

## 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. 10 seconds is added once all the barrels for that level are collected. There is an optional powerup (a crate with food) that gives seconds to the timer and gives a permanent increase to speed (base speed is 100). The powerup despawns after 5 seconds. The obstacle is giant kraken tentacles and tiny bombs that increase in quantity per level making it increasingly harder. The kraken tentacles and bombs despawn eventually so they can stay over level transitions if you finish the level fast enough. To avoid obstacles 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. This bubble shield also spawns for 2 seconds when the game starts to stop you from instantly losing.

### 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. I changed the cacti into kraken tentacles and the powerup into a crate of food power up.
2. (3.) Added an additional element that rewards the player other than the one already in coindash. The original powerup is now a crate of food that gives the player more time on the clock and disappears after a few seconds. The new element is a gust of wind that disappears after a few seconds but gives the player a permanent increase to their boat's speed for the rest of their run.
3. (4.) Added an additional element that harms the player. In the original coindash there were big cactuses that harmed the player if ran into, I changed them into big kraken tentacles. The new element I added were bombs. They are a smaller threat than the giant kraken tentacles and their amount per level scales with the level number. Both obstacles operate on a lifetime (kraken =24s, bomb = 15s), this gives the game a fun mechanic of either waiting out the obstacle lifetimes and if you go quick enough there is a large number of obstacles on the screen till their lifetime runs out.

4. (5.) Gave meaning to leveling. By leveling you can increase the points you earn since their are more barrels per level. But it also makes the game harder since more tentacles and bombs spawn the further the level you are.