



SYMBIOSIS:

A Game of Choices, Orphans, and Mushrooms

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github.com/SeanFoley123/bug-free-spork



What is *Symbiosis*?

Our team's goal was to create a story-driven puzzle platformer with intriguing core mechanics where players have meaningful choices.

We created Symbiosis, a game where you play as a baby creature who is trying to find its family with the help of a symbiotic mushroom. Throughout the game, you make choices--whether you kill other characters and how you interact with them--and this influences how the game progresses.

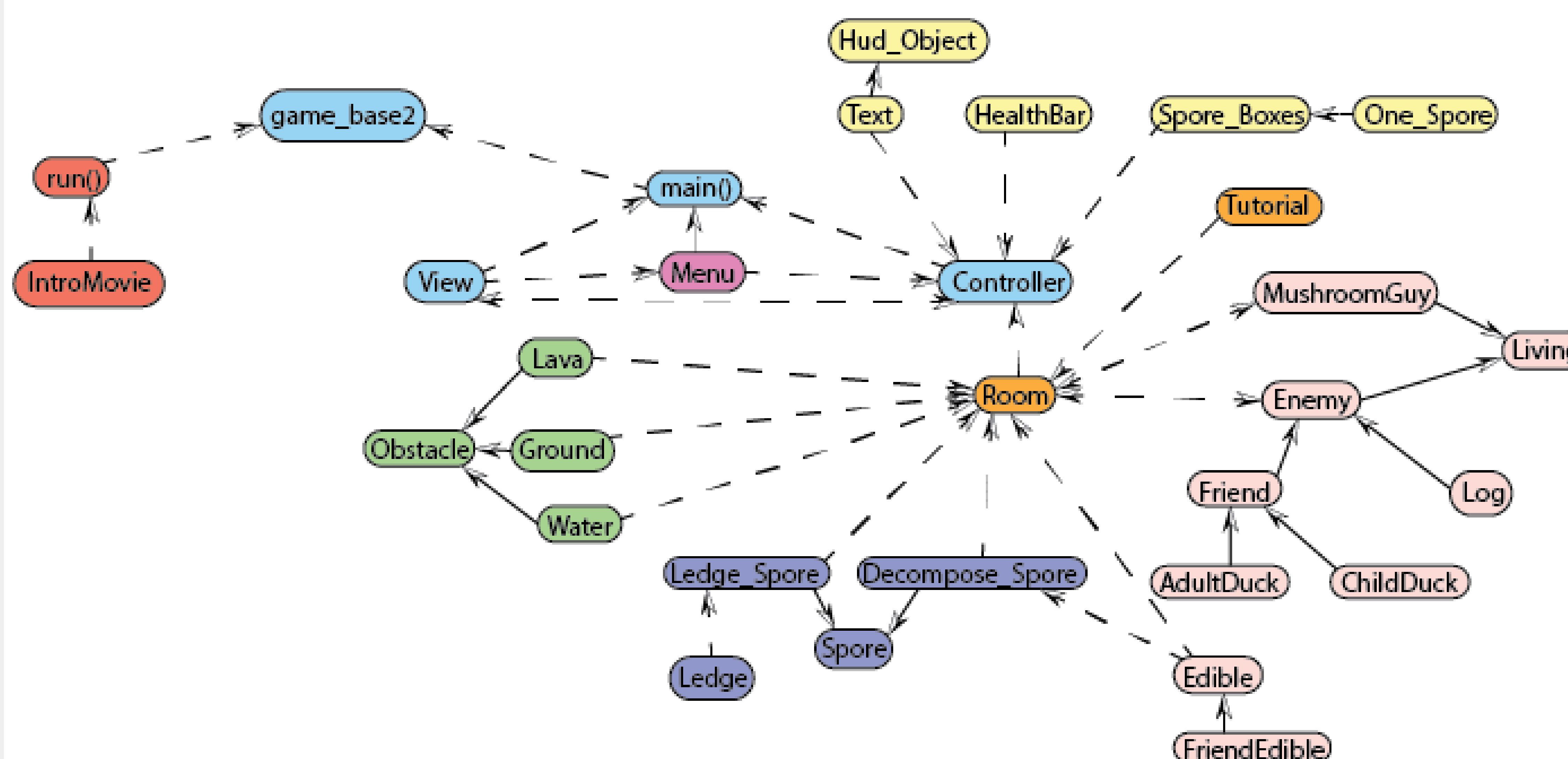
Corruption levels



Killing Enemies



Code Architecture



Program Features:

Making the Tools to Build a Compelling Game

Model-View-Controller pattern allows for changing of an individual part without necessarily modifying everything else

Designed so new level creation only requires the creation a new Room object populated with appropriate platforms and NPCs (using Terrain and LivingThings)

Updates managed through a clock (runs at 60 fps)

Class inheritance allows for new enemy/NPC types, terrain, and menus to be created with ease

Pickle library used to allow for saving the game

Starting the Game



Enemies and Mushrooms



Flying (but not jumping)

