Pangea - Documentation

The Concept

The game is made up of five mini-games, all of them centered around our main character, a little dinosaur. There is no immediate connection between the games and are not to be understood as levels in the assumed sense since they do not build on each other. However, they do follow a rough story line and chronology based on the course of Dino’s life.

The ambiance of the game is meant to be calm and rather cheerful, with all of the levels being relatively easy to beat and a childlike art style.

All of the controls are always explained at the beginning of each game.

Visuals

Speaking of art, this project was heavily focused on the visual components as well as the code itself. Everything you see on screen (with the exception of text fonts), we drew ourselves. Even though some members were more focused on the coding and others on the artistic part, the drawing was split between the group. Of course, dividing this task between multiple people meant having to work with different art styles, which we chose to embrace by changing up the looks of our game with every level, even the main character drastically changing its appearance over and over.

The Mini-Games

Game 1: Hauntingly Hazardous Hatch

In the first one of our mini games, we document Dino’s birth, slowly hatching from his eggshell (requiring the player to continuously press the space bar), we start off with one of the most thrilling levels, since we cannot be certain, whether Dino will make it until the very last second.

**Controls and instructions:** Press the space bar over and over to hatch (no Game Over scene).

Game 2: Numerous Gnarly Nuggets

What might be a simple gathering game to one, can be interpreted as commentary on the modern food industry and the rise of processed foods, often more cheaply available to middle-class Dino, than the much healthier whole foods, by the attentive observer.

**Controls and instructions:** Move left and right with the arrow keys. Collect 10 baked nuggets to win. Keep away from the burnt ones to avoid food poisoning (Game Over).

Game 3: Jarring Jumps

Inspired by the widely known and respected T-Rex Game, this level is symbolic of Dino overcoming various obstacles in his life (said obstacles being suspiciously repetitive, which can be linked back to Dino’s learning disabilities).

**Controls and instructions:** Press the space bar with precise timing to jump over obstacles. The game keeps track of your score and ends at collision.

Game 4: Fair Fight

Disguised in the skins of adorable dinosaurs, we now get to experience a closer view of one of Dino’s (literal) battles. This multiplayer level marks a big turning point in Dino’s life, resembling the transition from naïve youth into adulthood.

**Controls and instructions:** Player 1 uses “w", “a”, “d” to move left, right, jump; and throws a punch with the space bar.

Player 1 uses the arrow keys to move left, right, jump; and throws a punch with the enter key. The game ends, when one of the player’s health bar is at 0 (after 10 hits).

Game 5: Kaboom

A cruel joke or simply the recognition of reality: the last one of our mini games, putting Dino’s destiny into your hands, only to discover, you are trying to beat an almost Sisyphean task, requiring you to destroy the asteroids over and over. However, you are not mythical creature inhabiting the Tartaros, but merely a mortal, inevitably causing the kaboom responsible for the extinction of Dino and all his friends and family.

**Controls and instructions:** click on the steroids to keep them from destroying the earth. Collision causes extinction.

Screen Dimensions

Unfortunately we immediately noticed that even when working with seemingly objective attributes like center(), there were differences in layout, depending on a screens dimensions. This is why we centered our positioning around the device we will present it on and are sorry if, for example invisible level-links are harder to access from other computers.