Interactive Game Development - Lab 4

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**Intent, Narrative, and Mechanics**

The basic premise of the game is this: The player is a knight who is traversing a spider-infested dungeon in search of treasure. In order to complete the game, the player must make it through all 3 levels without touching any of the spiders. If they make it to the end, then the treasure is theirs. The mechanics of the game are simple keyboard controls for movement and some AI enemies that automatically pursue the player. **Aesthetics**

The aesthetics of the game come entirely from online assets which are listed in the “Attributions” script in our repository. The creators of these assets are Kevin MacLeod, Buch (no last name given), and Ahmet Avci. The cool colors of the background combined with the spider and player sprite makes for a very dungeon-crawler-esque feel, which was what we were going for. **Joys and Struggles**

**Paxton** - My most notable joy in my case was constructing the different levels and playing around with the tileset. Being able to build new levels so quickly and efficiently was a breath of fresh air after I had spent a good amount of time struggling with Github. The biggest struggle for me was undoubtedly my wifi. Due to slow connection, there were several occasions where I tried to push my contributions only to get an error where my connection had timed out. As of typing this, I still have not been able to completely prevent this issue, it has just been off and on with whether or not it occurs and I’m still not certain what triggers it. Update: Innocent and I were able to solve the issue.

**Spencer -** My biggest joy was the entire process of making the Health bar. Learning how to do something so universal to games made me more confident for my future games. The biggest struggle, however, was scene transitions. For the longest while, I could not figure out why I was getting errors when trying to navigate from the start menu to other scenes.

**Innocent** – My biggest struggle was the time I spent with Paxton trying to fix bugs in the project. For instance, the feature of the camera following the player. We had this feature working before, but for some reasons it stopped working. I could not trace the source of the error. The coolest experience was adding follow steering behavior and seeing it working in the project.  **Contributions -**

**Spencer -** UI and menu design, scripting related to UI, choosing music

**Innocent** **-** AI code, debugging

**Paxton**  - Level design, sprite animations, tilemap and sprite choices

**Mars**  - Sprite recoloring