



Oreo Maniac

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Version: 1.0

Overview:

Oreo Maniac is a 2D-based interactive shooting game where an unnamed main character must defeat various shooting enemies, navigate different environments, and defeat a final boss to retrieve an abundance of Oreos. The player must shoot his way through enemies, navigate the dangerous terrain, and get over obstacles to reach the final boss.

This game is based on a video series I made in middle school with the following repetitive plot: an “Oreo Maniac” goes on a rampage, defeating anyone who gets in his way to retrieve Oreos! (https://www.youtube.com/watch?v=3B7uvgYU1eE&ab_channel=ShaneBarrera). For this game, we are going to summarize the plot as follows:

The Oreo Maniac has been in hiding for a year, planning to infiltrate a new Oreo Kingpin ran by The Milk Man, a thuggish dealer who’s pushing a new high-quality product on the market. Preparing for a break-in, the Oreo Maniac is locked and loaded, and ready to take on anyone who gets in his way. He makes his way inside the kingpin and shoots down all of the Milk Man’s workers to get to him. Once reaching him, they must face off in a glorious battle to see who can claim his grand stash of Oreos.

Game Description:

Objective: The victory condition is triggered by the player defeating the final boss and reaching the giant Oreo cookie at the end stage. On the contrary, if the player’s health diminishes to ‘0,’ the entire game resets to the starting menu. Again, the winning objective is to retrieve the surplus of Oreos so that the main character can fuel his absurd, obsessive addiction to them.

Gameplay Sequence:

Warehouse Scene: The player will be placed into a warehouse environment with a moderate number of enemies to eliminate. Each enemy possesses a different firing rate, shooting bullets toward the direction of the main character. A user must jump, navigate, and shoot all enemies before approaching the next room. The player must monitor their bullet count. If they shoot too fast, or recklessly spam the spacebar, they will run out of bullets, and thus have no way to defeat the enemies (hence, lose the game). Once all enemies are killed, the player advances forward. Additionally, a **HUD** will be displayed on the screen with the following details: a *health count* and a *stage completion status*. This will remain for the entirety of the game.

Long Hallway Scene: The player will enter a long hallway full of various enemies: both easy and hard difficulty ones. The latter take more bullet hits to be eliminated. Again, the player must wisely shoot all of them down, and navigate the map without getting hurt.

Exotic Room: The final stage is an exotic room consisting of expensive items and a throne. Atop lies the final boss: **The Milk Man**. When the player enters the Milk Man will shoot a mini gun toward the user. Unlike any other enemies in the game, the Milk Man will possess a health bar over his head. Just as with the other stages, you must eliminate all enemies to pursue forward. Once defeating the Milk Man, you can proceed to the subsequent stage.

Final Oreo Room: The user will enter a movie theater with a giant screen in the background. Upon this screen, it will play Oreo Maniac 1, Oreo Maniac 2, and Oreo Maniac 3, three videos

originating from my YouTube channel. After they've been played, the program will return to the main menu as specified above.

Controls:

The user will utilize a simple 'A,' and 'D' keyboard interaction to move... **walk left, walk right.** The **spacebar** key will be used to jump. The **spacebar** to shoot a designated weapon. Additionally, a user can press 'E' to talk as they're playing, saying various phrases to the enemies.

***Note:** All keys are lowercase for playing. Therefore, make sure **CapsLk** is disabled on your keyboard when playing

Action	Key
Move left	'a'
Move right	'd'
Jump up	'w'
Shoot	'spacebar'
Talk	'e'
Interact	Lclick



Assets Used:

Name	Source
Pistol1.wav	Freesound.org
Pistol2.wav	Freesound.org
Pistol3.wav	Freesound.org
Hit.wav	Freesound.org
Jump.wav	Freesound.org
complete.wav	Freesound.org
Click.wav	Freesound.org
stageSong1.wav	Personal (made in FL Studio)
oreoManiac1.mp4	https://youtu.be/CYMZ1cZ72F8
oreoManiac2.mp4	https://youtu.be/7ZSR8lfBEIE
oreoManiac3.mp4	https://youtu.be/3B7uvgYU1eE
Boss.png	clipartmax.com
Bullet.png	Paint 3D
enemyShoot.png	clipartmax.com
mainSprite.png	clipartmax.com
Scene1.png	clipartmax.com
Scene2.png	clipartmax.com
Scene3.png	clipartmax.com

Theater.png	clipartmax.com
Settings.png	clipartmax.com
oreoMilkshake.png	clipartmax.com
Oreo.png	clipartmax.com
Easy.png	clipartmax.com
Hard.png	clipartmax.com

User Menu:

The player can either start the game, exit, or go to the settings tab. In the latter, they can either choose an “easy” or “hard” difficulty. The game is on easy mode by default, granting the user ‘25’ health. Whereas, changing it to hard diminishes it to ‘10.’

Difficulties:

The two hardest implementations include create an array list of images corresponding to left, right, and jumping movement; and establishing a concise collision boundary for all interactive platforms in the game. At the current date (4/21/23), these two difficulties have slight bugs, but they are planning to be fixed before the video submission deadline.

Note, this is a solo project!

References:

- [1] Sprite Sheet (Main Character, Enemy, and Alternative Enemy)
<https://www.deviantart.com/lostchild14000/art/Sprite-Sheet-Gun-Soldier-675509084>
- [2] Various Sound Effects
https://www.youtube.com/watch?v=3B7uvgYU1eE&ab_channel=ShaneBarrera
- [3] Move Left and Right
https://www.youtube.com/watch?v=jgr31WIYWdk&ab_channel=ChrisWhitmireLessons
- [4] Making a Character Jump
https://www.youtube.com/watch?v=8uCXGcWK4BA&ab_channel=ChrisWhitmireLessons
- [5] Shooting Bullets
https://www.youtube.com/watch?v=_k_yRbUeVxY&ab_channel=ChrisWhitmireLessons