Phase 4 Report

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In our game, the player controls their own character and is able to move around and interact with certain things. They are able to fight and defeat enemies, which grant them exp and eventually increase their level which grants them increased health or attack. The goal of the game is to defeat all of the bosses on the level, find and grab the key, and then reach the exit to win. The player will lose when their health is reduced to 0 in some way.

Our game has mostly remained faithful to the original design that we created back in phase 1. The core gameplay is that the player controls a character which can move around onto different tiles, and the player can only view a certain area around the character. The combat system, enemy activation and movement, and types of enemies are completely the same as was designed. One aspect that was changed was that defeated bosses only give the player exp, not increased stats. Further, defeating a boss does not give the player any key parts, instead once all the bosses on the level are defeated, the key will become visible and be able to be picked up by the player who can then proceed to the exit.

In terms of the kinds of items and traps the player could interact with, the final product does not have everything the initial design called for. The final product has hearts that the player can pick up to regenerate their lost health, and spike traps that damage the player when they walk over them. However, it does not have the "power ups" that temporarily increase the player's attack or health, nor does it have a trap that explodes after a period of time.

There were many things that are in the final product that were not included in the initial design, such as UI elements. All characters have a health bar above their sprite that represents how much health they have left, and the main character has an exp bar below their sprite to represent how much exp they have. Furthermore, the game has menus that pop up at the start of the game that contain instructions on how to play, and menus that pop up after the player wins or loses that indicates if they won or lost.

Link for the game demo/tutorial: https://youtu.be/Ta2QxeMK8Cw