

Game Engines 1

Task 2

Target Device

The game 'Monku' is aimed towards all ages, since it is family friendly with no gore or inappropriate actions, it is based on a retro 8-bit style, similar to old school games which used to be played on Gameboys and older platforms. The game is obviously refined to what was at that time and is now on a fixed resolution of 1920 x 1080 and can be played on a Desktop Platform.

Input Methods

Basic controls were implemented, for example:

Jump: Space Button

Fire: Left Mouse Click

Move: A - left

D - Right

Pause Menu: Esc Button

Control Methods and Game Mechanics

When starting the game, the player will face a main menu which is straight forward, he can press **play** to start the game, **options** to see the game controls and **quit** to exit the game.

When entering the first level the player has the control to move the character backward and forward around the level, he can also jump and cast projectiles. An enemy AI will start to run towards the player dealing -1 heart on hit, the player has the option to kill the AI in order to move on, collecting coins is optional, moving at the end of the level border will give the player the access to go to the next level. Pressing the **esc** button on the keyboard will bring up a pause menu which pauses the game and gives the ability to access the main menu, pressing **esc** again will continue the game.

Game Screens



Figure 1 Main Menu



Figure 2 Options Menu

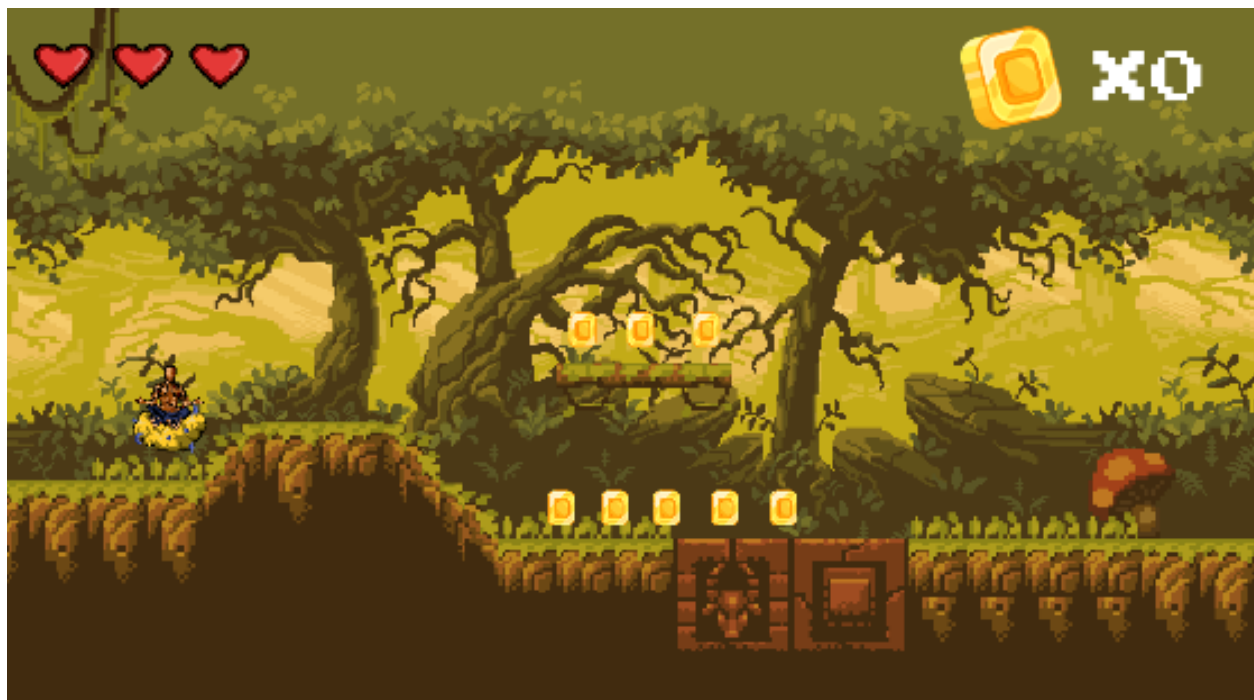


Figure 4 Level 1



Figure 3 Level 2

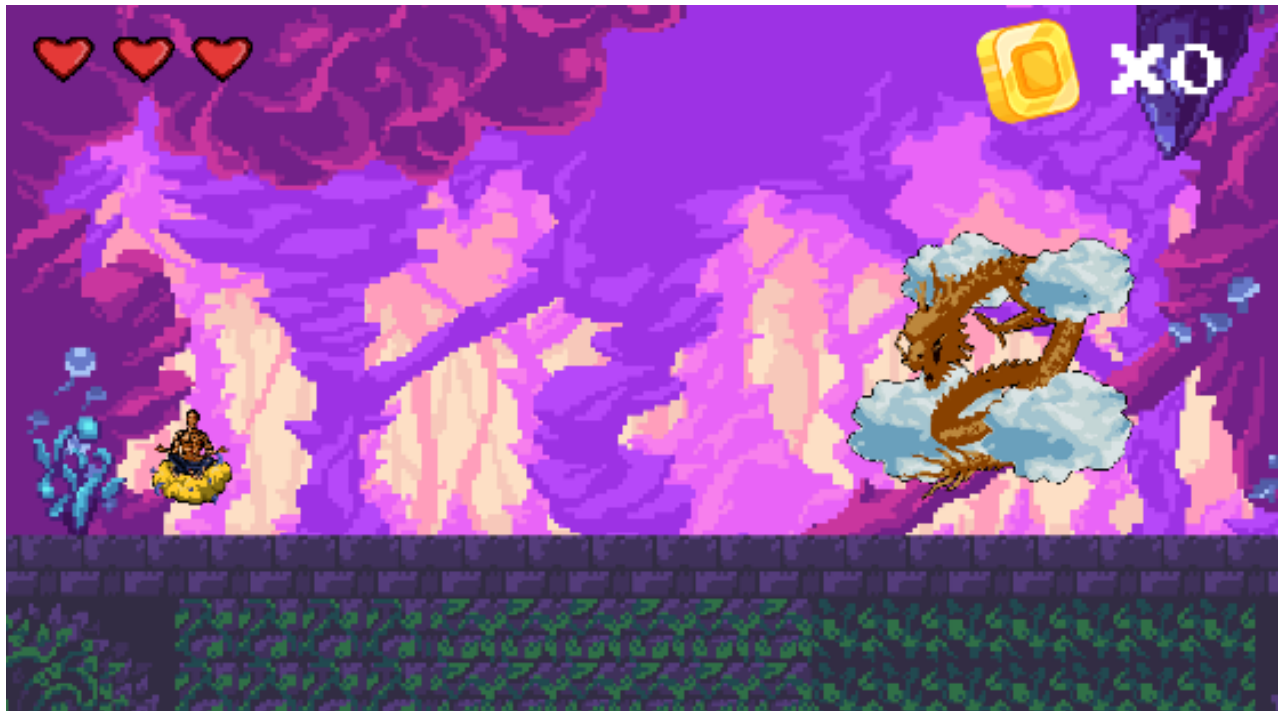


Figure 6 Level 3 - Boss



Figure 5 Winning Screen



Figure 8 Pause Menu

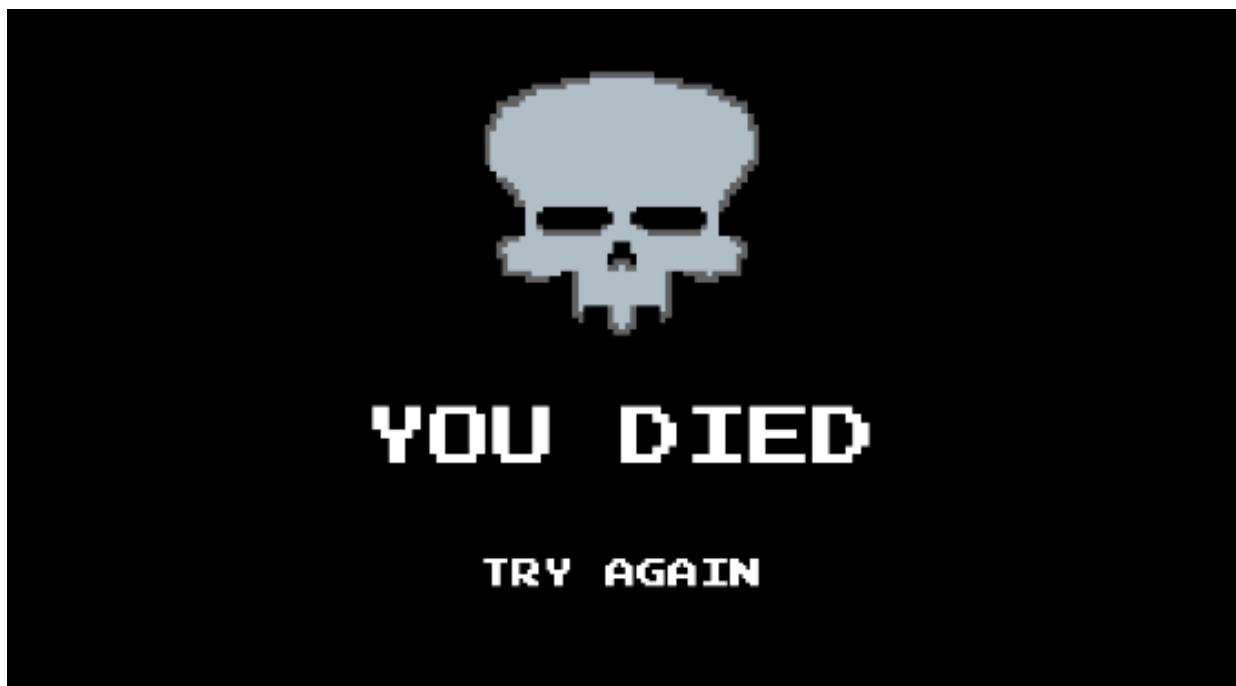
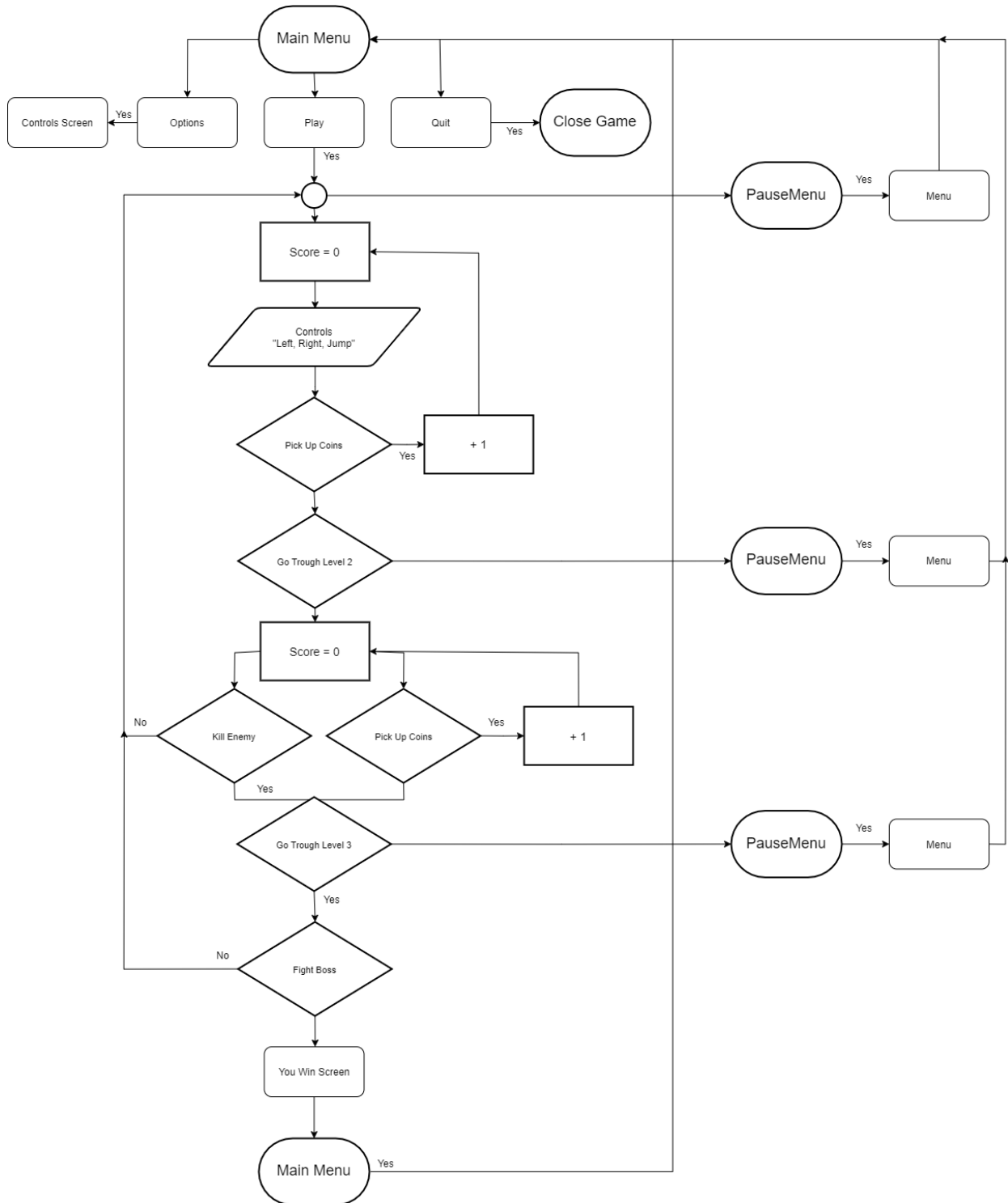


Figure 7 Game Over Menu

Gameplay Flowcharts



Game Objective

The player's objective in the game is to pass through all 3 levels by staying alive, killing the enemy AI and collecting coins. It is pretty linear as a game.

Art Assets



User Interface Outlines

In the game there is a fixed HUD which indicated the player's health and scoring system, when an AI collides with the player a heart depletes from the HUD menu and when the player collects a coin a +1 adds up to the scoring system. I also included music to the background and collection sound on coins, sound when jumping, casting magic, and AI impact.