

Looting The Louvre

VIDEO GAME DESIGN
ORLANDO, FLORIDA - 2022

TEAM 2068

STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

STUDENT: Answer question 1 below.

- 1) Does your solution to the competitive event integrate any type of music and/or sound? YES NO

If NO, go to question 2.

If YES, is the music and/or sound copyrighted? YES NO

If YES, move to question 1A. If NO, move to question 1B.

- 1A) Have you asked for author permission to use the music and/or sound in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 1B) Is the music/sound royalty free, or did you create the music/sound yourself? If YES, cite the royalty free music/sound OR your original music/sound properly in your documentation.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of music/sound in his/her competitive event solution. Even if your student answers "NO" to question 1, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

Amanda Clark

I, _____ (chapter advisor), have checked my student's solution and confirm that any use of music/sound is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no music/sound included.

STUDENT: Answer question 2 below.

- 2) Does your solution to the competitive event integrate any graphics/videos? YES NO

If NO, go to question 3.

If YES, is(are) the graphics/videos copyrighted, registered and/or trademarked? YES NO

If YES, move to question 2A. If NO, move to question 2B.

- 2A) Have you asked for author permission to use the graphics and/or videos in your solution and included a permission (letter/form) in your documentation for graphic/video used? If YES, move to question 3. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 2B) Is(are) the graphics/videos royalty free, or did you create your own graphic? If YES, cite the royalty free graphics/videos OR your own original graphics/videos properly in your documentation. All graphics are created by us and are original.

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to the use of graphics/videos in his/her competitive event solution. Even if your student answers "NO" to question 2, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

Amanda Clark

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of graphics/videos with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no graphics/videos included.

STUDENT: Answer question 3 below.

- 3) Does your solution to the competitive event use another's thoughts or research? YES NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? YES NO

CHAPTER ADVISOR: Sign below regarding your student's answer(s) to having integrated any thoughts/research of others in his/her competitive event solution. Even if your student answers "NO" to question 3, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

Amanda Clark

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have all original thought with no use of other's thoughts/research.

James W, Jerry O, Aidan S, Andrew G, Samy K

Student Name: _____

Chapter Advisor Signature: _____





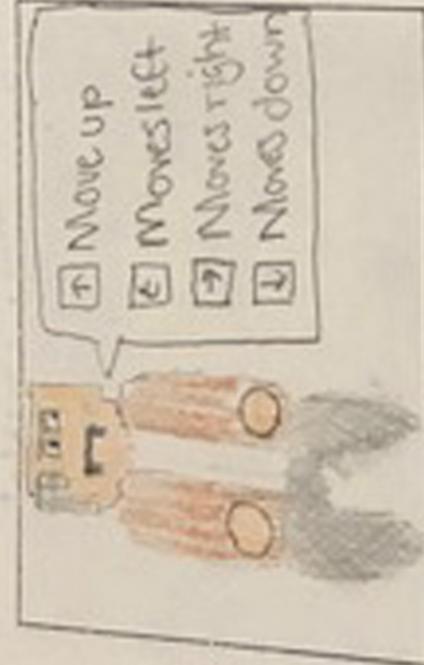
This is the starting screen of our game.



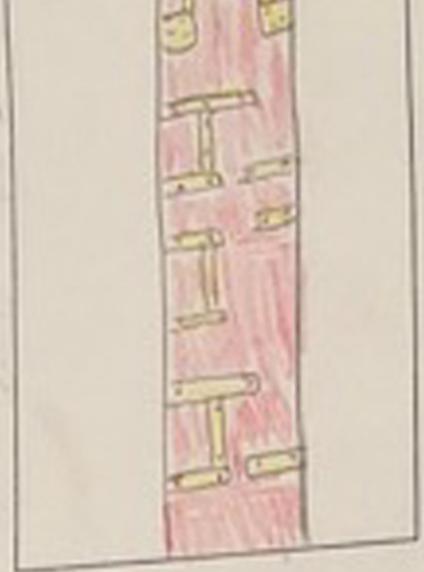
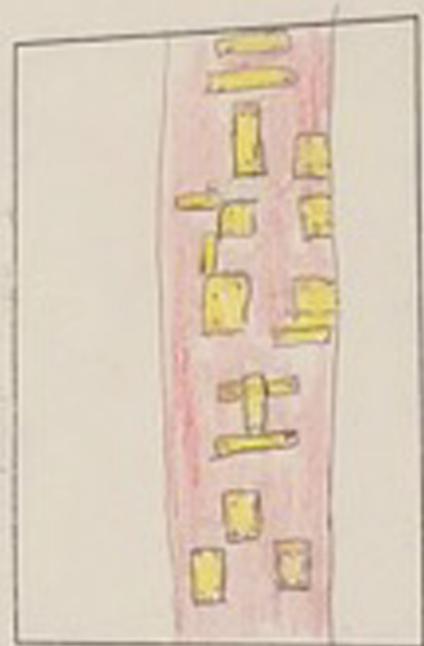
These are the three characters included in our game.



This shows the objective of our game, get the Mana L.S.R.



In this screen you learn the controls of the game by your keys.

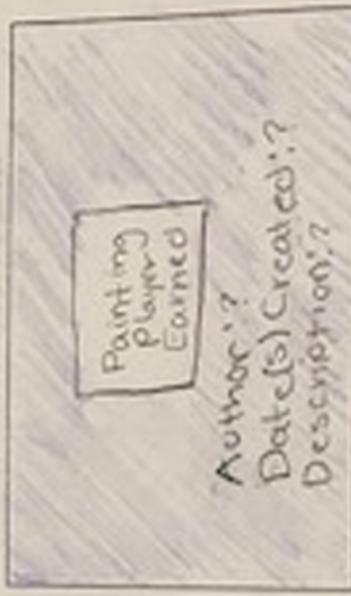


This is the first room in our game.

This is the second room in our game.



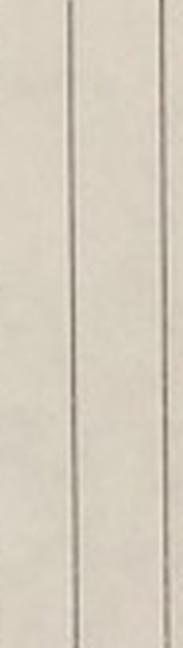
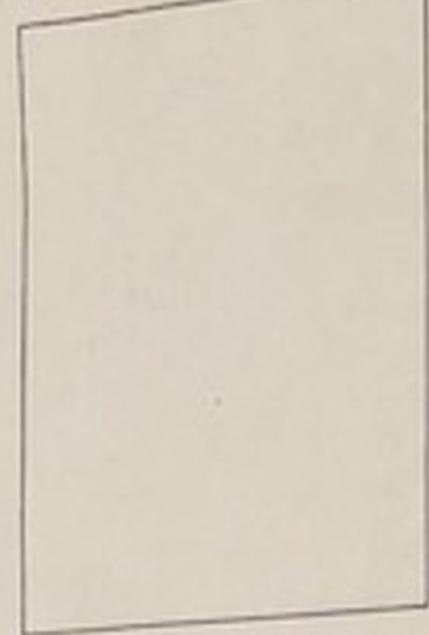
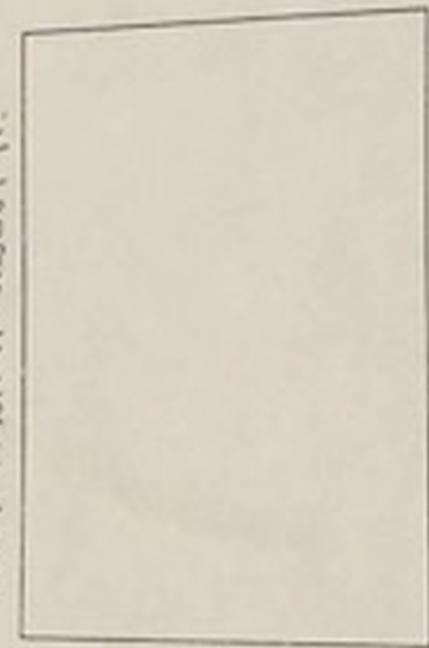
This is the third room
in our game.



When you complete a level
the painting you got will
show on the screen with
information about it.



This screen shows when
the player loses.



How to Play

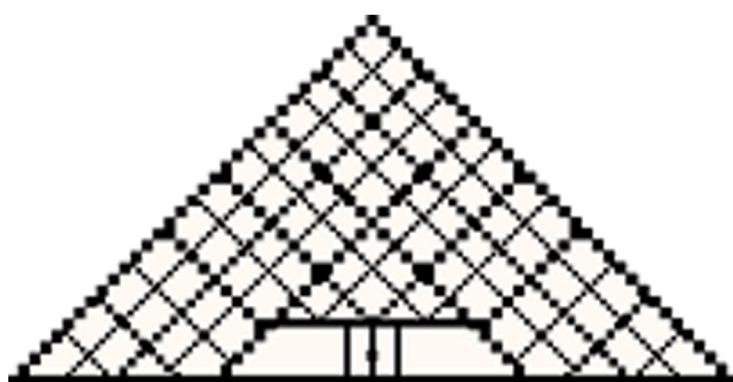
The game opens with the home screen. We strongly recommend that the player goes through the tutorial before playing. The tutorial includes The Boss, who tells you the mission and how to complete it.

You've got one chance, and 3 minutes and 33 seconds of time to steal as many paintings as possible and escape. The player's goal gameplay wise is to get to the other side of the room as quickly as possible, while getting paintings off to the side if they can.

In the first level they will have to avoid the guard protecting the museum. To do this the player will have to stay away from the guard, and not get caught. If caught, they lose their life and must restart.

The 3rd level contains lasers, just like the ones in spy movies. The player must roll at the right time to safely go under and avoid the laser.

From then on there will be mixes of lasers and guards, and the difficulty will increase quickly. In the 6th stage, that is where the *Mona Lisa* is held. The 6th level is the final and hardest level. If the player has made it through all 6 rooms in the time allowed, they have won. The paintings stolen including the *Mona Lisa* all have point values that are tallied up. The time remaining is also transferred into points, and added to the total. The game ends on a screen that includes the getaway van, driving off with all the paintings as the points are summed up.



Purpose and Audience

The purpose of this video game is to educate visitors to the Louvre, by teaching them about the paintings they will come across while visiting. With the theme this year being “an arcade game for a museum,” we thought that the Louvre would be the perfect location to base our game around. It’s one of the most famous art museums in the world, getting almost 10 million visitors per year. Located in Paris, France, every painting mentioned is well known and cherished, the most famous being the Mona Lisa. They all represent different things, with varying art styles and origins. The history of each painting is being forgotten generation by generation. While the attendance rate of science-based museums has been on a rise, art museums have experienced a decline in the past decade in younger generations. Therefore, we made our game for people from ages 6-15. We think an arcade game in these museums could be a great way to raise the engagement of the kids or teenagers that attend the museum. This way people would be able to learn more about these important works of art without worrying about getting bored. With attention spans getting shorter and shorter, *Looting the Louvre* would be an interesting way to get young people to retain this information better than alternatives. An arcade game in a “boring” museum would catch the attention of kids, teach them about their surroundings, and would give parents chance to appreciate the art without a complaining 8-year-old. It might not entertain them for a whole visit, but this quick experience will make them just that bit more knowledgeable than they were previously, whether they know they are learning or not.

Controls

The game is simple to play. The starting screen has a few options, including a tutorial which is recommended to go through before playing. The controls are as follows:

UP ARROW – Moves the character up

LEFT ARROW – Moves the character left

RIGHT ARROW – Moves the character right

DOWN ARROW – Moves the character down

SPACE BAR – Character rolls in the direction of the last arrow key pressed

TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG

Technology Student Association Plan of Work Log				
Date	Task	Time involved	Team member responsible (student initials)	Comments
Dec 14, 2021	Created the Idea Looting the Louvre + Started Pan of Work Log	2 Hours	FULL TEAM (AS,AG,GO,SK,JW)	
Dec 15, 2021	Gave roles to our team, Discussed our plan.	1 hr 30 min.	FULL TEAM	JO- Graphics SK- Coding JW- Coding AS- Portfolio and small graphics AG- Portfolio and small graphics
Dec 21, 2021	Created a picture (not graphics) of what screens we want to show in our game. Started coding today!	2 Hours	JO	
Jan 7, 2022	Had a full team meeting to see our coders progress.	40 Minutes	FULL TEAM	Very productive meeting, We figured out what needed to be done and scheduled another meeting to discuss graphics.
Jan 10th, 2022	Had a meeting to discuss graphics we want to have.	1 Hour.	FULL TEAM	Decided what we wanted the graphics to look like and what the characters should look like. 1 Bandit, 1 Police officer, 1 Boss of the Bandit
Jan 11th, 2022	Main character was drawn out then created.	5 hours	AS/JO	Turned out exactly how we wanted it to look.

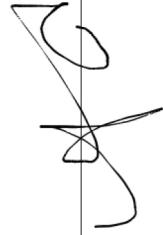
Advisor signature _____



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG

Date	Task	Time involved	Team member responsible (student initials)	Comments
Jan 12, 2022	Drawing the police officer design on paper.	45 min.	AS+AG	
Jan 12, 2022	A pixelized graphic of the police officer was created.	3 Hours.	JO	Turned out exactly how we wanted it to look.
Jan 13, 2022	Held a meeting to discuss progress on everything.	1 Hour.	FULL TEAM	Still have to code levels, make the scientist and the background.
Jan 14, 2022	Drew out what the boss 'scientist' should look like.	50 min.	AS+AG	
Jan 14, 2022	A pixelized graphic of the boss was created.	3 Hours 30 min.	JO	Turned out exactly how we wanted it to look.
Jan 16, 2022	Had a meeting to check how our coders are doing.	1 Hours.	FULL TEAM	On track to finish before deadline!

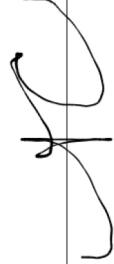
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TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG

Date	Task	Time involved	Team member responsible (student initials)	Comments
Jan 21, 2022	Started working on the background design	5 Hours.	GO	
Jan 22, 2022	Discussed the roll mechanic of the game.	30 min.	SK+JO+AS	
Jan 24, 2022	Finished Working on the background design.	3 Hours.	JO	
Jan 25, 2022	Team Meeting to discuss what is left to be done.	1 Hours.	FULL TEAM	Adding a few graphics to the game and the portfolio.
Jan 26, 2022	Started to work on portfolio.	2 Hours.	AS	
Jan 27, 2022	Game is complete.	N/A	SK	

Advisor signature _____



TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK LOG				
Date	Task	Time involved	Team member responsible (student initials)	Comments
Jan 29, 2022	Portfolio Completed	7 Hours.	AS	Ready to submit.
Feb 5, 2022	Projects Due	N/A	FULL TEAM	

Advisor signature 