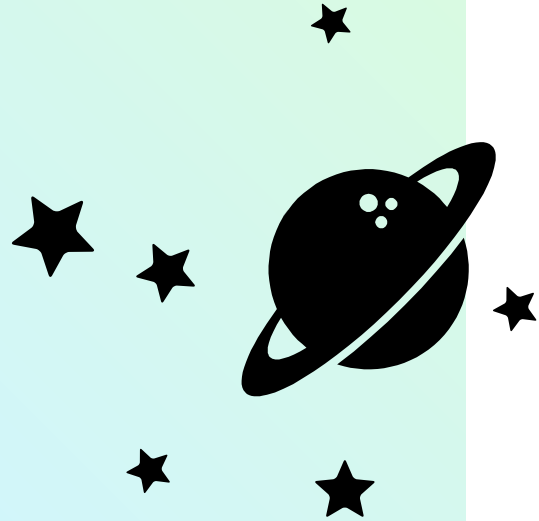


# **Magic Run**

by Leo Le & Adriana Padilla

# The concept

Fantasy-themed platform  
game where you combat  
monsters while traversing a  
haunted forest.



# How we meet technical requirements

## Scenes

- Start scene
- Game level scene
- Win/lose scenes

(>3)

## Behavior

- Camera follows hero with **interpolation**
- Enemy **shakes** when destroyed
- Monsters **chase** hero

## Game Complexity

- Hero & 4 enemy **types (>3)**
- Random creation of **instances (>10)**
- **Per-pixel collision** with enemy affects hero's life

## Physics

- Hero can jump onto floating obstacle platforms, as well as walk on floor using **physics**

## Camera Views

- Large camera for gameplay
- Small camera for a map of the forest

(=2)

## Game World

- **Particles** simulate hero's magic
- Moon and hero have **spotlight**.
- Hero's light **moves**
- Background & hero **(=2)** are illuminated

## Our estimated schedule

| Task   | Due date |
|--|----------|
| Proposal & PowerPoint                        | 2/24     |
| Create scenes & large camera                 | 2/25     |
| Incorporate assets (background & characters) | 2/26     |
| Implement character interaction & behavior   | 2/28     |
| Integrate small camera                       | 3/1      |
| Add obstacles & physics                      | 3/3      |
| Include particles for magic                  | 3/5      |
| Implement illumination                       | 3/7      |
| Implement score system                       | 3/8      |
| Test & refine                                | 3/10     |
| Final Demo                                   | 3/18     |



# **Thank you!**

Any questions?