Valley of the Samurai Report:

For my game I decided to go with a Japanese-Themed 2D Side-Scrolling Action game. The player takes on the role of a Samurai and they must progress from one side of the screen to the other while defeating enemies that lay in their way.

How-To-Play:
- Select a character and choose a name then click "Start Game"
- Make your way from one side of the screen to the other and defeat any enemies in the level
- Your health is displayed in the top left, keep an eye on it if you don't want to have to restart a level
- For the final level, defend the villagers from incoming waves of enemies and ensure that they don't all die. There is a health bar at the top to show you how much overall health they have left.
- **For optimal experience a separate mouse is strongly recommended over a trackpad as one of the abilities requires the middle mouse button**

Controls:
- Movement: A/D
- Sprint: Hold Left Shift while moving
- Jump: W/Spacebar
- Attack: Left Click (attack direction is based on mouse location relative to player sprite)
- Block: Right Click (block direction is based on mouse location relative to player sprite)
- Double Jump (Female Character only): press jump again while already jumping
- Random Teleport (Male Character only): Middle mouse button
- Open menu: esc

- How To Deflect (Female Character only): Use the attack key right as a projectile is about to hit you. Be careful as your window for deflecting is only 0.2 seconds.

Passive Abilities:
Female Character: Natural Healing will occur at a relatively slow rate if your health is below 3 hearts
Male Character: You walk and run at an increased speed of 1.5x

FEATURES:

Characters:
The player can choose from 2 different characters who each feature unique aspects that the other doesn't. The female character has a sword and can fight at a slightly longer distance. She has the ability to double jump and deflect incoming projectiles if the player times it right. The male character uses his foot to kick enemies, fighting at a shorter distance than the female character. He has the ability to randomly teleport to somewhere on the level. Both characters can do a basic attack, block and a regular jump. They both have 3 hearts worth of health. The player can also type in a text field in the main menu to enter their own name

for their character. This name will be used by the friendly NPCs in the game. Both the male and female characters feature a passive ability which is an ability that requires no extra work from the player and will happen naturally. The female character will naturally regain their health over time and the male character will move at a faster pace.
<see figure 1>
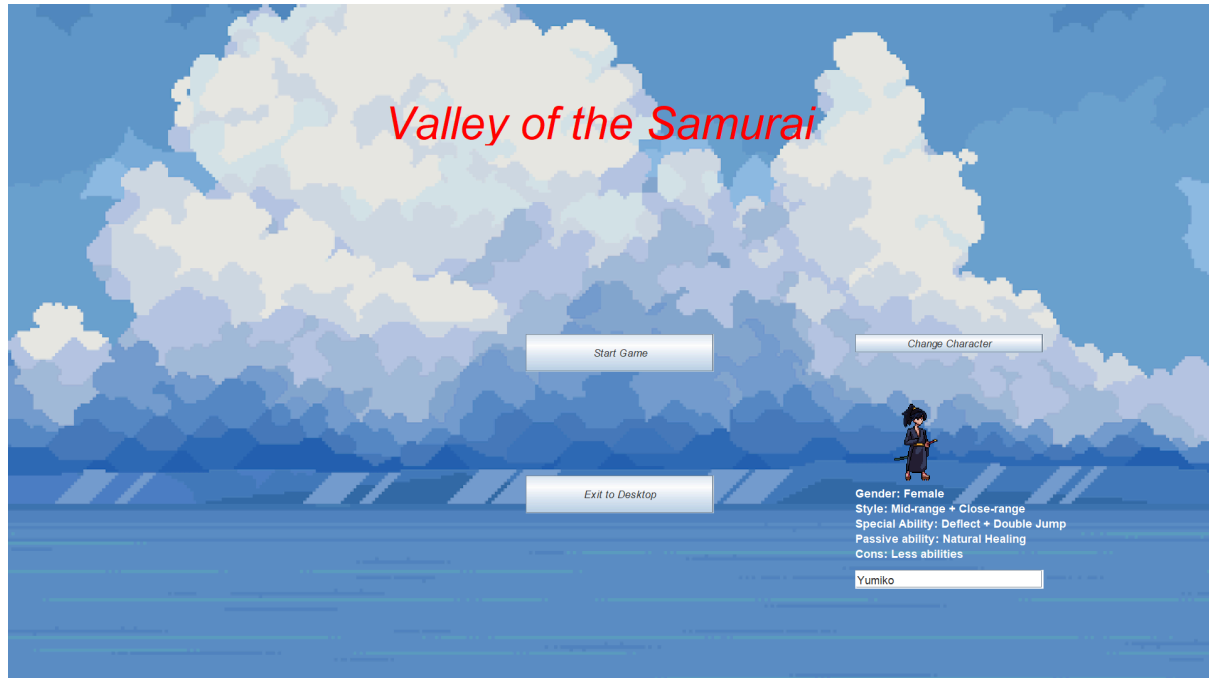
[Figure 1: The main menu when the game is launched normally]

Cutscenes:

One thing I wanted to add from the very beginning was cutscenes to tell even just a short simple story to the game. I love watching cutscenes while playing games myself so this was something I wanted to try and see if I could do. Any time a cutscene plays, a cinematic border appears on the screen and the player's controls are disabled temporarily. Each cut scene is designated by a number and within each one they are broken down further by a cutscene state which is also a number. This allows me to direct what should happen in front of the player in a sequence without relying on them interacting with anything.

[Figure 2: The opening cutscene, note that the character speaking references the player by the name put into the text field in the previous screenshot]

Enemies:

There are two types of enemies in this game. I was considering adding a 3rd option but due to time constraints as well as work from other modules, ensuring the first 2 worked and had as few bugs as possible meant that adding a 3rd one wasn't feasible. The two enemy types are a "Yurei" and an "Onre", both based on Japanese demons. The Yurei is a stationary enemy that does not move throughout the level. Instead they shoot relatively fast projectiles that the player must counter in some way. Due to the more complex attack, they deal slightly less damage than the Onre. The Onre is a moving enemy that has a behaviour routine of "patrolling" the level area. This patrol is triggered once the Player or an NPC walks within a certain distance of the Onre. Since they do not perform any ranged attacks, their attack distance is much shorter and they only damage the player or npc if they walk into them. To balance this, they deal slightly more damage than the Yurei and the player is unable to block their attacks in any way.
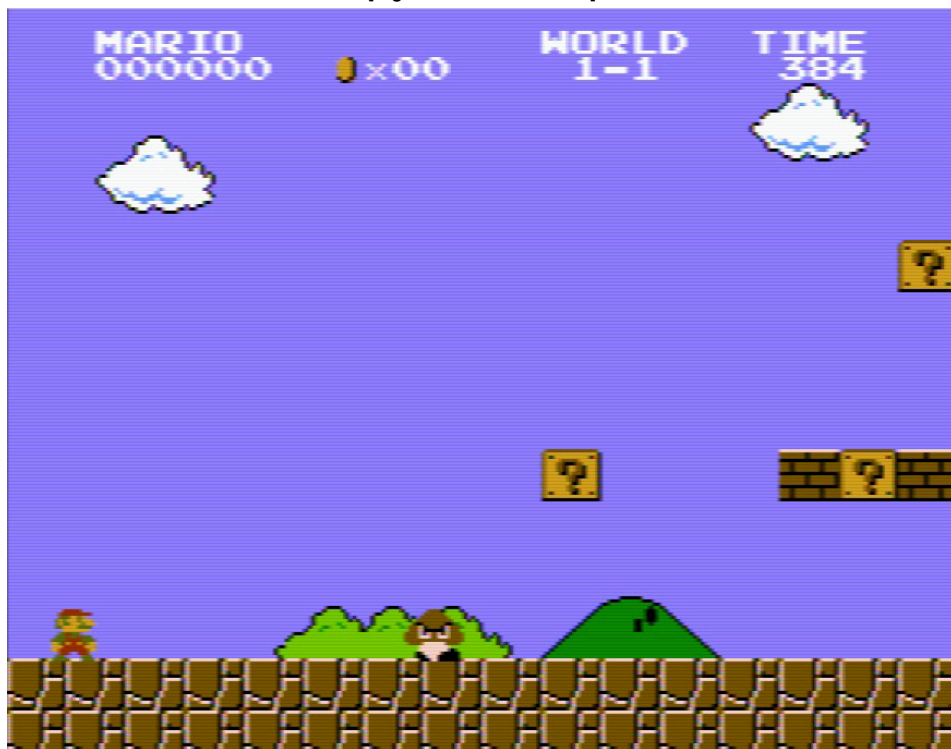
Levels:

The game features 4 main levels, with the 4th one having about 3 waves of enemies. For the first two levels I took some inspiration from the famous opening level of the original Super Mario Bros game, "1-1". I tried to give the player as little information as possible. When they are first given control they have some time to walk around and test what they can do. However, they can see an idle Onre at the end of their screen so immediately they might feel like they should stay away, or the exact opposite and their curiosity may bring them closer. Once the Onre sees the player, it will immediately turn to face them and start walking towards them. The player should get some sense of danger from this and they may start trying different ways to dodge the incoming foe, or defeat it. Once the enemy is gone there is no more current danger and if the player walks the full distance of the level, they will move onto the next one.
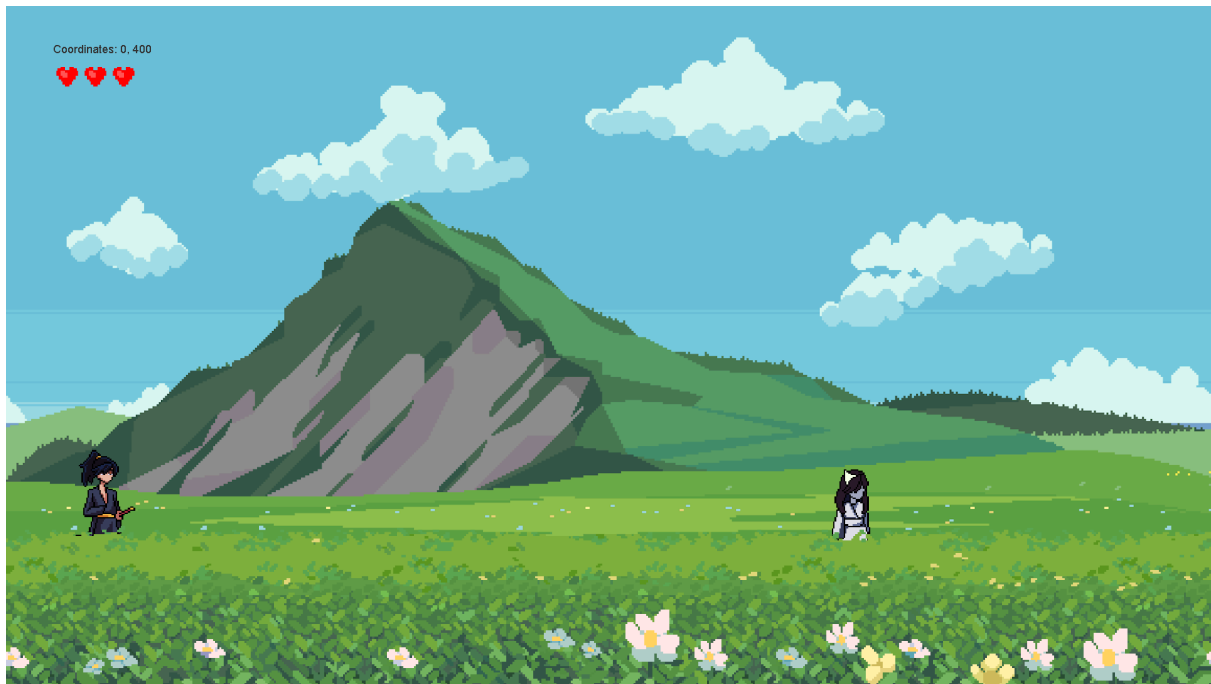
[Figure 3: The first level]

[Figure 4: Mario level "1-1", the inspiration for my first level]

Menu:

The player can press esc at any point during the game to open the menu. This will allow them to exit the desktop or resume game by clicking one of the two buttons.
<see figure 5>

[Figure 5: Esc menu while in game]

Dev Mode:

This is a simple feature but requires more complex work from the user, as it is intended for development use only. There's a boolean in the main window Java class that dictates whether the game should be run in Developer Mode or not (Set to false by default). Changing its initial value to True will launch the game in Developer Mode. When in Developer Mode, the user can choose which level they start the game on (-1 would be the opening cutscene). Developer mode also allows the ability to change character at any point mid-game. I added this to make it easier for me to test how the two characters work with each level and I left it there in case I ever come back to this game or someone else would like to test things.
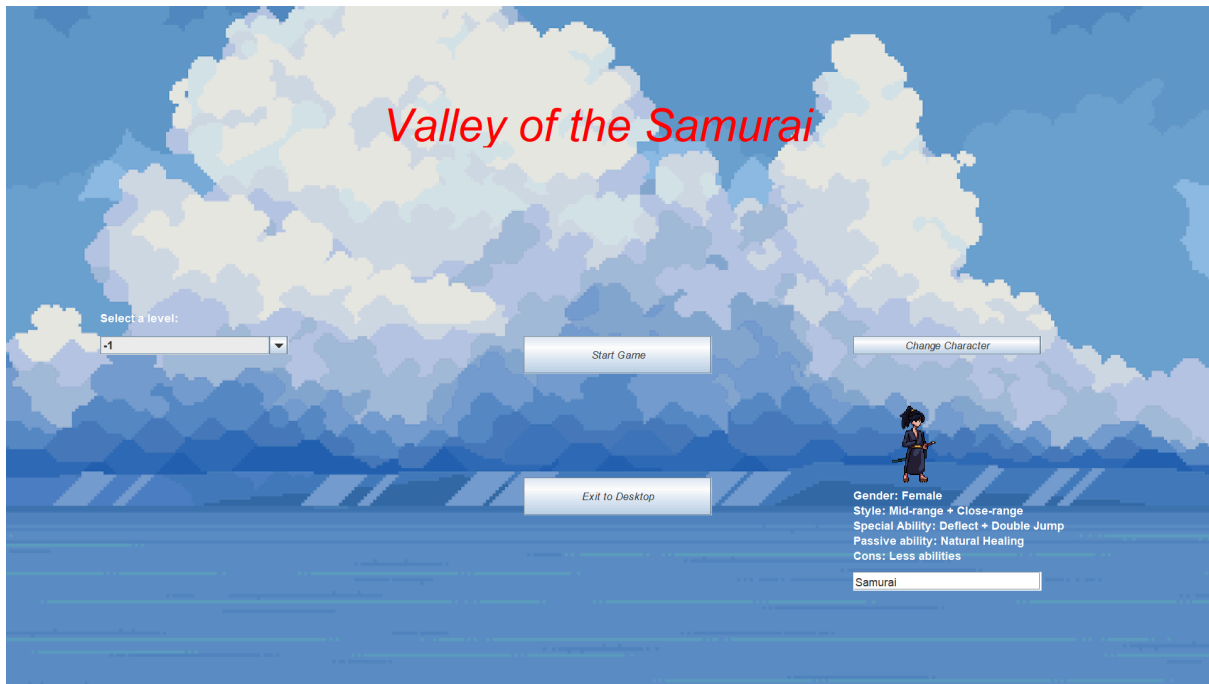
[Figure 6: The main menu when the game is launched in Developer Mode]
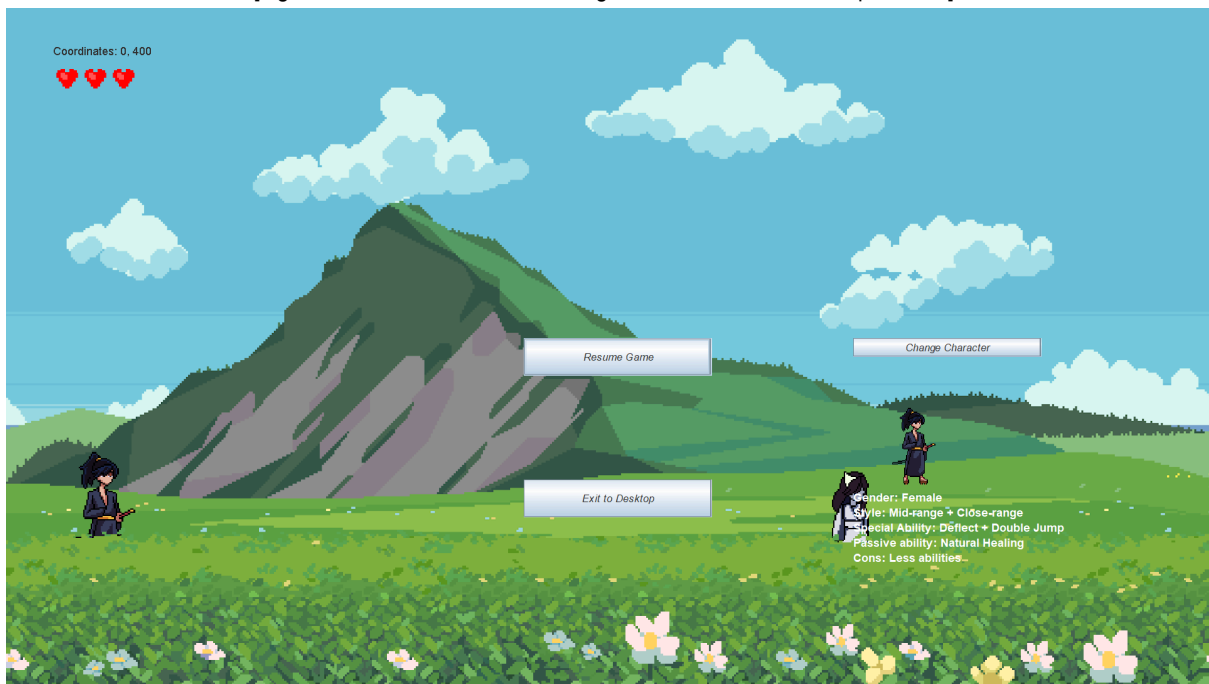
[Figure 7: The esc menu when the game is launched in Developer Mode]

Speech Bubbles:
This is a simple feature that helps tell the story of the game. The friendly NPCs will talk to the player character by saying simple lines that are displayed using speech bubbles above their sprites. The player character will also say something in the final cutscene.

Health Bars:
Throughout the game there is a health bar for the player. This updates in real time based on how much health the player has. It can display full hearts or half hearts. The villagers in the

final level have a different health bar since there are 3 of them. They have a solid bar in the centre top of the screen that will empty more and more if they lose health.

Additional Credits:
CraftPixel.net - Sprite + Background resources
xDeviruchi on Youtube - Music
Kyle Draper - Game design ideas
Jarek Nolan - Game design ideas
Liwia Ejsmond - Balancing ideas
Michael Roberts - Game Design ideas + Proofreader
Kalkidan Dessie - Play Tester