



# CPSC 6160 / Mother

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## Game Description

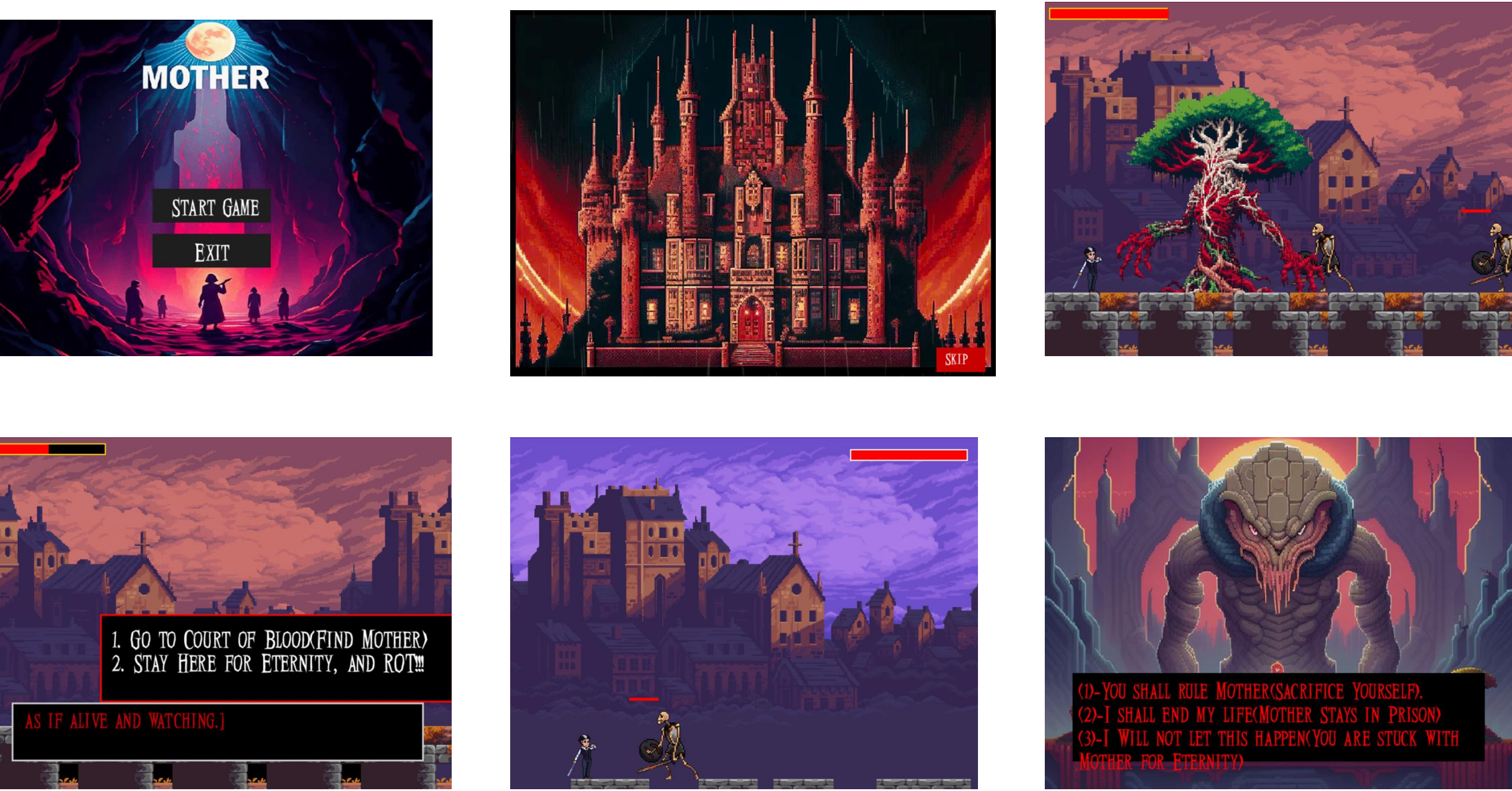
Mother is a 2D dialogue-based platformer game. The player( aka Vile Human) embarks on a journey through a 2D underworld, battling mini-bosses and interacting with NPC characters along the way, all while seeking to reunite with his mother.

## Game objective

Our protagonist, a vile human, is awakened by a dream in which his mother calls out for him to find her. To reach her, he must overcome numerous obstacles, battle underworld foot soldiers, and face off mini-boss fights. After each victory, he uncovers more secrets about the underworld.

Along his journey, the hero engages in clever dialogues with fellow travelers, who are also trapped in the underworld and have heard tales of "The Mother." Through these conversations, the hero gathers clues and begins to unravel the mystery surrounding his mother.

## Game Screenshots



## Game Mechanics

The core gameplay of "Mother" revolves around platforming and dialogues, where players control vile humans as they traverse various levels filled with platforms, obstacles, and enemies, explore clues, and engage in dialogues with the NPCs.

Players can make the hero navigate the game world using arrow keys and attack the enemy using 2 forms of combat options using Q or W keys. Also, Players can perform jump actions using the spacebar key.

Additionally, the Player can interact with the NPC along his journey by pressing the “E key” button and selecting the response to the questions asked by pressing any number as specified in the game prompt.

## Technical Description

The game “Mother” runs at a consistent 60 frames per second.

$$fps = \frac{\text{Number of Frames}}{\text{Time (in seconds)}}$$

The player functions in different states such as move, interact, attack and die, and gravity state which makes the player jump faster but get down at a slower pace for game effects.

The Enemy operates along 4 states which are sleep, walk, detect, and die state, which translates to when a player is around the enemy will follow the player, and when within range it will attack the player.

The NPC has only 2 states sleep and interact, that is when a player is within range it will initiate the dialogue system.

Additionally, the game also features background music and custom cutscenes depending on player dialogue choices with many branching narratives.

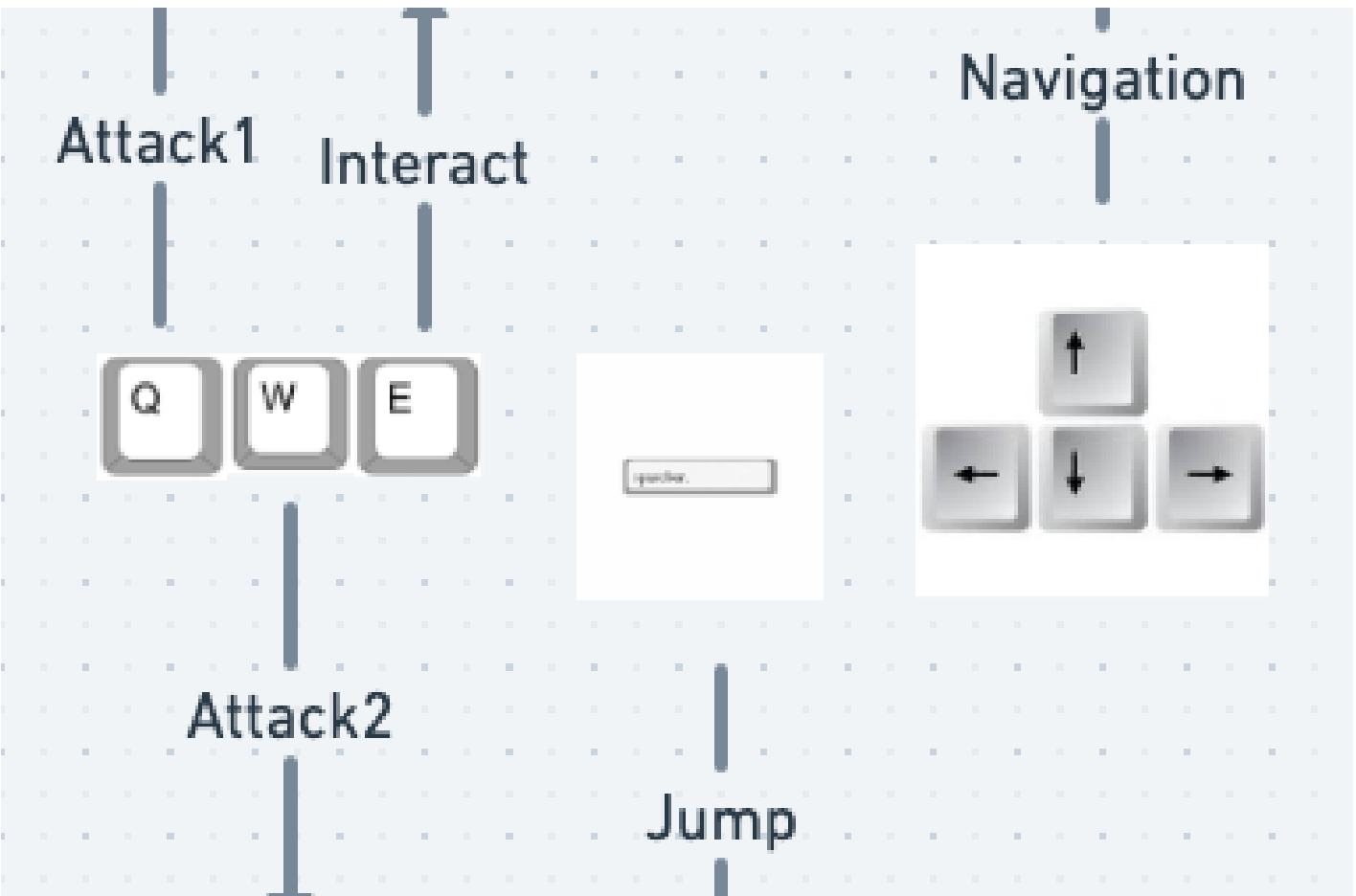
## Controls

The controls typically involve using directional keys such as WASD for navigation.

Players can interact with NPC and other environmental objects using the E key

The game also has gravity implemented for a better jumping experience, using which players can use the spacebar for jumping on platforms.

Additionally, there is also a melee combat system and players can switch attacks using Q or W keys.



## Game Limitations

Firstly, the graphical capabilities of the Mother while aesthetic, imposed limitations on the level of detail. The game has numerous components such as Background Music, Cinematic Cutscenes, Menu Options, NPC events, Dialogue systems. While they make this game experience more enjoyable, they can also create some hindrance if certain events are not triggered in a specific order.

## Future Work

Future iterations might incorporate cutting-edge 2D sprites and enhanced physics engines to deliver an even more immersive and realistic platforming and branching dialogue experience.

There is also scope for adding more enemies and NPC to the story, further elevating the cinematic gaming experience.