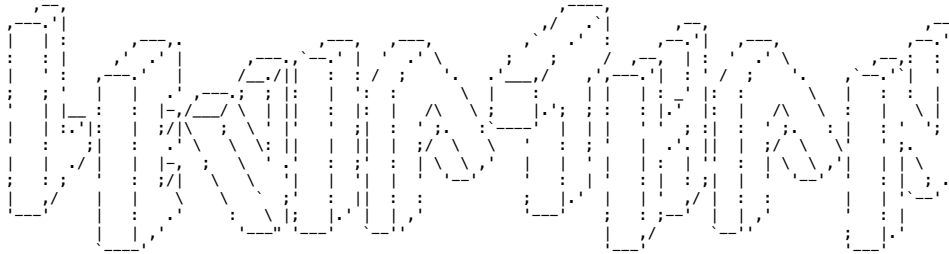


Leviathan::Readme
Final Release



A game written by:

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INTRODUCTION:

What does our program do?

Our program is all based on survival. The main objective of the game is to survive as long as possible and to complete the most levels without dying. You will be able to shoot monster and once your health reaches 0, it is game over.

What problem does it solve?

Our game solves the problem of having to wait for friends to be online so you can play with them. When your friends are busy, you can just run this game and play it on your own.

Who would want to use our program?

People who would like to play survival games and are looking for a fun game to play.

What are the primary features of our program?

Our game primary features different monsters, including ghosts, vampires and etc.

There are portals to the next level and a maze generation so every time you play, you will have to take a different route to get to the next level.

Instructions:

Leviathan is a single-player platformer game.

You play as a character in a cave, descending toward the center.

The up arrow key causes you to jump, the left arrow key makes you go left, and the right arrow key causes you to go right.

Press space to use your mana, which causes you to fly.

Pressing "v" will allow you to shoot a laser to defeat monsters.

Complete each level by reaching the portal at the end.

Getting hit by an enemy's attacks consumes your hp.

You will heal very slowly, and at a fixed rate. If you are killed, it is game over for you.

Classes:

BGTile: Creates Tiles that the user cannot interact with.

CoordinateSystem: Creating tiles and storing array of coords.

Credits: Opens a JFrame with credits on it.

Timothy: Projectile, BGTile, FGTile, GroundTile, Main, Portal, Tile

Michael: Grid, CoordinateSystem, EasySound, HyperRoom, Interpreter, LeviathanPanel, Player, Slot

EasySound: Provides the sound in the background.

FGTile: Creates the Floor Ground Tiles

Grid: The foundation of the game, where most of the code is. It generates the map that you will play on. Starts off as a "play" button, pressing the "play" button will start the game.

GroundTile: Creates the Ground Tiles.

HyperRoom: Creates a bigger room than the regular sized rooms.

Interpreter: Tells you how to play and what to do in the game.

LeviathanPanel: This is the window for the main game that you will be playing on.

Main: Includes the main method, which runs the Menu Class.

ManaBar: This is the code for how Mana works and how much Mana you waste.

MazeGenerator: This will randomize between the start and finish room.

Monster: This is where the monsters are created. This class tells you how the monsters move and how much damage they each do.

Player: Creates the player you are controlling, sets Health, Mana, Attack, Defense, Speed, Dexterity.

Portal: Creates the portal to the next level you are going to.

Projectile: Lets you shoot the monsters so you can defeat them and not take damage.

Room: The making of the rooms. The start and end room are always the same, the rooms in between are always random.

StatusBar: Creates the HP bar and Mana Bar to see how much HP or Mana you have.

Tile: Super class of BGTile, FGTile, and GroundTile. Creates the tiles for the game.

Responsibility List:

Joshua: Credits, Monster, MazeGenerator, StatusBar, ManaBar, Room

Timothy: Projectile, BGTile, FGTile, GroundTile, Main, Portal, Tile

Michael: Grid, CoordinateSystem, HyperRoom, Interpreter, LeviathanPanel, Player

Credits:

Skylit: EasySound