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Chip’s Great Escape

Our project was inspired by Doodle Jump, a popular platform game that allows the player to move a character from one plane to another. As he advances through the game, there are obstacles that appear to impede his progress and make him fall, therefore causing the player to lose the game. “Chip’s Great Escape” follows the same ideals.

In this Beauty-and-the-Beast-inspired platform game, the player’s job is to move Chip from one plate to another using the left, right, up, and down arrow keys. As Chip advances upward, the Duster and Miss Potts fall from the sky and attempt to block Chip and take him down with them. Lumiere and Cogsworth serve as boosters, who can help Chip jump higher and faster. The entire game takes place in the backdrop of a kitchen sink, where Chip’s mother, Miss Potts, is attempting to give Chip a bath he doesn’t want.

The allotted time for the completion of the project was not enough. Following the project guidelines, we organized and discharged various tasks, or jobs, to each member of our group. In other words, each member was given one or more classes to code, and some additional coding. In order to complete the flowcharts, however, we had to wait for all members’ final submissions before we could finish.

For the aesthetics of the program, we used Google to load images of the Duster, Lumiere, Cogsworth, Miss Potts, and Chip. As a team, we are most proud of the overall theme and design of the game, and also the amount of detail we were able to include in our flowcharts.

The code most definitely evolved. In one of its more primitive stages, we based the code on the framework of the typical platform game and had a single object jumping, with few specifics. However, as we continued our work and our code became more detailed, our Graphic and User Interface designers decided to build the game around the theme of “Beauty and the Beast”. Additionally, Chip was originally supposed to be escaping from a sink with rising water, and some of the plates were broken and meant as traps, but we decided that those details would be too difficult to code. In the later stages of our work on this game, the Duster replaced the sponge, which was one of our original enemies.

This game was a far more difficult task than we expected.  Since each of us was in charge of our own class, it took a long time to piece the final game code together. As a whole, the process was extremely stressful for all of us.

Although the game, “Chip’s Great Escape,” required a great amount of thought and an excruciating amount of physical and mental work, it was very satisfying to see that the entire code ran smoothly in the end. We had to work together as a team in order to meet our goal, and we were able to create a family-friendly, Disney platform game.