


ADVANCE PROGRAMMING COURSE PROJECT

Developed by Group 104:
Kshitij Bajaj
Priyanshu





ABOUT THE GAME



We have created a very game very similar to Will Hero. We spawn as a jumping-Hero at the start of the stage. Our objective is to reach and kill the mighty Boss Orc. As the game goes on we move forward towards the Boss and kill all the orcs that dare cross our path by either pushing them into the abyss, stomping them, or killing them with a weapon. Along the way, we collect weapons and coins that might come in handy to us later. If we die, we get one chance to be revived in exchange for 20 coins.

Controls:

Space : To dash forward

1 : To equip Weapon 1 (if possible)

2 : To equip Weapon 2 (if possible)

3 : To unequip all weapons

p : To Pause the game



Individual Efforts

Priyanshu

Implemented Static GUI Components
Serialization and Deserialization
Exception Handling
Class Diagram
Use Case Diagram

Kshitij Bajaj

Implemented Game Mechanics
Collision Detection
Error Handling
Animations
Class Diagram
Use Case Diagram

BONUS

For bonus marks, we have implemented:

- Random Generation for every object on the stage using a probabilistic model and bounding ranges to ensure the game is always winnable. Every run is completely unique, which keeps the player's excitement always up and never lets the game become monotonous or boring.
- Mario Coin Sound whenever we collect a Floating coin in the game. A necessary tribute to the legend of this genre.