A Project by Sahil Deshpande(2020114) and Dev Thakkar(2020052)

We begin on the home screen where the user is presented with the option to either start a new game or load a previously saved game.

Clicking Load Game takes us to this menu screen where the user can choose which save state he wishes to load from.

If no state exists, an alert is shown.

The hero dashes when the GO! Button is clicked. The green orcs collide normally with the hero. The Grey Orcs however are unkillable.

The total coins collected, current score and highscore are all displayed using labels. One of the chest gives +50 coins on collision and the other, a weapon.

The Boss Orc can kill you in one hit.

Individual Efforts

Sahil Deshpande	Dev Thakkar
Game Class	Collisions
UI/Graphics of the game	Gravity and other Physics of the Game
Collisions	Animation + Animation Timers
Weapon	Serialization
Revive Menus	Dynamic Score updates