**Save Your Human Development Log**

\*\*Last update to this log was 3/7/2018\*\*

**Environment:** GameMaker

**Summary:**

You play as a dog or cat, and your goal is to save your human who has been kidnapped. The player navigates through mazes and dodges guards to get to their human. Players must collect keys to open up the gates the human is locked behind. The player can choose between 8 pets (4 dogs, 4 cats) and 4 different human models.

**Game Objects:**

* **Game Controller**: Holds default values for pet/human sprites, as well as music and sound effects. Controls the pause function. Draws and checks lives.
* **Level Controller**: One for each level (2 levels in current version). Spawn the guards and the guards’ paths.
* **Wall:** The wall. Used to create the mazes/environments.
* **Pet:** The player. Can choose between 4 dogs and 4 cats. Checks for collisions with walls, which stop the player from going through them, and checks for collisions with guards, which resets the level and causes a life to be lost. Movement is controlled by WASD or Arrow keys.
* **Guard:** Created by the level controllers. Follow a set path. If the pet touches a guard, the level si reset and a life is lost.
* **Human:** Can choose between 4 human sprites. If pet collides with human, the level is won and the next level is loaded, or the game is won.
* **Gates:** Stop the player from passing through if the gate is not yet opened.
* **Keys:** Must be picked up to unlock gates. Gates will not open unless the corresponding key is picked up.

**Resources:**

* Music is created by my brother, Joshua Kiechel
* Artwork found on opengameart.org (also noted on credits page):
  + **Cats And Dogs**
    - Artist: bluecarrot16, License: CC-BY 3.0/GPL 3.0/GPL 2.0/OGA-BY 3.0, <http://opengameart.org/content/lpc-cats-and-dogs>
  + **DB6 RPG Character Sprites**
    - Artist: usr\_share, License: CC0/CC-BY 3.0/CC-BY-SA 3.0/GPL 3.0/GPL 2.0, <https://opengameart.org/content/db16-rpg-character-sprites-v2>
  + **Laser Gates**
    - Artist: Fleurman, License: CC0, <https://opengameart.org/content/laser-gate>

**Ways to improve:**

* Add more levels, and some simpler levels. During playtesting I realized the levels were a little too hard or tedious for beginning levels.
* Add more traps, like spikes
* Add story and cutscenes
* Fix collisions with walls. Because of the differing shapes of the sprite from moving left/right and up/down, there can be some weird collisions with walls.

**Version Log:**

**Version 1.0:**

* One level
* Menu/start screen and music
* Collisions messed up

**Version 2.0:**

* Added a second level
* Attempted to fix collisions. It is better, but not complete
* Streamlined how gates/keys work by using parent objects.