

CMPT 276 Game: Downtown Escape

Our 2D Java game, "Downtown Escape," is set in a vibrant metropolitan city. Players take on the role of a daring robber attempting to escape from the cops' relentless pursuit in an exciting PAC-MAN/Subway Surfer-style chase. The adventure begins with the player driving a car, with the primary objective of collecting all the diamonds scattered throughout the roads of the city. This thrilling heist won't be easy, as the city streets are filled with obstacles and dangers.

As the player collects all the diamonds, the exit will unlock, presenting their chance to escape. The police will lay down spike traps that, if the player drives over, will decrease their movement speed. The game will be over if the cop cars catch up to the players, or careless driving into the dangerous potholes could also end the game!

To add an element of excitement, players can collect 'Nitro Boosts' scattered around the map to gain a temporary burst of speed, giving them an edge against their pursuers. The final score will be determined by the time it takes to complete the escape after collecting all the diamonds. It will reward those who can strategize and navigate the city's challenges with precision and agility. There will be no time limit to this game - the focus will be on how fast the player can escape the city by collecting all the diamonds, while not getting caught. For experienced players, there will be harder game modes, with faster cop cars, and an increased number of spikes. Players can constantly challenge themselves by trying to set new high scores.

We'll be utilizing Java Swing to create an immersive and interactive GUI for the game, allowing players to experience the thrill of a high-speed chase through the urban city. With its captivating gameplay, diverse obstacles, and adrenaline-pumping action, "Downtown Escape" offers players a chance to dive into the fast-paced, high-stakes world of a city heist.