

Project Report

Computer Games Development

Final Year Project – Repeat

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# Project Abstract

This project is called “Wacky Blocks”.  
The objective of this project is to make a platformer game with some features added like multiplayer/server, level editor and lighting system this is a simple hack and slash with a bit of shooting involved.  
This is the scope of these features:   
The level editor is a simple tool where you can select a slider which opens up inside the slider there is tabs where you can swap into different sections so for starters there is “Blocks” where entities can walk on, different tabs are such “Traps”, “Enemies”, “Pickups”, “Miscellaneous” which are health, shop, torch and finally “Essentials” which is needed to have in the level that would be the player and portal.  
Multiplayer/Server so in another project you need to run the server first, and then the main project this is so we can send some information towards the server and then the server sends information back into the clients which basically creates multiplayer. I made it as when you click on the multiplayer button in main menu you get to choose options such as host or client the host just waits until someone joins them, and the client need to join whatever host there is after joining the host can pick a level and start the game.  
Lastly I made a lights so the game is set as dark and the player has a light source so you can see only a portion of the game depending if there are lights placed in the level.  
This project is made in Visual studios using C++ and SFML

# Project Introduction

Since this is a Platformer game, the reason why I choose a platformer type was because I thought there was a lot of stuff I can add so for a 2D game first think came to my mind was level editor, then I added a lighting system so the game is actually set as dark/night mode and the player has a light source where light is showing and as well there is torches that can be placed around the world this will give a more nightly feeling, next I added a server so I can make multiplayer for this project, its simple 2 player co-op so one chooses to be a host and another joins that player the server is responsible for sending and retrieving data from the clients essentially making this multiplayer game. The player can go around hacking and slashing enemies while being able to shoot with the mouse

# Project milestones

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