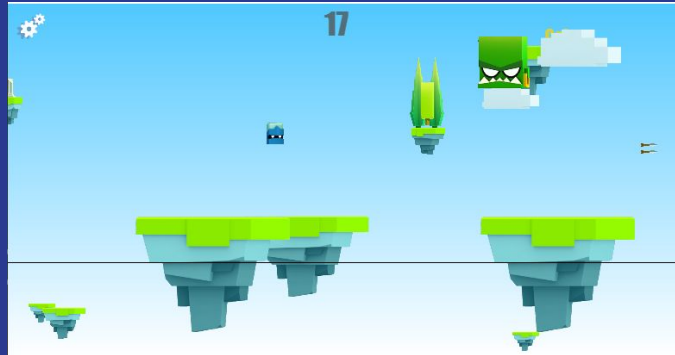# AP Project

Group 98

Implementation

Main menu

Pause button

Load Game

Save Game

Exit to main menu

Settings Menu

End Screen and Win Screen

Gameplay:
Will hero is an interactive Game where we simply have to move the character though the 2D map where it has to dodge the enemies and push them of the cliff whenever possible
The character has to jump over the gaps between the cliffs while he fights with the Massive Orcs he finds in in his path

Challenges Faced
We faced difficulties in implementing our shooting functionality as well in serializing the objects so that they load properly.

Individual Efforts

Yashasvi Chaurasia (2020159)

UML diagram and Use case

Serialization and Deserialization

In game Graphics

Weapon Shooting mechanism

Game and menu design

 Bonus

Presentation

Animations

Mortala Gautam Reddy (2020445)

UML diagram and Use case
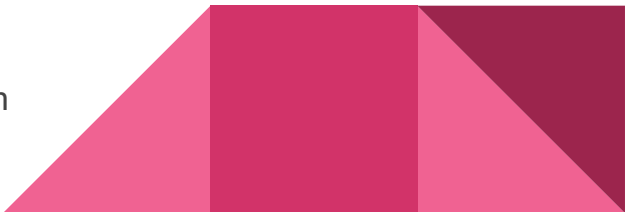
Gravity Implementation

Collision Implementation

In Game Physics

Serialization

Bonus

Presentation

Obstacle Design

Bonus

Feature which shoots an series of weapons all of a sudden to cause additional and massive damage to the enemies

In game Advanced Animations

Interactive Menus