Crazy Adventure with Mr.Woodie!

Ding Zhao

Welcome to Adventurer Woodie

Multiple layers of physics space
• Static CCPhysicsNode hosts the non moving game tools
• Moving CCPhysicsNode creates the illusion of the infinite horizontal scrolling space

Randomized game scene setup
• Woods randomly float on water surface waiting to be dragged
• Enemies continuously appear at random positions

Efficient architecture for level loading
• Parent Game Mechanics Scene with direct collision delegate control
• Custom variables to monitor progress and assist level transition
• Custom class "Level" to store level dependent parameters

Assist Mr.Woodie to proceed with his adventure
• Build wood path for Mr.Woodie
• Eliminate trouble causing enemies
• Jump Mr.Woodie to avoid the enemies and land on transfer stations

Technical support from

Objective-C   CHIPMUNK   COCOS2D

Easy to adapt multi-touch player control
• Drag floating woods to build the path
• Drag the weapon to kill enemies
• Long press to jump Mr.Woodie

Refreshing multi-level user experience
• Different adventure scenarios for all levels
• Woods with varied shapes to add more fun
• Clumsy enemies keep surprise you

Natural physics effects implemented
• Mr.Woodie is drowned if falling into the ocean
• Mr.Woodie is killed if contacted by enemies
• Enemies are blooded if touched by the weapon
• Enemies keep swallowing the floating woods which may otherwise be used by you