**Game Description Side Scroller**

**(mag ook in het Nederlands ingevuld worden)**

**Your Name : Valere Maes Group : 22**

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| Name of the game :  Escape the Mine. |
| URL for demo/video : / |
| Printscreen : / |
| Source for sprites if not own sprites:  Sprites are self-made. |
| Detailed description of **all** functionality that will be made:  - avatar +all functionality  Main character: A miner.  Functionality: Jumping, throwing pickaxes.  - different types of enemies, obstacles, .. + all interactions  Obstacles: Crashed minecarts, broken down planks, holes in the ground.  Enemies: A Giant spider that runs after you, bats in the air, spiders on ground.  - scoresystem & HUD  Scoresystem: Amount of distance traveled.  HUD: Distance traveled, high score, HP in the form of 3 hearts. |
| Classes (+ methods & properties) that will be used :  Class: GameObject: Methods: Update, UpdateSpriteAnimation, UpdateMovement, Draw, Gravity, IsColliding,  Properties: Texture, Destination, Movement, TextureWidth, TextureHeight, AssetAnimationCount, AssetLocationNumber, SourceRectangle, DestinationRectangle.  subClass: Player: Methods: Draw, Jump, ThrowPickaxe, Update.  Properties: HP  subClass: Pickaxe: Methods: Update, Draw,  subClass: Bat: Methods:  subClass: Spider: Methods:  subClass: BrokenPlanks: Methods:  subClass: Minecart: Methods:  subClass: StoneWall:  Class: Environment:  Class: GameSettings: Draw, Update, Resolution, OpenGameSettings.   * Properties: CurrentScreenResolution, PreviousScreenResolution,   (Volume ?). |
| Info read out of text-file /XML-file: The player name with its own highscore. |

Upload this document AT LATEST **Monday 25th of November** in the corresponding assignment