**Game Description Side Scroller**

**(mag ook in het Nederlands ingevuld worden)**

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| Name of the game : Xavaltir’s Troubles |
| URL for demo/video : |
| Printscreen : |
| Source for sprites if not own sprites: I will try to make them myself |
| Detailed description of **all** functionality that will be made:  -character + shooting and jumping  -3 different monster that use inheritance with a base monster class  -one moves horizontal  - one moves horizontal but jumps  - one flies from the sky and will pull up at one point  -Title screen, gameplay, death screen  -Clock and score  -UI  -Music/ Sound effects  - Highscores: old one will be overwritten when a new one has been reached  -Scrolling background |
| Classes (+ methods & properties) that will be used :  -Background class : Movement, bounding box methods  -player class : Movement, projectile methods, collision?  -monster class : collision? method  -monster horizontal: movement method  -monster horizonal jump class: movement method  - monster fly class: movement method  -game manager class  -game over class  -title screen class  -playscreen class  -player spawning method, enemy spawning methods, background method, ( haven’t seen this in class yet but I assume audio, screen manager, game manager methods),… |
| Info read out of text-file /XML-file: the highscore will be stored here (I think we haven’t had this lesson yet) |

Upload this document AT LATEST **Monday 25th of November** in the corresponding assignment