

CMPT 276 Phase 4 Report

Ethan Rowat, Pavel Jordanov, Luna Sang, Tai Chuan David Png

The game is centred around a character called Wilbur. He is a human farmer who gets turned into a pig by an evil witch. The goal of the game is to collect magic corn and magic truffles as you work your way out of mazes, whilst avoiding bear traps and being turned into a porkchop by evil butchers. Once you beat the maze by collecting all the magic corn and navigating to the exit, you transform back into a human, thanks to the magical abilities of the food you're eating. If you die however before that, then the witch has won.

Overall, we mostly stuck to our initial game design but had to remove some more complex add-ons to the game due to a shortage of time and needing to meet deadlines. These addons varied from including multiple levels in the game, to having different phases of transformation for Wilbur as he would sequentially become more and more human as the levels progressed. In addition to this our initial UML design had to be modified to adapt to concrete java code, both due to our ability and practicality of implementation. Although our final product was missing some possible features, we compromised. This meant adapting the game so that Wilbur would transform after beating the one level. Additionally, in order to implement a more simple design, we had to change our UML to put graphics creation, and interactions into the class that contained the relevant data (namely the Board class). We also planned to have the witch be able to affect the butchers to make them faster or more accurate in tracking Wilbur, but also fell short and chose to not do this due to a lack of time. Instead, we just had the witch as a background character in the game, which we think adds a unique and interesting look and still closely follows the story. Lastly, the most important lesson we learned was that the greater our goals, the better a product we will have even if we don't meet our objectives. Although we did not do everything we set out to do, we focused on producing the best product we could and trying to exceed the requirements. In the end, we believe this approach produced a much better product than we would have achieved had we been more conservative and less ambitious. Additionally, we learned that nothing beats communication as it was truly what transformed our set of disorganised and incoherent projects, into a cohesive and organised one.

Instead of documenting all features and scenarios of your game in the tutorial section on your report, you can create a video demonstrating highlights of your game, its features, and the overall gameplay. You can share your game with the public this way. Moreover, we will have a contest on the videos after the deadline, and the top three games/videos will receive bonus marks for the course.

This is the link of the game demo video:

<https://youtu.be/4pYkhd0mlfY>