

# Game Programming – COMP3609

---

## Survivor Rescue – by Jardel Mitchell, 816027213

### **Description**

With the current increase in large unidentified floating debris in the ocean within the past couple after the Industrial Revolution. Numerous shipwrecks have occurred, thus the brave Ship Wreck survivor crew was created to go save drifting person who were lost at sea, while also battling and defending themselves from the Greatest Predator of the sea.

### **Objective**

Control the Boat using the arrow key to maneuver to the randomly spawned survivors. One point is awarded for collecting a survivor. You are to avoid the mountainous obstacles and tentacles that are in the oceans waters. Upon collision of the Obstacles, a life is taken from the ship and it is moved immediately back to the dock. After collecting a certain number of survivors the board is cleared and a Kraken the boss of the sea is spawned along with tentacles. You are to defend yourself by using your on board cannon to shoot the Kraken, avoid the tentacle and collect barrels to refill your ammunition.

### **Controls**

The arrow keys along with the (A, S, D, W) keys are to be used for movement. The spacebar is used to fire the cannon. When out of ammo when the boss is spawned the spacebar is used to despawn and spawn a new crate at a new location on the map.

### **Special Note**

While working on the Assignment, a version was uploaded to GitHub for backup measures. → <https://github.com/Jdmitchel/Year-3-Collection.git> (it would be under the Game Programming branch)

Game video link → { [https://youtu.be/G-pOB\\_4rXHM](https://youtu.be/G-pOB_4rXHM) }

### **Reference**

Images from the link provided was used for the development and production of the game → { <https://www.pinterest.com/jardelmitchell/game-planning/> }

Sounds were used from YouTube. Due to the number of sounds and links during the development. I lost track of the record keeping of the audio link. When found again they will be in the description of the game video link.

Title	Implementation
Sepia Effect	When the boat is damaged the, damaged boat takes the sepia effect and reduces in size
Red Tint Effect	The red tint is used to distinguish the different boss phases
Game Sounds	Background Cannon Boss Phases Boat Survivor Spawn Crash Boss Defeat
Images	Background Boat Survivor Obstacles Boss Tentacles Dock Ammo Crate
JAVA 2D API	Boss Health Bar
Advanced Game Play	Collision with all obstacles Boss event Cannon firing