Light and Sneak Documentation

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* Roles
  + Gavin was in charge of ray casting, but other than that, we all worked collaboratively through github. We didn’t specify any roles and worked together to find issues and solve them. Slowly we added to the game and made it both difficult and fun. Every person contributed to the project and helped improve the game in one way or another.
* Sprites
  + Hider
    - The hider is controller by the player and needs to not get hit by the lights. Being caught by a guard is grounds for immediate loss, but getting caught by lamps gives you a bit of a delay to try and save yourself.
  + Guards
    - The guards are stationed at the sides of the map and patrol the area to make sure the Hider isn’t able to get any coins.
  + Coins
    - Randomly pop up in different places
    - Can pop up near lights
  + Obstacles
    - The hider can use obstacles to hide or to avoid getting hit by light.
    - Obstacles can move or be still.
  + Light posts
    - Light posts can be on top of obstacles or anywhere on the map, illuminating a little bit of light.
    - Light posts will get brighter as the game goes on.
* Goals
  + The goal is to gather 10 coins, and it’s a very challenging task. The movement of the sprites, and the positioning of the lights gives a very intense gaming experience.
  + Getting hit by a lamp gives a bit of a delay before death, and getting hit by a guard is immediate loss.
* State Transition Diagram
  + We have a simple graph for our states. We start in the menu state and allow the user to enter the game state. Once the game ends, they have the option of restarting by going to the menu state.

