

### Abstract:

My Game is a crossover bullet dodging game where the objective is to help the witch defeat the Pumpkin King. The game is controlled by wasd, jk and the left and right mouse buttons. The game is divided into three stages, the first stage is a tutorial and several enemy's attack, the second stage is the pumpkin king without anger and the third stage is when the pumpkin king is low on blood. When the Pumpkin King or the player is at 0 blood, the game stops and ends. In general I have added music to the game, added sound effects, added enemy and player collisions, set player blood levels, added two different types of bullets (large and small fireballs, small fireballs are allowed to be released every 0.5 seconds and large fireballs 1.5 seconds), added left and right mouse buttons to control the firing of bullets and jk to release large and small fireballs, and victory and defeat conditions for the game. I have also added a boss and a new movement condition for the boss. The smaller enemies (projectile bullets) have different movement mechanics and animations in the second and third levels. I added new animations for the main character and all the enemies. I have 6 backgrounds for the different levels, I use mirror flips to put two identical images together and move the images by controlling their x-coordinates (0, 1024), (-1024, 0) (0, 1024) through this loop to make sure the backgrounds run smoothly. Finally I set up hints for victory and failure and ended the game.

### How to play:

wasd:MOVE

j:FIRE BALL

k:BIG FIRE BALL

RIGHT MOUSE CLICK: BIG FIRE BALL

LEFT MOUSE CLICK: FIRE BALL

Input BasicGameTemplate to eclipse project.





