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Phaser Game Report

WILD GOOSE CHASE

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The game I have developed is titled 'Wild Goose Chase'. It is a simple platformer game that involves the player character traversing through a 'swamp' while collecting geese and avoiding hazards such as monsters or lava.

Player Design

The initial design for the player character (GooseBoy) came accidentally while I was trying to design a human character. Upon noticing it looked similar to a duck or goose I decided to just roll with it. Adding the pair of underwear to the goose was actually a suggestion by my 5-year-old nephew. I liked the comedic effect it had so it was added to the final design.

The 2nd player character (GooseGirl) was a late addition after I decided to have a character selection screen as a bonus feature. In keeping with the underwear theme, she wears a magenta bikini.

Platform Design

The design for the platforms came from simply experimenting with Piskel's features, especially the Lighten/Darken feature which I felt added a lot of depth to the sprites. I went with purple soil on the platform as it matched with the intended swamp setting of the game.

Adding the lava platform was simply to have another hazard in the game as to not make it too easy. Lava felt like the easiest option even though it didn't match with the swamp setting. I felt if the character didn't belong in the swamp, neither did the lava.

Enemy Design

The enemy design was inspired by a design I found on pixelartmaker.com which I slightly edited.

Geese Design

The goose design was inspired from an example I found using google from a website called 123RF.com

Implementation

The implementation was done by using the code we had learned in class as well as some more research into different aspects of the game such as gravity and physics. My original plan was to have the collected geese follow the player like dogs until the end of the game. With other CA's and my job affecting my time spent on this project, I decided to scrap that feature.

I have also implemented a mute button that appears in the top right of the screen during gameplay. The button mutes the background music until the player character dies or wins.

As a bonus feature, I have also included a character selection screen. The player chooses which character to play as, then plays as them for the rest of the game. I

implemented this by including 2 buttons on the Character Select screen. The buttons lead to two different game scenes which are exactly the same except for the character they load. These 2 game scenes also lead to two different Game Over scenes, based on whatever character you are playing as.

Testing the game

In testing the game, I noticed a series of bugs, most of which are now fixed in the final game. One such bug was that one of the collectable geese was landing in the incorrect location due to the collision between the geese and the platforms. To fix this, I changed one of the platforms to be separate to the rest and turned off collision between the geese and that particular platform. Now the goose passes through the platform, landing on the correct one.

One bug that is still in the game which I unfortunately have not been able to fix is that when you select your character and win the game, you can not change your character. For example, if I select GooseBoy as my character, and win, then at the character selection screen I select GooseGirl, the character that gets loaded is still GooseBoy.
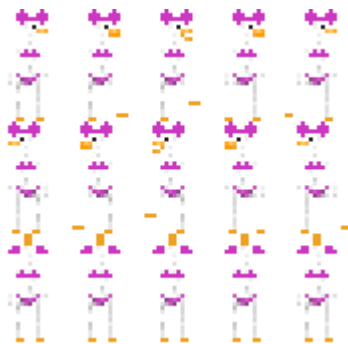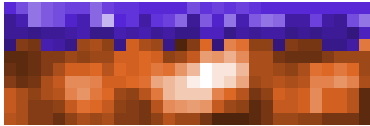

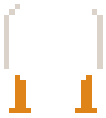*Figure 1 GooseGirl*

Figure 2 GooseBoy

Figure 3 Platform

Figure 4 Collectable Geese

Figure 5 Vertical Lava Platform

Figure 6 Lava Monster

Bibliography

Slime monster. (n.d.). Retrieved November 30, 2020, from http://pixelartmaker.com/art/4423ae94bae6df4

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