**Get The Crown**

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**Game Plan**

My game is a 3D game and the story revolves around the player's character embarking on a quest through two levels filled with obstacles and hazards. The main storyline follows the character's mission to reach at green location called Goal in a small challenging track. To win, the player must navigate through the levels, avoid hazards, and reach the end goal.

**Storyline**

The king has lost his Crown, and now he has to overcome and pass all the hazards and regain the crown by reaching to the winning spot, But he can not do this on his own, Can you help him regain his powers?

A cartoon of a black rectangle with a green head

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Figure: Player

**Rules**

1. Player Movement: The player can control the character's movement using W,A,S,D or Arrow keys.

2. Hazards: The game features five types of hazards – Walls, Spikes, Shooters - Fireballs, Wander and Patrollers. Colliding with any of these leads to player’s death and loss, the player will respawn at the start point and player can play again.

3. Collision Detection: The game uses collision detection to determine when the character interacts with hazards or reaches the end goal.

4. Winning Condition: To win a level, the player must reach the end goal (Crown) without touching any hazard.

5. Losing Condition: The player loses if the character runs into any of the above-mentioned Hazards.

**Gameplay and Level Discussion**

**Level 1: The Shooting Range**

In this level, the character starts in corner of the room filled with static shooters placed at different positions which continuously shoots the bullets, along with the shooters there is a patroller and all the walls are hazards. The player must navigate through the room, avoiding all the hazards and dodging the bullets being shot.

* The goal is to reach to the crown that leads to the next level.
* Players will encounter fireball hazards, patrollers with predictable movement patterns and walls which will kill the player instantly.

**Level 2: The Wanderer’s Dungeon**

The second level takes place inside a dungeon, filled with spike traps and Wanderer in addition to all those hazards which were present in the first Level.

* Players will face moving spikes requiring precise timing and coordination. Also, a wanderer will be guarding the perimeter and its movement is not very predictable as compared to the patrollers which are following the same path.
* The goal is to reach to the crown that leads to main menu.

**What's New**

I have made some changes to the original script by incorporating verdict texts to enhance the gaming experience.

I have added a crown image on the Goal disc, as depicted in the Figure. I have added audios to the Levels. These audio and text additions make the game more engaging and enjoyable.

**Game Obstacle Design**

I have included three different types of hazards in the game:

1. **Spikes**: Placed on the ground, collisions with spikes result in the character's death.
2. **Fireballs**: These fireballs move horizontally in a predictable pattern. Colliding with them causes the character's death. The balls get destroyed once they reach a certain distance from the shooter barrel.
3. **Patrollers**: These patrollers move in a specified direction, requiring precise timing to avoid coming in contact with them. Colliding with these will lead to the character's death.
4. **Wanderer**: These patrollers move in a random manner but in a specified region, requiring precise timing to avoid coming in contact with them. Colliding with these will lead to the character's death.
5. **Walls**: All the walls are marked as dangerous, so if a player touches the walls, it dies.

These improvements have added depth to the game, and the integration of audio makes the experience more immersive and enjoyable for players.

A close up of a bottle

Description automatically generated A pixelated image of a rectangular object

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Figure: Shooter Figure: Wanderer

A purple rectangular object with a pointy top

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Figure: Patroller Figure: Goal

A video game of a maze

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Figure: Level 1

A screenshot of a video game

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Figure: Level 2

A screenshot of a video game

Description automatically generated A close up of a frame

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Figure: Spikes Figure: Walls

A screenshot of a computer

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Figure: Main Screen