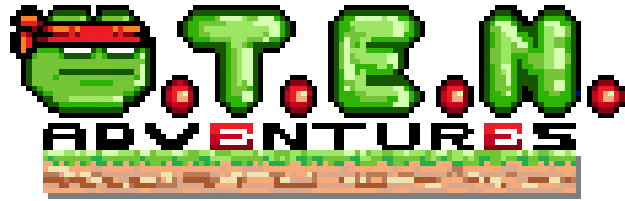# CMSC 22 FINAL PROJECT

CELIS | CORDERO | JASPA | PEÑAFIEL

O.T.E.N. ADVENTURES


Description

O.T.E.N. Adventures is a simple single-player platformer game with rage-inducing levels that become even more challenging the further the player ventures. The goal is to reach the end of each level with the limited jumps provided. If the player falls to oblivion or gets stabbed by spikes, they die and respawn. This adds the death counter which serves as the score. With cute visuals, nice music and entertaining short gameplay, you would be charmed by this beta version of a game.

Walkthrough
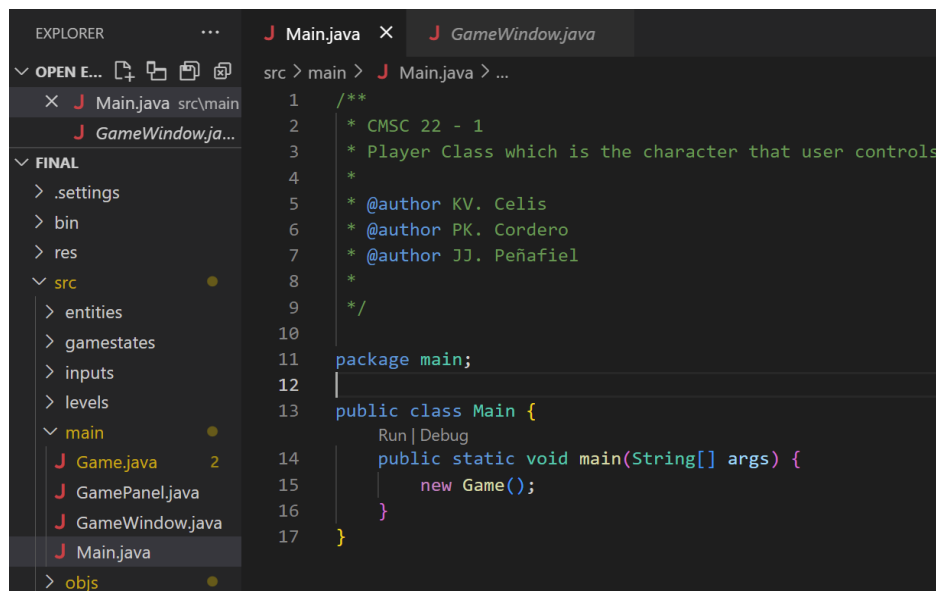
HOW TO OPEN GAME

Eclipse
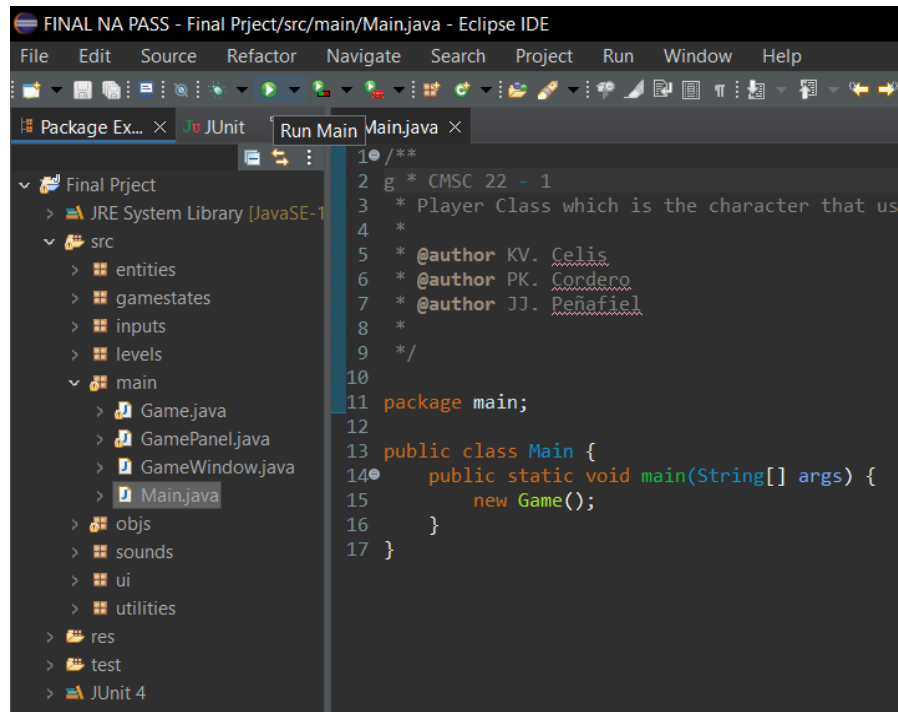
In Eclipse, the Main.java file can be found under the main package and can be run using the run button. Alternatively, pressing Alt + Shift + X, and then J will run the game.
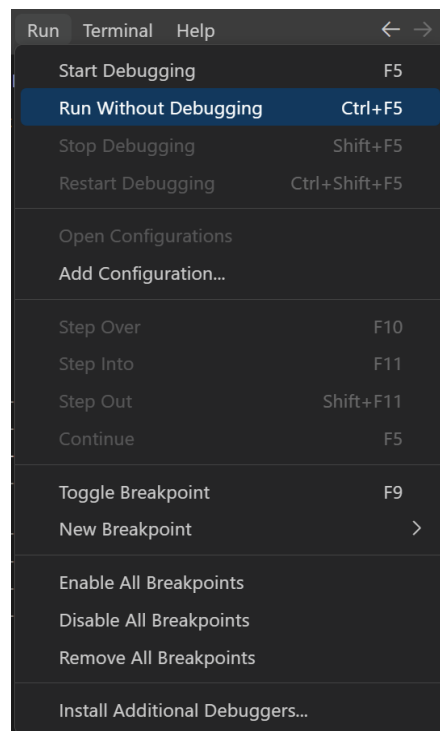
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VS Code

In VS Code, you may find the Main.java file under the main package and between lines 13 and 14, you will see the "Run | Debug" buttons. Click on either and the program will start.

Alternatively, you may just press either F5 or Ctrl+F5 on your keyboard for quick access.

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MENU SCREEN

     The menu screen is what the player will first encounter when booting the game. It has three buttons: the "Start" button lets the user play the game, the "Credits" button shows the credits screen where the members of the group will be presented, and the "Quit" button closes the game.

GOAL OF THE GAME and GENERAL MECHANICS

     The goal of the game is to progress through levels by avoiding the traps and collecting the jump pickups before your available jumps run out. Players progress by reaching the right side of the game window. To win the game, the player must progress through all the levels aiming for the lowest number of deaths.

LIMITED JUMPS and JUMP PICKUPS

     The player starts each level with a certain number of available jumps. The player may consume all of the jumps and the only way to replenish the jumps is to acquire jump pickups. Each jump pickup increases the number of jumps a player has by one.

LEVELS

Level 1

In this level, the player is taught the movement controls and their first obstacle is the gap in the middle.

Level 2

In this level, traps and a change in terrain elevation are introduced. The player must avoid the trap beneath the spawn point and the trap on top the higher platform to progress through the level.

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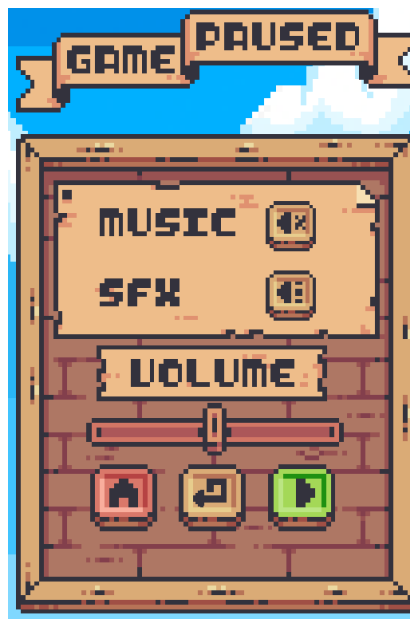
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Level 3

In this level, the jump pickup is introduced. The player must precisely jump between the traps to acquire the jump pickup and to progress.

PAUSE OVERLAY

Pause Overlay

The pause overlay can be accessed during playtime or the 'Playing' gamestate. It is done by pressing the "Esc" key on the keyboard. When this overlay is being displayed, the game pauses itself. It has several buttons that control audio, and three buttons that control the state of the game.

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Audio Buttons

The music and sfx buttons toggle the muted state of their respective audios. If the speaker symbol has an 'X' to its side, then its respective audio is muted. If it has three lines, then its respective audio is unmuted and plays its sounds.

Volume Slider

The volume slider button affects the volume level of all sounds. The further left the slider is, the more muted the audio plays. The further right it is, the louder the audio plays.

URM buttons

The bottom 3 buttons in the pause overlay are the URM buttons. URM stands for Unpause, Replay, and Menu. The first button with the house symbol is the M-button for Menu. Pressing it will return the user back to the main screen. The second button with the circle arrow symbol is the R-button for Replay. Pressing it will reset the current game, returning the player to level 1 with 0 deaths. Lastly, the third button with the triangle symbol is the U-button for Unpause. Pressing it will unpause the game.

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CREDITS and WIN SCREENS

Credits Screen
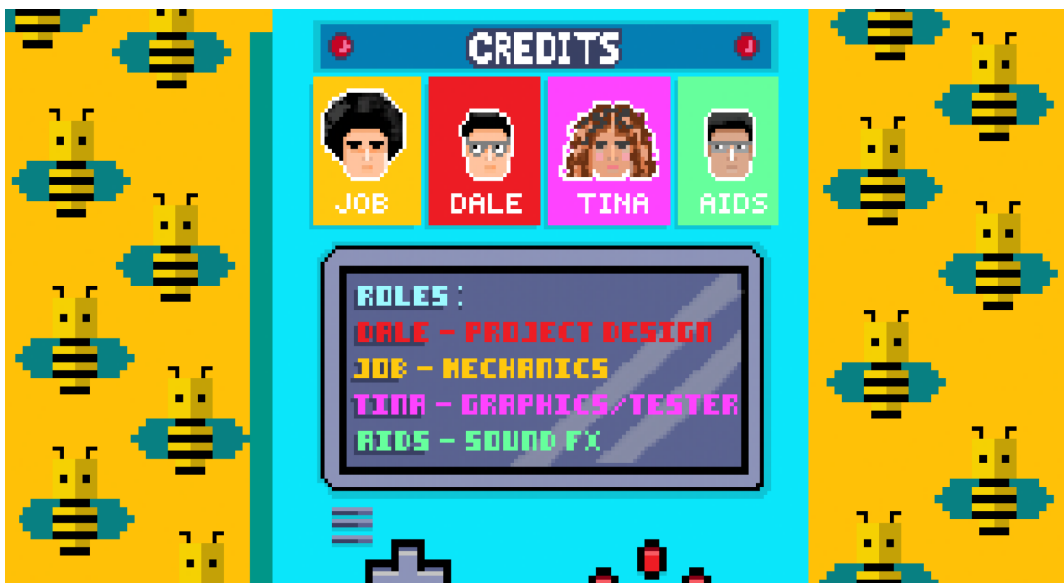
The credits screen shows the group behind this project. This can be accessed from the menu screen by clicking on the "Credits" button. To escape this credits screen, simply press the "Backspace" button on your keyboard and you will return to the menu screen.

Win Screen

The win screen shows to the player that they have finished the game, and how many deaths did they have to finish it. To access this, the player must finish the game from level 1 to 3. To escape this win screen, simply press the "Backspace" button on your keyboard and you will return to the menu screen.