasing difficulty.
 - POSSIBLY: Co-op mode?
- Peer Feedback:
 - Different stages
 - Different Enemies(invisibility, higher attack, higher speed, etc.)
 - Power ups
 - Stage Hazards
 - Different Stage layouts
 - Final boss at the end of each stage.
 - Introductory story slide
 - Introductory controls slide.
 - Make different appearances for heroes and villains.
 - Different villains can use different attacks.
 - Versus mode.

Why this Idea?: Somehow, we found a way to combine almost all of our game ideas into one!



Story Ideas:



- “Choose your own adventure” game
 - There will be buttons that allow the player to pick from 2 options.
 - There will be a different funny ending based on the outcome. (There is no “death” or “bad ending”)
 - Players will experiment to see different outcomes.



- Survival Story: **(TOP IDEA #2)**
 - They will need to select the most ideal paths of action.
 - We highlighted this because this idea is quite good. Mainly because it provides user interaction that lead to different outcomes in the story.
 - Transitions between different dangerous scenarios.
 - It will start as a character comes out of a plane crash, and finds himself in a snowy mountain and then you have a choice to either make an igloo, or flee away to open land in order to find better shelter.
 - Choosing a poor option will result in death.



- After each survival choice, the player

- Peer Feedback:
 - Have realistic options and scenarios for the game.

Why This Idea?: This idea is like a “choose your own adventure game”, but the realistic setting gives the player a better sense of what the correct action is and higher stakes for choosing the wrong answer.



- Quick-time adventure game:
 - Player must press the correct button at certain times.
 - They will have a time limit to press the button, or they will not progress.

Gallery Walk:

Instructions:

(Please play with volume)

FOR PLAYER 1:

- Use WASD to move
- Use spacebar to attack

FOR PLAYER 2:

- Use arrow keys to move
- Use “m” key to attack

OBJECTIVE:

Defend your sandwich from hordes of incoming starfish. Attack the starfish to launch them backward. Launch them off of the stage to defeat them!

You must try to survive all 5 waves. If your sandwich runs out of health before you do so, it's

game over!

The jellyfish powerup allows you to grow in size. Touching the blue monster will hinder you for 1 second.

Pro: Features Liked	Con: Aspects that were confusing, buggy, or etc.
<ul style="list-style-type: none">- Background music really adds to the effect of the game- Really cool effects were- Really cool sound effects.- The level changes were really good and increased difficulty.- Music was amazing, the end screen was cool, and the controls were simple and easy to follow.- I like the initial idea and the graphics, the game is very entertaining and good for two people.- Overall a very fun game especially for two players- The hand drawn backgrounds and doodles were iconic- The game was fun to play	<ul style="list-style-type: none">- Not that responsive to starfish sometimes- Instructions need to be simpler (highlight or bold the important keys)- You could have a label that displays what wave you are on at all times- 2 player is too easy.- It was unclear if we won the game or not at the end- It is easy if you just stay on the sandwich- There is an easy way to beat the game making it a little too easy and boring in a sense.

Conclusion Questions

Archit's Response:

1. During the brainstorming phase of this project, my partner and I developed a big list of potential ideas. This was a useful process, because in the end, we ended up deciding on a concept that was a combination of many of our favorite ideas. By combining our ideas, we each had an equal share in the project, allowing both of us to be happy with the final project concept. It was also useful to get peer feedback from Archith and Michael's group, because they were able to pay attention to minor details and suggestions that neither Jas and I had initially thought of. Overall, this project reflects the ideas of many different people.
2. The comment feature on the Scratch code was a useful way to build team dynamic. The comments ensured that both my partner and I understood the code that we had worked on. The notebook and documentation process was also important because it allowed us to understand what we had accomplished in class, and how we were going to have to spend our time at home in order to meet the needs of the project within the deadline.

Jaspal's response:

1. Me and my friend Archit had an unusual but effective idea. What we decided to do was to gather up all the games that sounded interesting to us, from there, we decided to make a compiled version of our top 3 games into our top game. This method turned out to be amazing as the game came out perfect.
2. The part of this project that made us work together was when were both required to understand what was going on in our code. This would lead us to work together to agree upon ideas that we would want to add to the game and also to know the meaning of.

Daily Log:

Name & Date	Entry
Archit 9/2/19	<p>I brainstormed different game and story ideas for the Scratch project. I put my ideas alongside Jas' ideas in a bullet-point list.</p> <p>Reflection: I brainstormed today, which was good progress.</p>
Jaspal 9/2/19	<p>I have brainstormed 2 games and half of a story with Archit and have finalized on 3 games.</p>
Jaspal 9/3/19	<p>I have finally found out our top 2 games.</p>
Jaspal 9/5/19	<p>We have finalized our game(horde lord). I added some code including the idea to stop the player from going to the edge with the if then statements.</p>
Archit 9/5/19	<p>I began programming Horde Lord using very crude sprites and drawings. I programmed the controls for the player character. I also created the attacking feature, which allows the player to attack enemies. Additionally, I created enemies that can follow the player.</p> <p>Reflection: I began programming the actual game.</p>
Archit 9/6/19	<p>I added a major game feature. I added an object in the center of the stage that the player must defend from enemies.</p> <p>Reflection: I managed to make major changes to the gameplay</p>
Jaspal 9/6/19	<p>I have finalized the flowchart that has what we were going to do in our game.</p>
Archit 9/6/19	<p>At home, I changed the game's control style. This allowed the game to support 2-player co-op.</p>

	Reflection: I changed the game to add more features.
Archit 9/7/19	<p>I programmed the enemy behavior of the game. I created an invisible sprite called the "spawner", which generates the enemies. I also created a menu screen for the game with clickable buttons, and added music.</p> <p>Reflection: I polished the game.</p>
Archit 9/8/19	<p>I programmed different waves of enemies in the game, which created growing stages of difficulty. I also added 2 items - a powerup that increases the character's size, and a monster that hinders the character. I also created a 'game over' and 'game clear' screen.</p> <p>Reflection: The game is now complete.</p>
Archit 9/9/19	<p>I finished the final version of the game. I also created a fully functional 2-player co-op mode.</p> <p>Since we finished coding the game at school, I updated the art for some of the sprites and backdrops at home.</p> <p>Reflection: The game is now ready to be submitted</p>
Jaspal 9/9/19	I have finished any minor problems I could find with both the code and the document. I also added the link to the flowchart to view.
Archit 9/10/19	<p>I presented the game during the gallery walk, and looked over feedback from my peers. I also finished organizing the project journal.</p> <p>Reflection: The project is now complete.</p>