CMPT 276 Phase 4 Report - Group 12

Game:

The game we made this semester is Slenderman remastered. Our group wanted to recreate the classic horror game from a 2D orthographic perspective. We used a black, white and red colour scheme to add to the horror of the game. We also implemented a limited cone of vision around the player to make the player feel confined.

The player spawns randomly on the map to traverse it and find the keys required to unlock the exit gate. There are three levels to complete, each containing keys and slendermen correlating to the level the player is on. For example, level 2 requires 2 keys to move all while avoiding 2 enemies. If the enemies make contact with the player the game ends. Whenever the player is near the slenderman, the player's screen turns red. The map's features are randomly generated at every level and are littered with bonus disappearing rewards and bear traps. Bear traps freeze the player in place while also removing one key from their inventory. Bonus rewards turn the screen blue and freeze all enemies in place while adding 10 points to the player's score.

Original Plan vs Final Product

Originally our game was to have the player's vision increase when colliding with the bonus reward alongside freezing the enemy and a score increase. We decided against this as we believed it was beyond the scope of the project and difficult to do on a tight schedule. Another feature we decided against was having the time reduce the overall score of a player. However, we did not implement this because we felt part of the experience of this game was to build the player's suspense while slowly traversing through the map. We thought implementing a timer that acts against the score might deter players from enjoying the game the way it was intended. We also changed the name of the pages to keys, as we felt it was more logical for a key to open the exit instead of a paper. We also intended on only one key for the player to exit. This was changed to have the keys equal to the current level. This was done to force the player

to traverse through the map and hopefully encounter a slenderman. In the original design, we wanted to have at least one enemy per map, so we decided to scale the number of enemies to equal the level the player was on. We also wanted to have the game go on infinitely, forcing an eventual player death. Instead, the game ends when the player survives 3 levels, this was to give the player satisfaction for completing the game.

Our project has been faithful to our original design with a few key changes. For example, refactoring a new Time class out of PlayerHUD. This was done to clean up a data clump and reduce the class size. Another key change was removing the Button class and instead using JButton, this was done to prevent “reinventing the wheel”. The final key change we made was to the state machine. Instead of using strings exclusively, it was modified to take enum generics. This adjustment gave the project type safety and made it easier to refactor.

Lessons Learned:

We learned that everyone has different backgrounds and different levels of knowledge. This meant that not everyone understood what was being discussed and we learned that asking clarifying questions is very important. Another lesson learned was that being flexible with our meeting times and understanding that sometimes not everyone can make it helped us develop good team morale and make consistent progress with our project. Finally, we also learned the importance of having a well-thought-out design. Our group had a thorough planning phase, in which we planned every package, its classes and key interactions. This made our time working on the project less stressful and more pleasant than it could have been.

Tutorial:

We decided to use a video trailer to showcase our game and its key features.

YouTube link: Slenderman Trailer

Google Drive link:

https://drive.google.com/file/d/1mQ6h2E4uN75RGbxuie-XrO3cLRUGLvhc/view