

LOGAN

1. Storyline / Game Description

(2 minutes max)

- **Scientist called Kevin**
- **Teleportation experiment gone wrong**
- **Transported to Hell**
- **Must find portal key to return to the lab**
- **Realises that he's not alone**
- **Tackles obstacles and monsters**
- **Kill BOSS monster to get his eyeball**
- **Eyeball is the key to the portal**

LOGAN/CALLUM (demo)
MACKENZIE/HARSHINI (talk)

2. Game Walkthrough

(4 minutes max)

1. **Cut Scene, Vortex** – sets the scene for the game
2. **Portal Screen**
 1. cool looking portal
 2. simple single colour backgrounds
 3. stick man animation for Kevin (with 2 costumes)
3. **Lava Screen**
 1. monster APPEARS after first jump
 2. monster behaviour: DRIFTS towards Kevin & BREATHES FIRE when close
 3. SHOOT the monster TWO TIMES to KILL it
 4. Avoid monster, firebreath and lava or it's GAME OVER
4. **Platform Screen**
 1. monster is INVINCIBLE
 2. monster behaviour: REFLECTS BULLET with its shield
 3. Avoid monster and bullet or it's GAME OVER
 4. use PLATFORMS to get around monster to next screen
5. **Final Screen**
 1. BOSS monster (called Scorix) – hardest of all monsters to kill
 2. monster behaviour: DODGES, POUNCES, BREATHES FIRE, SHIELDS
 3. SHOOT Scorix FOUR times to KILL it
 4. Avoid monster, bullet and firebreath or it's GAME OVER
 5. PICK UP EYEBALL – adds item to INVENTORY (bottom left corner of screen)
6. **Return Journey**
 1. GOAL: Enter portal with eyeball to return to lab
 2. INVINCIBLE monster still needs to be worked around
 3. LAVA still needs to be avoided
7. **Credits Screens** (**each team member to mention their own contributions**)
 1. **LOGAN:** cut scene, animation, art design
 2. **HARSHINI:** game map, backgrounds, character movement, jumping & platforms
 3. **CALLUM:** shooting, sound effects, health bars
 4. **MACKENZIE:** splash screen, monster behaviour, graphic design

MACKENZIE

3. Monster Behaviour

(4 minutes max)

1. Re-usable monster code

1. import into your code
2. change costumes
3. set up behaviour parameters (all in ONE place)

2. Monster-specific strength levels – number of shots to kill

3. Attack / Defend / Idle ratio

1. e.g. defend 30%, attack 30%, do nothing 40%

4. Behaviour on/off switches

1. Makes monsters with different mixes of skills
2. **POUNCE (attack)** – jump on Kevin
3. **BREATH FIRE (attack)** – when close enough to Kevin
4. **DODGE (defend)** – jump over advancing bullet
5. **SHIELDS UP (defend)** – reflect bullet
6. **ADVANCE (attack)** – glide towards Kevin

5. Behaviour Likelihoods

1. Gives Kevin a fighting chance of beating the monster
2. higher likelihood makes monster harder
3. lower likelihood makes monster easier

6. Behaviour parameters

1. distance to breath fire
2. speed of advance, size of recoil when shot

CALLUM

4. Possible Improvements

(2 minutes max)

- 1. Scoring Mechanism (speed of monster kill)**
- 2. Game Timer**
- 3. Leaderboard (Scores/Times)**
- 4. Give Kevin a number of lives**
- 5. New screens & monsters**
- 6. Sprinting**
- 7. Make Kevin find and pick up his gun first**
- 8. Background graphics off the internet**
- 9. Inkscape monster graphics**
- 10. Monster animation (costumes)**

HARSHINI

5. Known Bugs / Problems

(2 minutes max)

currently known bugs

(confirm whether they still exist on the day)

- 1. You can shoot in the cut scene**
- 2. Kevin dying does not trigger “new screen” logic**
- 3. Odd monster behaviour on return journey**
- 4. Shield occasionally doesn't protect invincible monster**
- 5. Monsters occasionally don't appear when they should**
- 6. You can walk Kevin off final screen (back at lab)**
- 7. Cheat keys left in the game code**