

# A Dog's Journey Home

LOKDS

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# Team Introduction

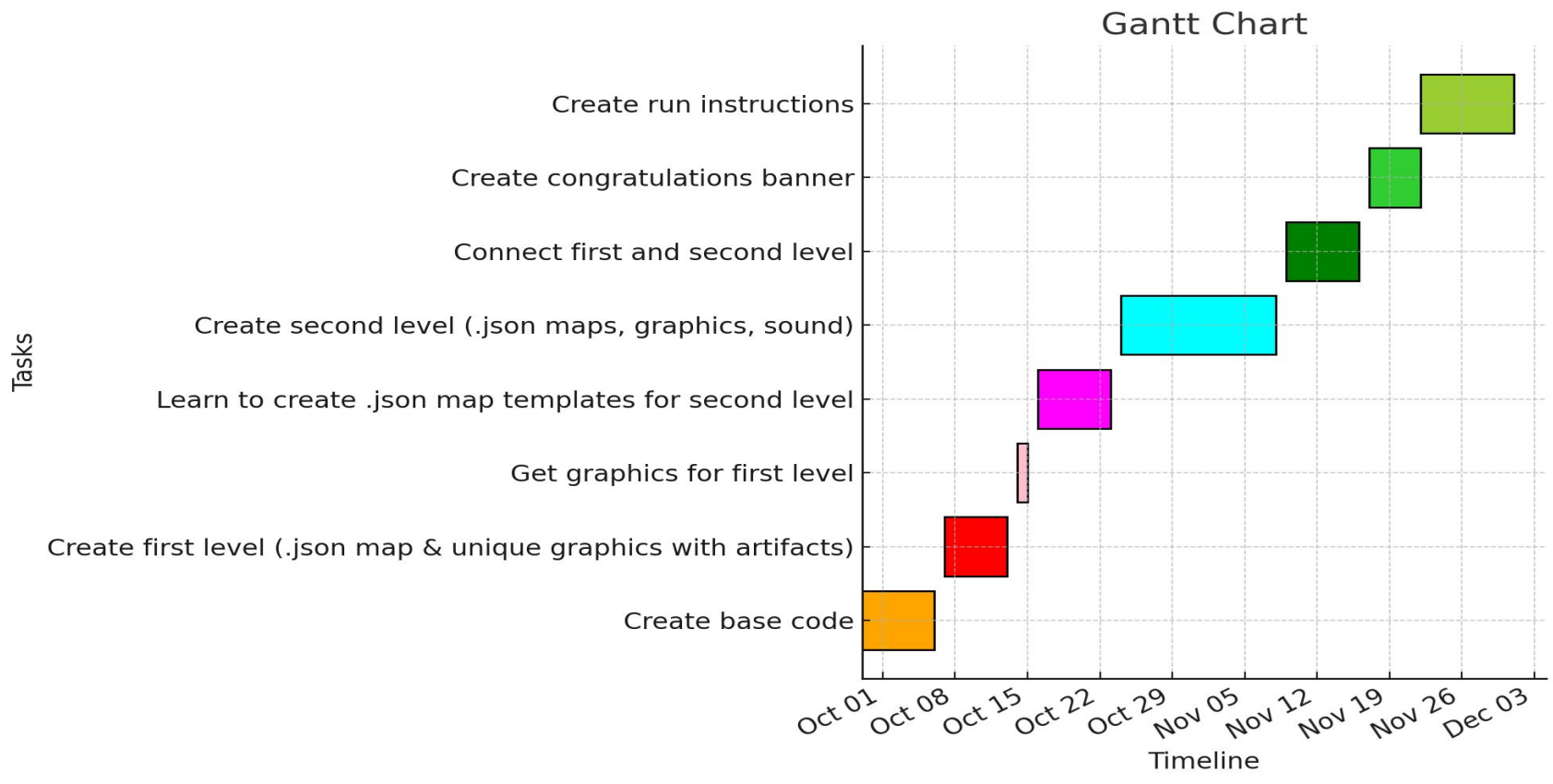
- Olivia Foster (Scrum leader + Developer)
- Kahlan Walcott (QA engineer + Developer)
- Lasya Priya Vemalla (QA engineer + Documentation Lead)
- Sanidhya Didagur (Sound Designer + Developer)
- Delaney Kelley (Graphics Designer + Developer)

## Project Overview

In this adventure game, players guide a resurrected dog through two distinct levels of mystical forests, each filled with unique challenges. The first forest is haunted by ghosts, while the second is plagued by sea monsters. The dog must collect specific artifacts in each level to progress, with the ability to jump, fly, and move back and forth between areas to retrieve missed items. Once all the required artifacts are collected, the dog can advance to the second level, and ultimately, after overcoming the challenges of the sea monster-infested forest, return home to its owner. The game blends exploration, puzzle-solving, and platforming to create a deeply emotional and dynamic journey.



# Goals



# Changed Since Midterm

- Removed saving the players game data from scope.
- Obstacles became enemies (Ghosts and Sea Monsters) as opposed to puzzles.
- Added flying functionality with wings.
- Restructured code so NPCs and Enemies are child classes that inherit functionality from Avatar parent class.
- Added in advanced movements such as piecewise function enemies and falling leaves.
- Changed random artifacts into “magic” bones.



# Challenges

- Communication between team members.
- Following the set timeline and splitting up tasks.
- Time management, especially nearing the end.
- Getting the code to work on a linux command line.
- Understanding each other's coding styles and the actual code.
- Organizing our code, file systems, and ideas.
- Adapting to changing requirements.



Demonstration  
Time!