CS 2261 - Milestone 1

Pablo Moschcovich

Prison Escape

Gameplay Overview

Description: Move player across floor (go right to progress), with ability to jump on platforms and fall through holes. Avoid falling off screen or colliding with guards. Pickup gun and then ammo (via collision) in order to shoot guards (enemies). Enable cheat to run (increase speed).

Win condition: Escape prison by reaching the end of course.

Lose condition: Collision with guard (enemy) or fall off bottom of screen (holes between platforms).

Controls

Right: Move player right

Left: Move player left

A: Shoot gun

B: Jump with player

Start: Pause game, see pause menu that allows you to restart game or return to main menu

Select: Enables cheat, allowing player to run/increase speed

Audio

Menu music: classical music

Game music: intense/thrilling/action music

Pause music: calm/relaxing music

Shooting gun (pressing A): digital shot sound effect

Reloading gun (colliding with ammo): ammo reloading sound effect

Losing (falling off screen/hitting guard): crescendoing sad music

Winning (reaching end of course): Upbeat celebratory trumpets music

Gameplay Details

Shooting: Player can pick up gun (starts with 0 ammo) by colliding with it (gun will spawn at random location once, at start of game) and can then pick up ammo, which will spawn randomly throughout the game's course (ammo count will be shown on corner of screen). As long as the player has ammo, they can shoot a bullet horizontally to kill a guard (guard will disappear/become inactive). Object pooling will be used for the bullets and ammo objects (ammo decreases once shot is fired). Sprite will change accordingly if the player has a gun.

Running: Once enabled by pressing SELECT, allows the player to move faster (adjusting player frames).

Jumping: Pressing B allows the player to jump over holes/gaps in the floor and on top of platforms throughout the course. Can use a variable to detect when jumping to know when to adjust the player's row on screen.

Background/Course: Map will be bigger than screen and if necessary will be repeated to make adequate length. Player wins when reaches the end. Player can jump and move horizontally to access different parts of map. Collision map will be used to prevent player from constantly falling down (increasing row) if on a platform.

Guards: Enemies will move on a single platform (shifting horizontally on it, back and forth), until shot (collision with bullet will make enemy inactive/disappear). Will use object pooling for guards. Collision with player results in losing game.
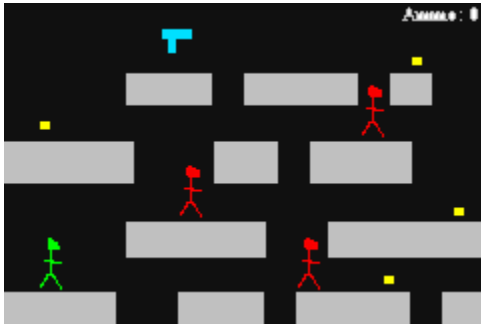
Illustration:

Figure 1: Shows layout for screen appearance at start of game. Player is in green, enemies are in red (moving horizontally) on random platforms. Ammo is in yellow and gun is in cyan (both spawned randomly). Player can jump and move horizontally to access different parts of map.