

# Acid Knockout Beta

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**Acid Knockout** is a  
cute-horror king of the  
hill style game in which  
you defeat waves of  
various enemies.

# Changes from the last version

- Bullets only firing in one direction has been fixed
- Improved on and integrated animations into game
- Fixed jumping enemy
- Fixed platform collisions
- Improved controls screen
- More audible injury sound and slight pause before action can resume
- Player HUD health and score added
- Updated level design

# Responding to your Feedback

Fix the bullets!

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Bullet glitch has been fixed!

Platform hit boxes are too big/tentacles  
shouldn't have collision

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The tentacle part of the platform  
no longer has collision.

Pickup box purpose is unclear

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Pickup now in the directions.

Powerups spawn too often

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Spawning has been lowered.

Borders on the text would be nice

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Border on text is now thicker.

Visual/Audio indicator of injury wanted

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New SFX and sprite added.

You don't die when you fall off the  
stage

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Falling off the stage now kills  
you.

# Title Screen



Final Version

# New Controls Screen

## Controls

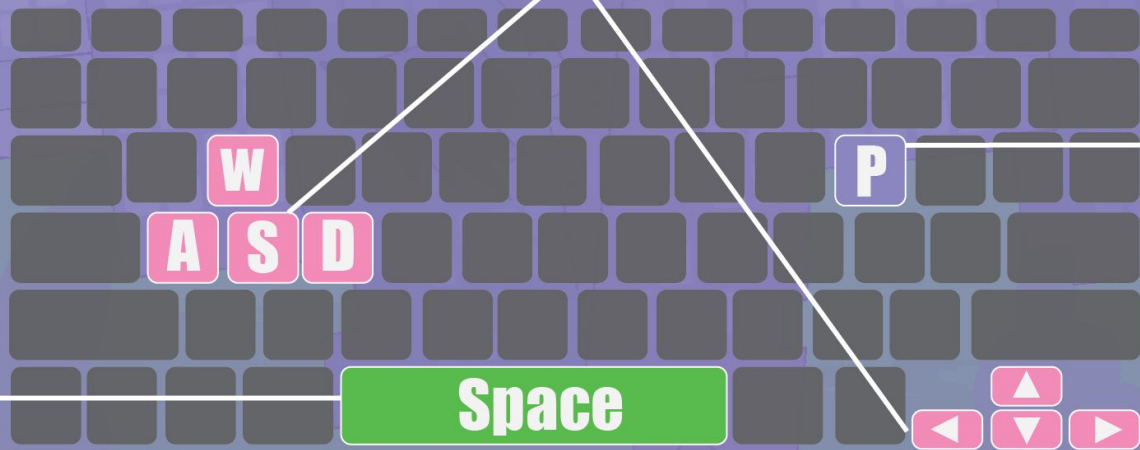
Move and Jump

Pause

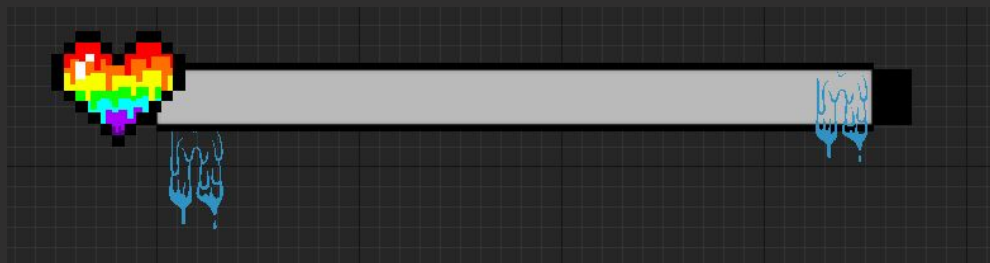
Shoot

Space

Pick up a  for a powerup!



# Player HUD



Health

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Score

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# Kennedy Animation



Win



Item Picked Up



# Jumping Enemy



Jump



Attack