

# PROJECT 4 README, CPM 120

**Title:** Grunkle's Adventure

**Collaborators:** Florian Ionescu & Charles Haiwen

## Description:

Grunkle's Adventure is a 2D top-down adventure game inspired by titles such as The Legend of Zelda (1986). The player character is controlled with WASD and arrow keys for movement, and the space bar swings a melee weapon. In this adventure, the player will traverse rooms, fight enemies, solve puzzles, collect items, and eventually overcome the big bad evil Weezurd.

Pressing 'e' will allow the player to interact with various objects in the world (talk to npcs, read signs, open chests, and travel to different scenes. If the player has difficulty traversing the scene, press 'e' while in the middle of the pathway to whatever desired scene.

For Testing purposes, a "god mode" function has been added, activated by hitting 'g'. This ignores all damage towards the player, making level traversal easy and quick.

## Evaluation:

Criteria	Points	Description
Personal contribution (Individual)	2/2	Flo handled the key mechanic, ghost spawning, and potion pick-up in the West dungeon, while Charles handled block pushing, puzzles, and a damage upgrade in the East dungeon.
Personal "Flair" (Individual)	1/1	Added a personal easter egg about our professor's cats. Talk to the rat in town! Added boss banter during the fight. See what he has to say!
NPC Behavior	2/3	We didn't get as far with NPC behavior as we would've liked; the NPCs can talk with the player and provide clues but otherwise only stand still in place.  We decided it would instead be better to focus our efforts on more "core" game mechanics (the enemies, puzzles, and boss). The NPCs do not have significant "AI" characteristics, but they do make good use of the interact ('e') key, and give a fun "adventure" feel to the game itself.

World Space	2/2	We used free tile assets from KenneyNL that were clear in their presentation about how they represent play spaces and allow or disallow certain lines of navigation for the player. This, combined with Tiled, gave us a quick and easy way to implement maps into the game.
Juice	1/1	Visual and audio juice has been added. Background music for all scenes, as well as audio juice for healing, attacking, enemy death. Visual juice includes player movement and enemy death. Audio assets were public domain/free from itch.io

### **Additional Game Features:**

To the West of the Town, there are ghosts that spawn periodically and move towards the player, which the player will have to fend off using their melee weapon. Passing the half-way point leads to a section with hazardous spikes, but HP can be refilled by picking up potions. At the end of the winding paths is a key required to gain entry to the final fight to the North of the town.

To the East of the town, there is a set of barrel-pushing puzzles. While not required, clearing the puzzles improves the player's damage with their melee weapon against enemies. Hitting an anvil will reset a puzzle if the player gets stuck.