Concept: Our game is a 2D dungeon game with infinite mode.

Artistic Elements: The artistic elements complement each other. All of the models and lighting are very suitable for a dungeon themed game. We have a background music, sound effect when player is attacking, and different sound effect for attacking each kind of monsters. There are different sound effect when the player picks up a money or a heart. These sound effects enhance the experience since they gives the player feedback every time the player attacks. Most of the models are downloaded.

Algorithm Complexity: All the enemies would keep track of the player’s position and move towards the player. During the game, we would keep receiving warning saying “coroutine fails”. However, this is a problem of the Unity Engine instead a problem of our implementation.

Visual complexity: Our game includes animations for idle, walking, running, attacking, dying and get hit for the player, and we included animations for idle, walking, attacking, get hit and dying for both kinds of monsters. These animations would improve the experience as it provides feedback to the player when the player is doing the corresponding action. On the player’s model, we added a point light to it to increase sense of presence of the player.

Completeness: Our game provides a start menu with introductory scenes and tutorials. Since our game is in infinite mode, it does not have an ending scene. During the game, we have UI elements that would show the player’s health, money, attack damage, current level, and the number of enemy left for the current level. When the player finishes a level, he or she would be taken to the Shop UI surface which would allow the player to purchase item for the next level. If the player dies, the player would be take to the Result UI surface would provide the player’s score and options to start again and quit. Player is able to pause the game by pressing “escape” and player would be directed to a pauseUI. All of the UIs are made to fit different screen size. The buttons are very obvious and straight forward that makes the player easy to work with the UIs. Player is allowed to walk, run and dash during the game. When monster dies, there will be a chance for the monster to drop items. The two items that can be dropped are money and heart. Money would increase the current money of the player and heart would increase the current HP of the player. Player also have a bomb to use and the bomb will destroy all the enemies nearby.