

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light mint green. They are positioned diagonally, with the blue one partially covering the green one.

CP411 Project BossBattle

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Purpose

- 3D video game
- Boss battle in Team Cherry's "Hollow Knight"
- Your character: Knight
- Enemy: Nosk
- Weapon: Nail
- Win: enemy's health = 0
 - Swinging weapon
- Lose: your health = 0
 - Running into the enemy or enemy's attacks





Demo

New Features

- Mouse:
 - Left click to attack
- Keyboard:
 - WASD to move
 - Space for jump animation
- Menu:
 - Loop enemy movement animation
 - Loop enemy attack animation
 - Play Nosk OST
 - Play Nightmare OST
 - Stop playing sound



More Features

- Calculating health
 - Start at 3 health, check for collisions, reduce health
- Collision checking
 - Spheres as hitboxes
- Display win or lose text
- Drawing
 - Knight, Nail, Nosk, background
 - HealthBar (amount corresponds to your health)
 - SoulBar (colour corresponds to Nosk's health)





Hollow Knight

- Challenge
- Platformer
- Boss fights
- Explore
- Play Hollow Knight :)





References

1. “Hollow Knight” by Team Cherry

2. CP411 resources (lectures, assignments, reference designs)

3. Video Game Physics Tutorial - Part II: Collision Detection for Solid Objects

<https://www.toptal.com/game/video-game-physics-part-ii-collision-detection-for-solid-objects>

4. Nosk OST: original music by Christopher Larkin

https://www.youtube.com/watch?v=OWzmmCBTJZ0&ab_channel=IndiGo

5. Nightmare King (Hollow Knight: The Grimm Troupe) OST: original music by Christopher Larkin

https://www.youtube.com/watch?v=Mq8E_1LkoAc&ab_channel=ChristopherLarkin



Q and A