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Project 1 Write-up

How to Play the Game

This is a two-player game where you go around collecting coins trying to get a higher score than the other player. Not just that it is also a race against the time. Using WASD and the arrow keys the players will navigate through the enemies and collect the coins and the powerups.

Results of Playtesting

I have played this game a lot and found different bugs and mechanics I wanted to implement. I found that the second player had a hard time with collision so I had to mess with that a lot. I also found that I would die when I spawned sometimes so I made it at the start of the game the player is invincible for 2 seconds.

Changes made

There are several changes in this game. The first change is the custom music that I made. The theme changes to a medieval-type setting with knights as the main characters. I made a new enemy group called goblins with their own animations, as well as the mushroom powerup, which speeds up the player. As I mentioned previously, the game is now two-player, and you race to get a higher score than the other player, where it will say "Player x has won" in the end. I also implemented an invincibility timer in the beginning.