



DIGITAL GAME PRESENTATION

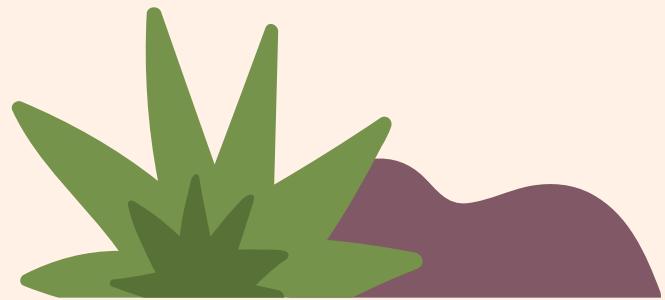
LET'S PLAY FOREST ADVENTURE!



GROUP: MAYBE GO TO THE THEATER

CHUNHUI YU
DANNI ZHOU
XIAOTIAN LYU

Start Now!



CONTENT



- Problem and Idea



- Target People And Benefits



- Game Introduction



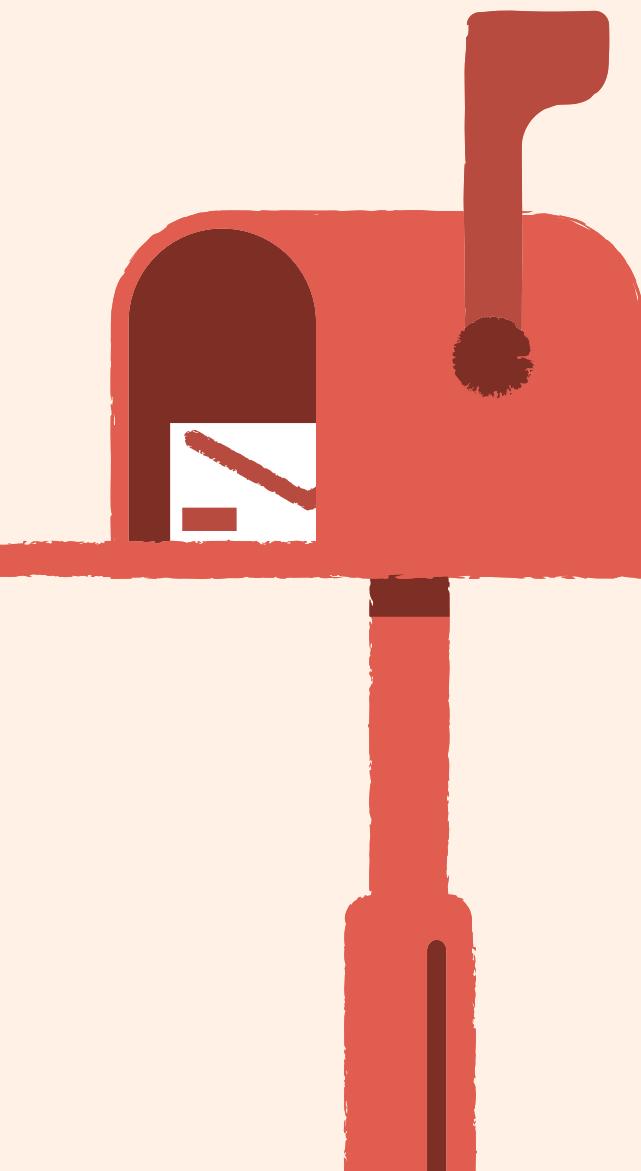
- Game Implementation



- Game Demo



- Future Work





- Problem and Idea

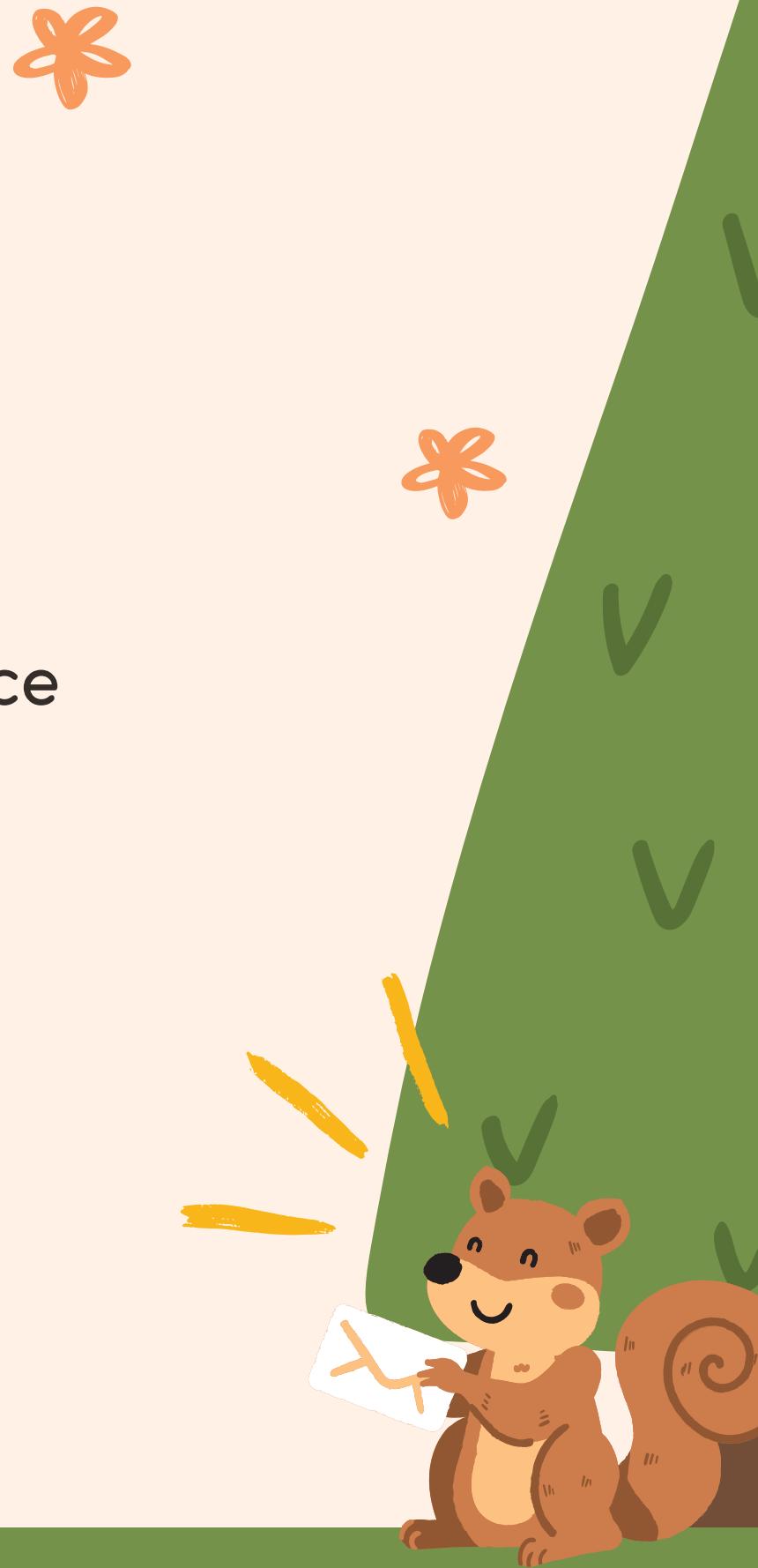
Problem:

When there is no internet, people need mini-games that are green and beneficial to pass the time.

Idea:

Create a cute, fairytale-style adventure mini-game that will entice players, even children, to explore the unknown jungle and fight the bad guys.

Allowing users to have a relaxing and interesting gaming experience without being connected to the Internet.





• Target People And Benefits

Target People:

People who like adventure and action games with a wide age range, mainly young people, kids and game enthusiasts.

Especially students and office workers who are slightly stressed.

Benefits:

The game can be turned on at any time from anywhere. It doesn't take too long and doesn't require an internet connection.

Filled with healing fairy tale elements, the comfortable background colors and object colors will relax the user's eyes while relieving stress.





• Game Introduction



The player takes on the role of a forest adventurer who explores the unknown jungle as well as confronts enemies.



The player controls the movement of the adventurer by using the arrow keys on the keyboard to move up, move down, turn right and left, and put the F key to fire.

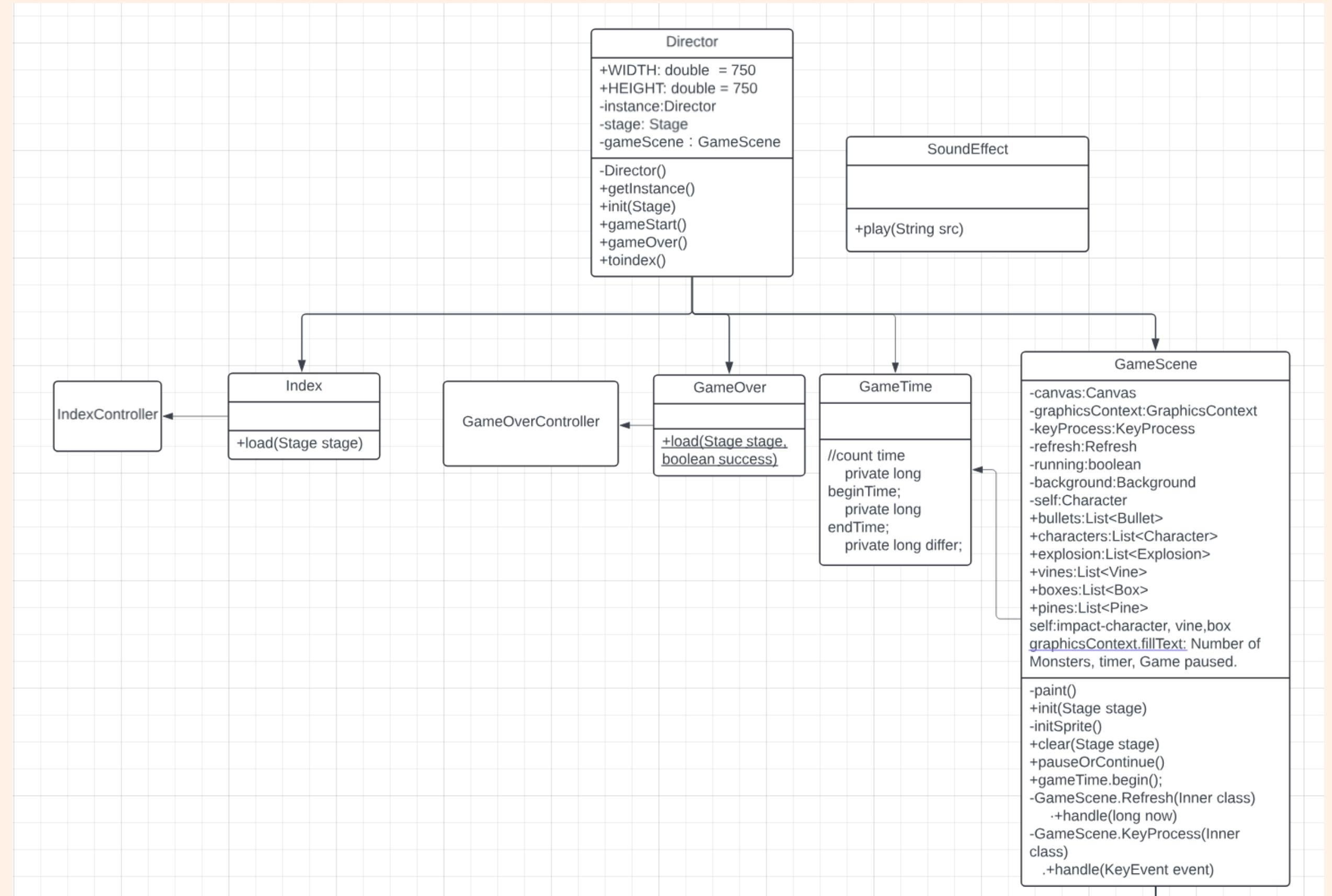
V V V V V

V V V V V

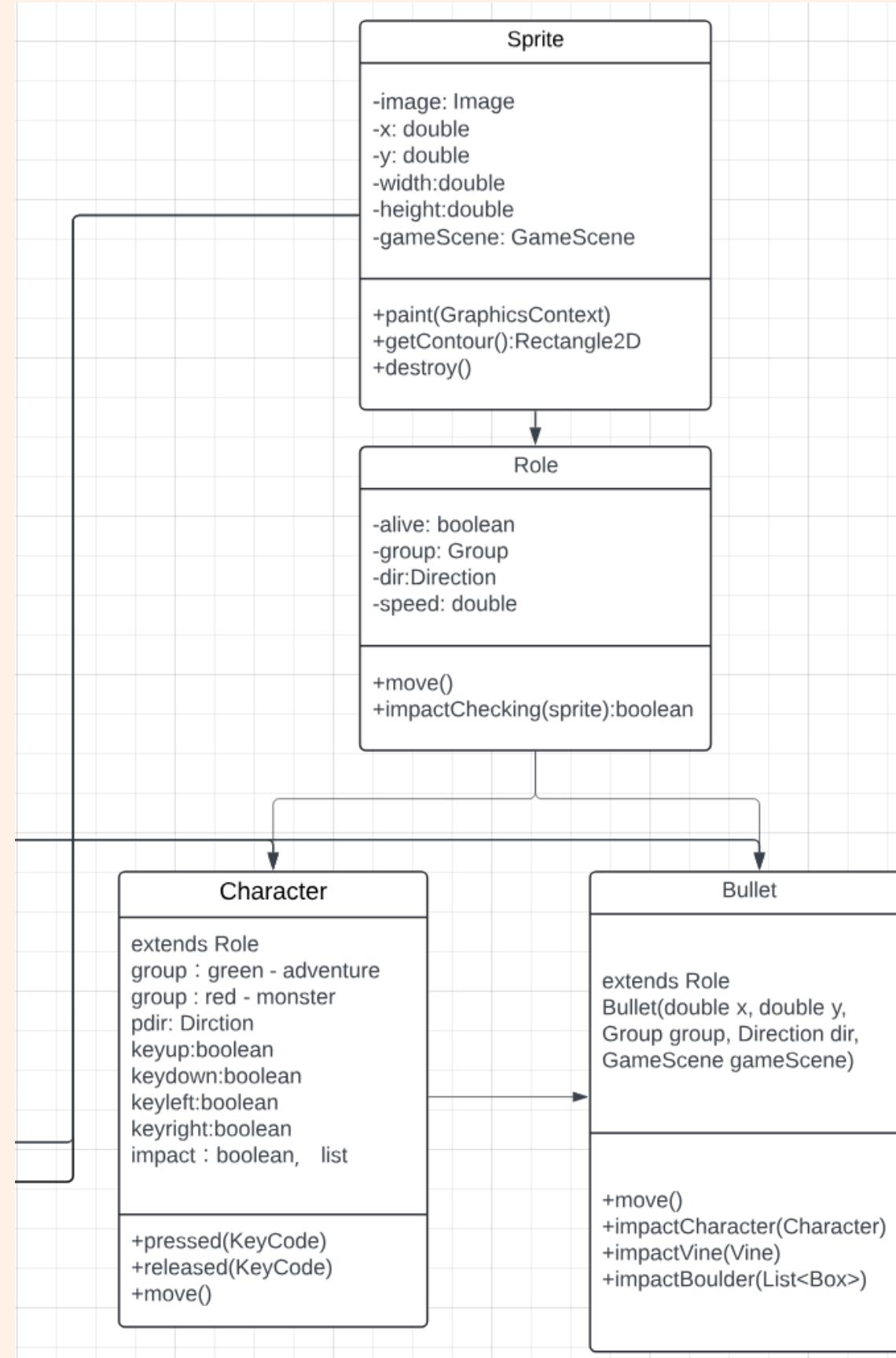
Players need to control the explorer flexibly, firing bullets to destroy enemies, and make full use of the terrain and obstacles to avoid enemy attacks.



• Game Implementation



• Game Implementation



Sprite Class:

To manage visual objects in the game more and implement functions collision detection and animation effects.

Role Class:

Role class inherits from Sprite, and the move() and impactChecking() method is implemented here

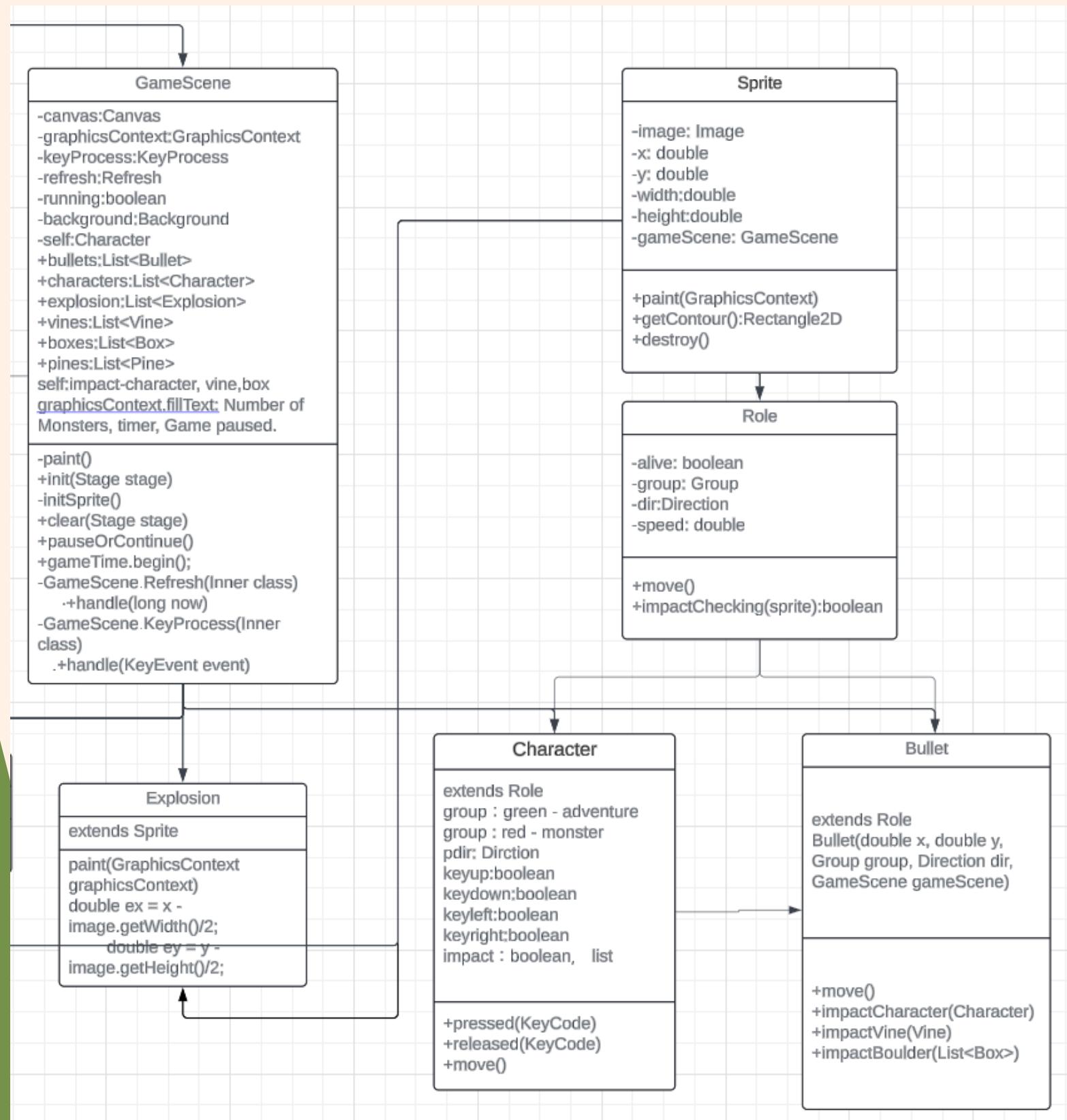
Character Class:

Character class inherits from Role class, Use Group to distinguish(Adventure or monster), override the move():The user inputting different keys on the keyboard will trigger different character movements.

Bullet Class:

Bullet class inherits from Role class, Implemented different reactions after bullets hit different objects

• Game Implementation



Impact : inherits the sprite class, creates a Impact parent class, and then each different impact inherits the parent class. Bullet explosions are also impact logic.

Enemy movement: random method

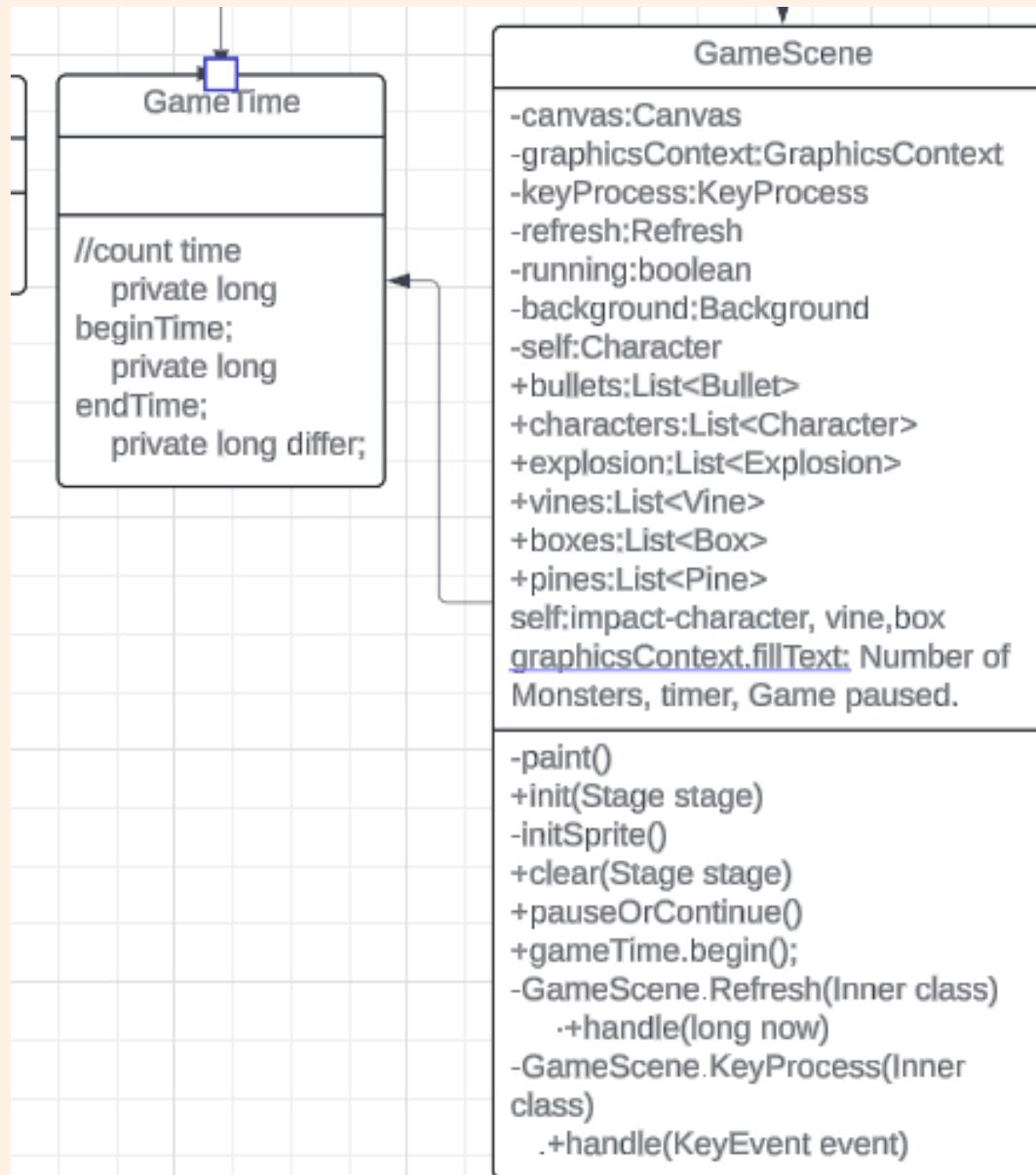
Game time: created class with countting method, then started logging after drawing adventurers in gamescene, calculating the difference time from the end of the game.

Explosion: inherits the sprite class, as do all obstacle elements.
`image = images[count];`
counter method is used to set the explosion effect

Obstacle elements: all inherit from the sprite class as well as being drawn in-game using impact logic.



• Game Implementation



Game's information panel:
graphicsContext, and using GameTime
class and time differ



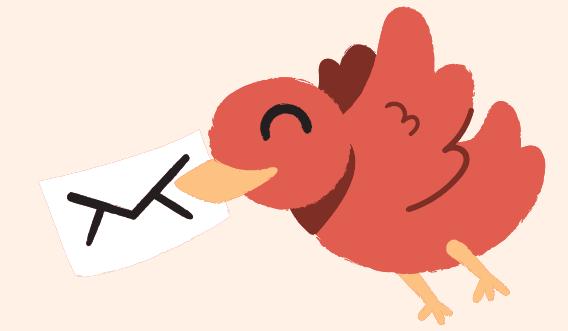


• Game Demo

Win: All enemies are hit by bullets and eliminated.



Lose: The player is hit by a bullet.



Controls:

F key: Shoot bullets

Space key: Pause the game

Arrow keys: Move up, down, left, right

Rules:

When the player's bullet hits an enemy, the bullet explodes and the enemy disappears.

When a bullet hits a vine, the bullet explodes and the vine disappears.

Both the player and enemies can pass through pine, but cannot pass through boxes or vines.

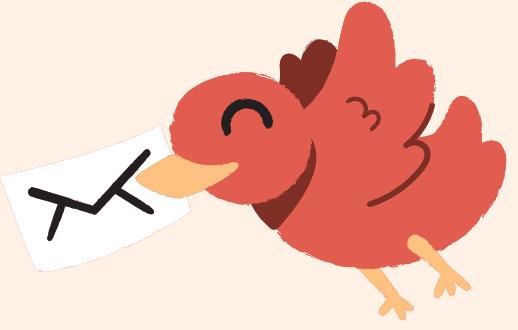


VM argument: --add-modules javafx.controls,javafx.fxml,javafx.media
(To hear the music)



• Game Demo

ARE YOU READY
TO WIN?





• Future Work

Player Time Ranking

- Include a file in the FX application that will store player ranking.
- Use the principle of file output to record all players' completion times.
- Use file input to display the players' rankings on the game success page when the game end.

Increasing Game Diversity

- Set up game levels, challenging players' reaction speeds and strategic thinking.
- Introduce various types of enemies, each with distinct abilities and health values.
- Gives players the freedom to create character images as well as choose special abilities.
- Expand the range of weapons available to players allow players to find new adventure weapons through the interface.





THANK YOU FOR PLAYING

See You Next time!