

SCARE-ATHON

Team Howard

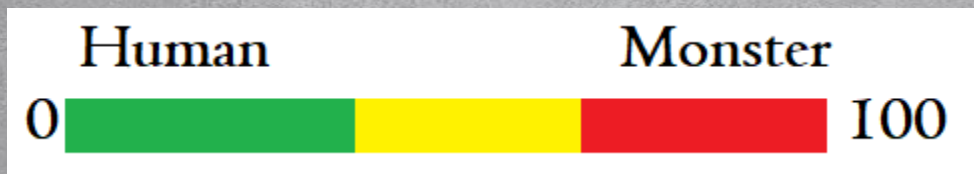
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Project Overview

In the near distant future, humans and monsters roam the earth. It is up to you as to who you will become: A powerful and amoral monster, or a quick witted and courageous human.

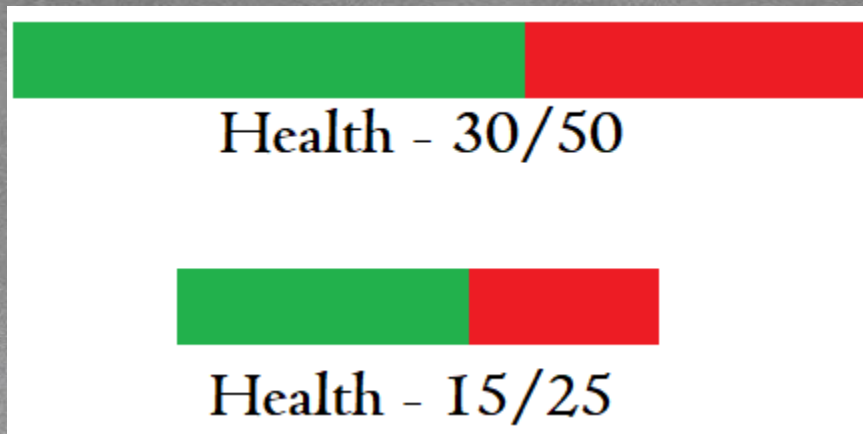
Humanity Meter + Health Meter

The game features a humanity meter, which measure the percentage in monster DNA in the player's body. Being more human or monster each have different benefits. On the technical aspect, the humanity percentage is an integer value, with 0 being a full human and 100 being a full monster. This integer will have a limit so that it never falls below 0 or exceeds 100. In the code, objects and actions to make the player "more human", actually just make the humanity meter lose points, while objects and actions to make the player "more monster", makes the humanity meter gain points. If the meter reaches 100, the player becomes a full monster and loses their self of self. If the meter reaches 0, the player becomes a full human and loses their immunity to the toxic air. Both scenarios result in a game over.



This is how the humanity meter will look.

There is also a health meter in this game. Health is depleted when colliding with NPCs of the opposing alignment. The player can gain health by colliding with the health pickup associated with their alignment. If they collide with the health pickup associated with the opposing alignment, they lose health. Being balanced between human and monster gives the player a higher health capacity compared to being more human or more monster. On the screen this will look like a longer health bar. If the player becomes more human or more monster, they lose the higher capacity and the health bar goes back to normal and their current health percentage will stay the same, but on a smaller scale. To illustrate this, a visual has been provided.



This is how the health meter will look. The balanced health is on top, while the more human/more monster is below

Items/Mutations

A human is faster and is able to use items, while a monster is slower and is able to mutate. Each item or mutation falls under one of three categories: Movement, Jump, and Attack. There are three buttons that correlate to each type of item/mutation.

Items

- Human Movement (Coffee) - Jump over 2 lanes at a time.
- Human Jump (Balloons) - Hover for a few seconds after each jump.
- Human Attack (Machete Bike) - Attack enemies on the left and right.

Mutations

- Monster Movement (Muscle Legs) - Dash forward.
- Monster Jump (Rabbit Ears) - Double jump
- Monster Attack (Acid Spit) - Shoot a projectile in front of the player.

Pickups

There are pickups that are spawned in game that will change the player's alignment. Some pickups will make the player more human, while others will make the player more monster.

- Pills == Monster Meter
- Syringes == Monster Meter
- Vials == Monster Meter

- Contaminated Flesh =+ Monster Meter
- Severed Body Parts =+ Monster Meter
- Infected Brains =+ Monster Meter
- Human Health =+ Health Meter (if Human)
- Human Health =- Health Meter (if Monster)
- Monster Health =+ Health Meter (if Monster)
- Monster Health =- Health Meter (if Human)

NPCs

There are two types NPCs that roam the level: humans and monsters. How the NPCs affect the character depends on their alignment.

As a human, colliding with monster NPCs will do damage to the player. Killing monsters will make you more human, while killing fellow humans will make you more monster.

As a monster, colliding with human NPCs will do damage to the player. Not killing humans will make you more human, while killing humans will make you more monster.

Roles

Jordan – Art, Items, Meters

Bryan – Mutations

Tim – Pickups, Health Pickups

Eric – GitHub Manager, NPCs