

Final Documentation of Kirby Saves Christmas

David Gent and Symoom Saad

User's Guide

Santa has been captured by King Dedede and it was up to Kirby to save Christmas in Mirror World, who took the brave task of delivering the presents to everyone in the dangerous Ice Region, the only place Santa missed before he was captured. Unfortunately, before Kirby could complete his task, Meta Knight hypnotised Kirby and Kirby currently has no control over himself. But not to fear, because you, the user, can take control over Kirby by using the magical tablet (which is also known as the keyboard) and save the day! Use the arrow keys to navigate through the mazy dungeons, avoiding spikes and parkouring through the platforms, to make it to the door. Through the door you will find a Christmas tree, in which you have to place the presents for all of the nice kids in that dungeon.

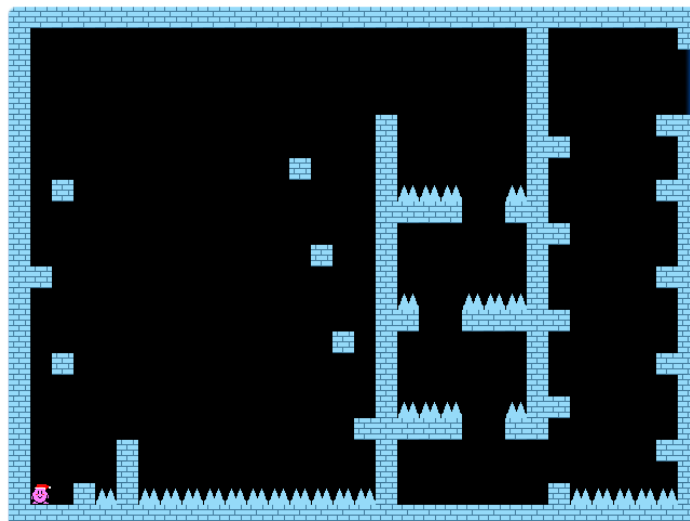


Kirby's Sprite



Spike Image

This game has eight unique levels, with the last two levels being hand crafted by the main developers: David Gent and Symoom Saad. An example of a level can be found below:



The controls of this game are fairly straightforward, you can move left and right using left and right keys respectively. You can use the up key to jump and down key to fall down faster. You can go back to the main menu anytime by pressing the ESC key. Do not worry if you cannot remember everything, as we have included an instruction page, which contains all of the information in this paragraph, in the main menu, so you can check it out from there. Navigating in the main menu is quite simple too. You can use the arrow keys to select the button you want to and press Enter key to confirm. Again, all of this information is in the the bottom left corner of the main menu so no worries.



Main Menu



Instruction Page

Completing a level will place a checkmark above its select button, so you do not have to remember which levels you have completed. However these checkmarks disappear, so exit the game with caution. To exit the game, you have to press the exit button located on the top right corner of the screen.

Congratulations! You now know everything that you could possibly know about the game. Now what are you waiting for? Go save Christmas! Godspeed.

Next Steps:

What we could add next into our game to make more obstacles for the player to navigate through, this could be done through adding in simple enemies like the goombas from Mario, or adding in a flooding mechanic where lava or another liquid slowly rises up from the bottom of the screen and causes the player to be pressed for time. Another thing that could be added which isn't directly related to the code of the program would be a story and an actual objective besides just reaching the end of all of the levels. A functionality of the game that we had originally thought of to be a base mechanic was the dual screens. These screens would act together, if one character moved right the top one would as well but along different levels. This function could still be added into the game to make a better experience for the user. Another thing that should be implemented is a tutorial level where the user can figure out how the game works by trying it rather than reading instructions.

Areas where we could improve our code to make it function better would mainly be the jump function, the jump function is currently just moving the character up and down at a set rate and we could have added a more sensible gravity accelerating the character downwards. Where we could change parts of it would be the GUI of the game, make a better colour scheme with an actual background for the levels and nicer buttons and also an actual display for the death counter. Another location for improvement/enhancement would be the spikes and how Kirby dies. Currently Kirby dies prior to even touching the spikes, which can be frustrating to the user, and after he does die due to touching the spikes we could have implemented a type of death animation besides instantly respawning at the spawn point. What we could change about how the overall game works would be the menus. Right now the menus are plain and have very little content about the game itself, like changing all the level buttons to display the actual level that they are assigned to. Finally what we could change within the game code that currently is kinda off in a sense is the main Menu function this function is currently larger than the main and could've been placed into the main itself.