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CSC 378

Journey Across

Link to Game: https://users.csc.calpoly.edu/~kmkodama/Journey%20Across/

Description:

You live in the world of Eran. A fantasy world full of magic, mystical wildlife, and adventure. You are in your hometown when you receive a mysterious letter. The letter is from your grandmother who you haven't seen in a long time. She misses you dearly and asks for you to visit! Only problem is that you don't know where she lives. Try to find your way to your grandmother while trying to avoid obstacles and hostile wildlife and people.

Technical Achievements:

Health: Created a health system which can be incremented downwards. Health can be regained again through eating food. Food can be found throughout the game but the player is initially given one apple in the inventory. Falling below a 0 health points (hp) will cause the player to automatically lose the gain due to loss of health.

Multiple Loss Conditions: Created multiple ways to lose the game through entering a dangerous area which you cannot leave from without losing. As well as previously said but having health points go below 0.

Random Events: Created a system of chance which one of three events can trigger by random. All these random events will cause damage to the player.

Locked Door Puzzle: Created a puzzle in which a player must find a key which connects to a gate. The gate will block the player from progressing further in one direction in the game.

Alternate Wordings: Substituted some of the default text like if you try to climb the tree, it will respond with a custom message to the player.

Inventory System: Created inventory system where player can pick up items into their backpack.