Hello, everyone, in this video, I will demonstrate the game Meatball we did for our Software Engineering Methodology class.

Ok, let’s start running the game.

First, you could see the splash screen: “This is an adventure of meat ball ……” on the right corner are our team members’’ names.

Here is the main menu of the game.

* The help to check out how you can control the game, what elements will be displayed during the game, and what the function of different objects like pepper could accelerate the speed, water will reduce the blood and so on.
* The settings basically provide the way to player to set any key they want to use to control the meatball instead of the normal arrow key.
* Also, the player could save the game and load back to the level they were playing with for next time.

Now let’s click the play. you will see the level selection screen. Based on the time limitation we just create 6 levels for the game. In the future we could create more levels easily by using our tiled map software.

In the demo, I will use level one and two to explain how does the game work and how to play. I will attach the other levels video at the end of the video.

* You can see in the level one we display the hands with the instruction of each element for new player as an auto tutorial just in case people don’t go through the help screen at the beginning.
* We also added sounds for the game.
* You could click pause during the game when you need.
* When you reach the goal It will show you the level complete screen with choices.
* Also in the middle of screen we can see the tomato rewards here. if you get 20 tomatoes the next level will unlock otherwise you have to go back to previous level to get enough tomatoes to unlock next level. Here, we just unlock all the levels to make the demo which is much easier for us.

Now, we shall go to next level, in the level two:

* we could see we will have chasing enemy fly and patrolling enemy bug. The rest of game elements are basically the same.
* When you fall off, here is the gam over screen with selections, let’s go back to level selection.
* you could see we also made trophies for each level which represent how many tomatoes you have reached. The idea is when you get 20 tomatoes for each level you will get a gold trophy otherwise there is no trophy show up on the level like level five.

Click back let’s go back to the main menu. Then click the exit you could quit the game. Thank you for watching.

If you are interested how other levels look like, please see the video attached as part 2 thx.