

Course Code: COMP3609

Course Name: Game Programming

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Assignment: 1

Game Title: Professor Punctual

Game Concept Overview: In *Professor Punctual!*, players take on the role of Mr. Ali, a university professor with one goal: to reach his classroom before the bell rings! The game features a time-based race through various campus locations filled with distractions in the form of NPCs, including regular students, lecturers, and yappers (talkative individuals). As the player navigates through the campus, they must avoid or interact with these NPCs, each of which deducts time from the clock based on their behavior. The further Mr. Ali goes, the more difficult it becomes, as the number of obstacles increases and the space gets tighter. Can Mr. Ali beat the clock and make it to class on time? Or will the distractions and the pressure get the best of him?

Game Features & Flow

Win Condition:

- Reach the classroom before time runs out.

Lose Condition:

- Lose too much time due to NPC interactions or run out of time.

Gameplay Style:

- **Top-down movement** is controlled using either arrow keys.
- **NPCs** (non-playable characters) move randomly and may slow Mr. Ali down if he collides with them.

Levels & NPC Behavior:

- The game is divided into 3 progressively difficult levels, each set in a different campus location with different NPC distributions.

Level	Location	NPC Distribution	Difficulty
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Level 1	General Campus Area	Mostly Regular Students ● Few Lecturers ● Few Yappers ●	Easy to dodge, more space
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Level 2	Department Area	Fewer Regular Students ● Most Lecturers ● More Yappers ●	Harder to dodge, more obstacles
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Level 3	Floor with Classroom	Few Regular Students ● Medium Lecturers ● Most Yappers ●	Tight spaces, many Yappers
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NPC Types & Time Penalty:

- **Regular Student** ●:
 - Behavior: Short conversation, easy to avoid.
 - Time Deducted: **-3 seconds**.
- **Lecturer** ●:
 - Behavior: Medium-length conversation, harder to avoid.
 - Time Deducted: **-5 seconds**.
- **Yapper** ●:
 - Behavior: Long conversation and actively chases Mr. Ali after a short delay.
 - Time Deducted: **-10 seconds**.
- **NPC Movement:**
 - **Random Movement:** NPCs move randomly within the play area, making them unpredictable.
 - **Yappers** chase Mr. Ali slightly after a brief delay, which increases the challenge.

Game Mechanics:

- **Mr. Ali's Movement:**
 - Controlled using the arrow keys or WASD.
 - Mr. Ali cannot leave the screen boundaries, ensuring all action stays within view.
- **Collision Consequences:**
 - If Mr. Ali collides with any NPC, time will be deducted based on the NPC type.
- **Screen Boundaries:**
 - Mr. Ali cannot move off-screen, and NPCs are restricted to the game's defined area.