

Game Description

Conquesta is a Platform driven game that optically misconceives the brain as a puzzle with having a full path visible to the eye however is impossible to stipulate the full path without making game progress. Using 2D arrays Conquesta uses observer design patterns and event driven updating to the canvas allowing the user full access to explore the maze that has a clear path and interact with objects placed in the maze themed in a dazzling galaxy.

The choice of the observer design pattern was due to the fact that we already implement this design pattern using lambda e and this would allow for research to be correct and understandable by the course. The choice based on the game was initially given 4 combinations of choice and I thought a maze would be appropriate for my project.

1. Game category: Platformer
2. Game subcategory: Puzzle
3. Game Genre: Space
4. Design Pattern: Observer

Game conditions

- Win – In order to progress in the game the player will have to reach endpoint which will be contested by daunting paths with harmful objects and aided by good objects, all without losing all lives.
- Lose – In order to fail the game the player needs to collide into a wall losing 1 life each time, if a player hits the wall thrice, object collision failure will adjudicate your loss or failure to meet the endpoint of the maze will return an oblivious time ender finalising your end.

UML

