

ADAM FAUST

How to play:

You control a ship that has to collect barrels for points. There is a 30 second time limit at the start. 5 seconds is added once all the barrels for that level are collected. There is an optional powerup (a crate with food) that gives 7 seconds to the timer and gives a permanent 20 increase to speed (base speed is 100). The powerup despawns after 5 seconds. The obstacle is kraken tentacles that increase in quantity per level making it increasingly harder. The kraken tentacles despawn after 17seconds so kraken tentacles can stay over level transitions if you finish the level fast enough. To avoid kraken tentacles spawning on top of the player you get a bubble shield for 2 seconds, the way I did this was by disabling the player hitbox for 2 seconds. The visible indicator is a giant bubble shield around the player ship.

Results of playtesting:

I enjoy the game and I fixed all the bugs I could find. It works how I wanted it to with no problems.

4 changes made between phase 1 and phase 2:

(from the projects 1-3 d2l pdf I did...)

1. (1.) Changed the theme of the game + sounds : this was already visible in phase 1 but I made the entire game, sea/pirate themed with you controlling a pirate ship collecting barrels and dodging kraken tentacles, with all new sounds. I made all the sprites myself using Piskel and used the website BeepBox to make the sound effects. From phase 1 to Phase 2 theme wise, I updated the background, added a new animation for the shield mechanic, changed around sizes of player, barrels, etc, and added the other mechanics mentioned next and their sprites.
2. (3.) Added an additional element that rewards the player. I reward the player if they go out of their way to get the "crate of food" powerup. This powerup gives a permanent increase to speed to help complete the level faster and gives 7 seconds onto the clock. But is only on the screen for 5 seconds.
3. (4.) Added an additional element that harms the player. I added the kraken tentacles with operate in an interesting way. They kill the player ship if the player runs into them and caused a game over. There is an increasing spawn of them the further you go into the game and they can cross over in between levels if you go quick enough because the only way they disappear is after their 17 second lifetime.
4. (5.) Gave meaning to leveling. By leveling you can increase the points you earn since there are more barrels per level. But it also makes the game harder since more tentacles spawn the further the level you are.