

APPLE FARM



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Story Board



She is the protector of the apple farm in the town where the magical apple is kept. They don't give apples to anyone. Golden apples can heal so everyone requires it.



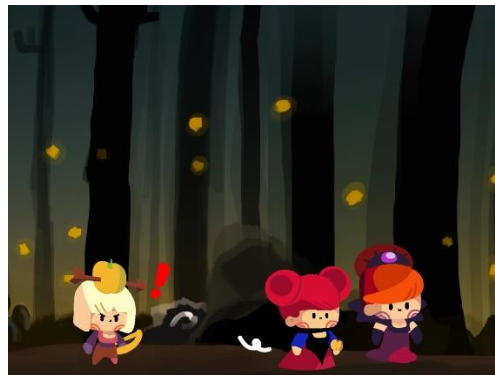
They are sisters who come to this town to take the golden apple back to their mother, who requires it for a cure.



They have arrived in this town. They have stolen golden apples and are preparing to escape from the apple defenders.



The map depicts the escape path and the way home, where they must pass through many levels to reach their destination. Get aboard the boat and head back to their home.



When the guard notices two girls stealing golden apples, she chases them and uses her archer to catch them. The level's challenge was they required energy to escape.



Finally, they make it to the boat after overcoming hurdles. They're all set to return home with the golden apple in order to heal their mother.



HOW TO PLAY?



Press **SPACEBAR** to "JUMP!"

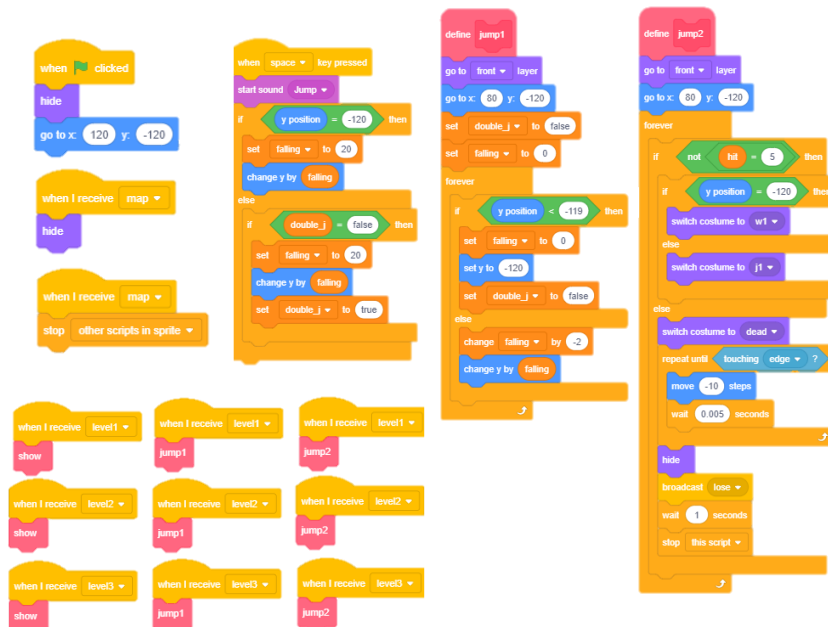
To begin with, you will have a tube full of blood. Every time your sprite touches the arrow, the blood will be reduced by one. When the arrow touches you five times, you will lose. But we have a helper at level 3. So, you can jump to collect potions to increase your health by 1 at a time. A tube of energy comes in an empty tube. Each level has a different amount of energy that you must collect. We had to jump to collect food. Collecting food once will increase your energy by one. But there will be levels two and three that have mushrooms to decrease energy. When we hit, our energy is reduced by one. So, the lower your energy, the more you stay in the game.

"If you want to win, you must store energy for the full tube. To pass the checkpoint. You will only lose if you are hit by an arrow five times without getting any potions."

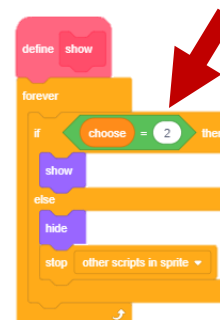


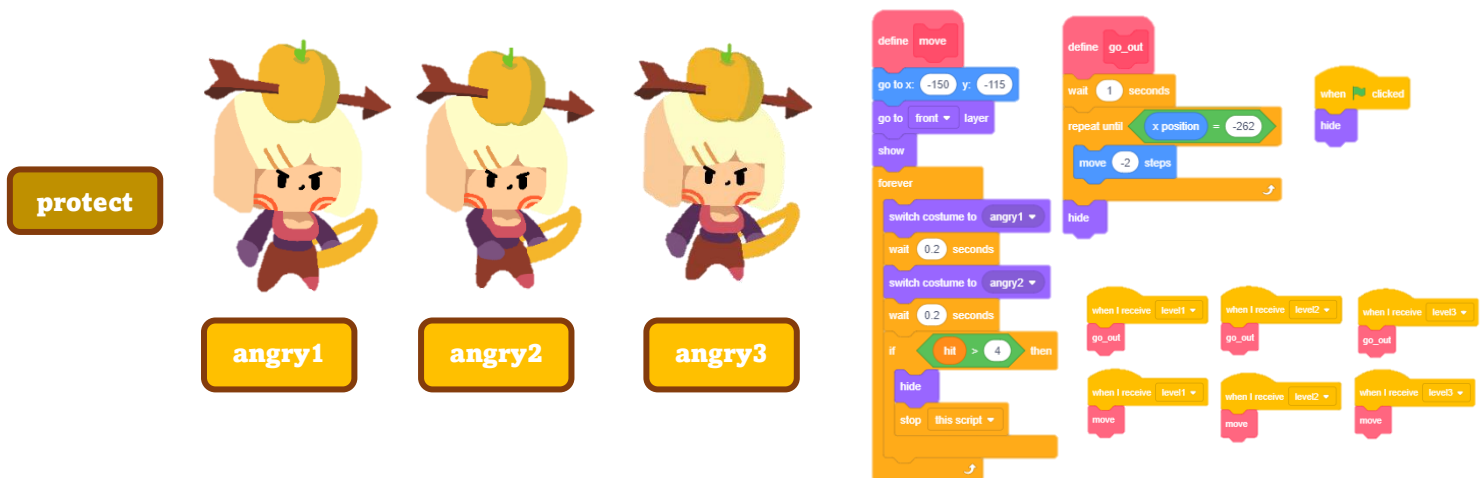
Components:

- Sprite
 - Character:



Both characters have the same method of use because at the beginning of the game, players can choose the character that you will play. However, there will be a point that is not the same, only 'choose'. If the player selects a character with "cont.1", the variable of 'choose' will be set to a value of 1, and another will be set to a value of 2. So, if I choose one of them, the second character will be hidden. Both will be able to jump high if they press the spacebar twice in a row. If we start the first jump from the ground or a 'y position' equal to -120, it will be higher. If we press the second time, the height from the first point where we jump is not equal to -120, making the 'double j' value change to true, resulting in sprites being able to jump higher than the first jump.



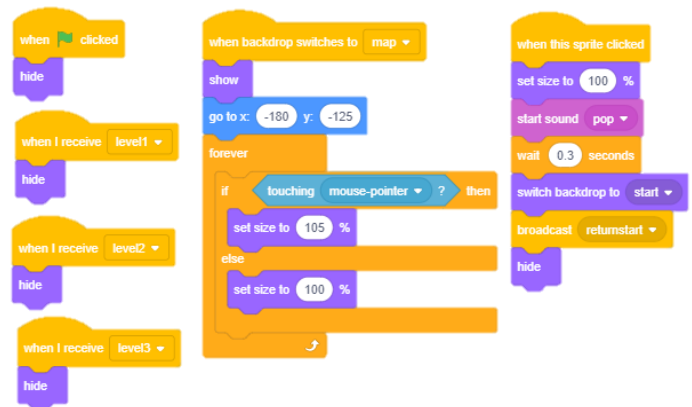


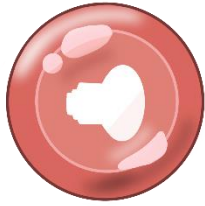
A sprite named “protect” will show up when it receives ‘level1’, ‘level2’, and ‘level3’. It will walk backwards until ‘x position’ is equal to -262. If ‘hit’ is greater than 4, this character will also be hidden, and this character’s script will be stopped. The appearance of this character is shown before the game starts in 2-3 seconds because it wants players to understand that this character is chasing someone who stole an apple.

- Button:



This button will show up when the backdrop has been changed to “map”. When we put the mouse on it, it will expand from 100% to 105%, which makes it look dimensional in use. If we press this button, it will launch a sound effect named ‘pop’, then use a broadcast called ‘returnstart’ to call the new home page and hide it. This button will only appear on the backdrop of the “map”.





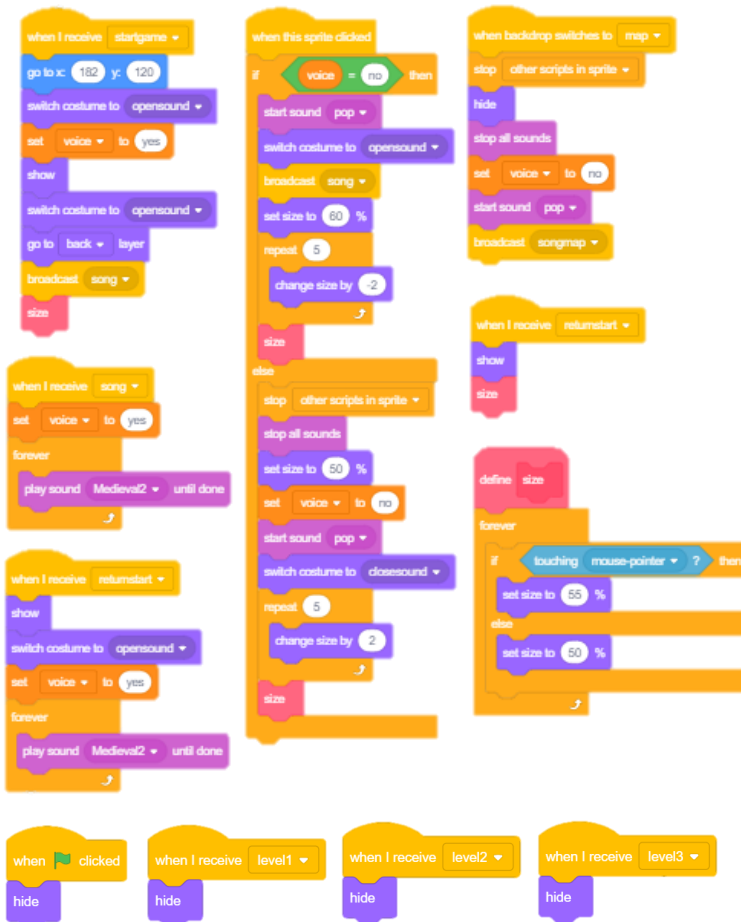
Costume: opensound



Costume: closesound

Sprite: soundfirst

When receiving "startgame" from the broadcast, this sprite will change the costume to be 'opensound', set the variable of 'voice' to be yes, and put the broadcast 'song' to open the song. When receiving a broadcast of 'song' from this sprite, it will continue to play 'Medieval 2' song until the player presses this sprite. If you press this sprite, it will satisfy the condition else because the variable of 'voice' now is yes, so it will stop the music and change the costume to 'closesound' and then set the variable of 'voice' to no. When you press this sprite after closing the sound, it will go to the condition "if voice is no", which will play the sound again. This button is expanded when the mouse is placed, which makes it look dimensional.



Sprite: soundmap

We have a sprite of "soundmap" too. It has the same function to "soundfirst" and also the costume, but it will appear only when there is a backdrop named "map". The difference will be the song. It will play the "Garden" song, and you can open and close it.



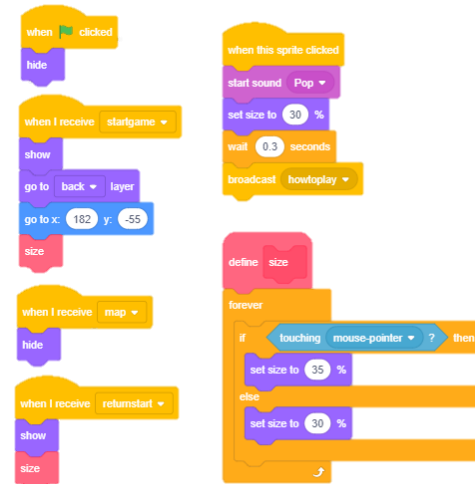


Sprite: how

Costume: toplay

When this button is pressed, it will bring up a tutorial page which can be pressed to open and close. When we put the mouse on the button, the button will expand from 30% to 35%. When we press this sprite, a sound named 'pop' will open and use a broadcast called 'howtoplay' to forward the tutorial page to bounce up.

When you press the button, it will bring up this page to let you know how to play it. You can only jump by pressing spacebar, and you need to collect energy for running. Be careful not to decrease your blood for five times.

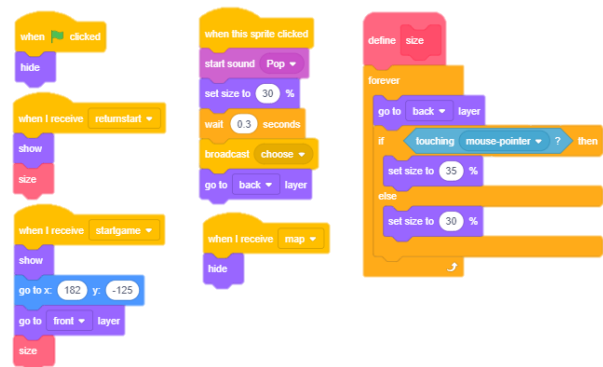


Sprite: custom

Costume: custom2

I made this button for player to choose your character that you want to play so when you click this sprite, it will have sound effect of 'pop'. Then it will have broadcast named 'choose' to open the page of choose character.

When you press the button, it will bring up this page to let you choose one of them. If you don't choose, it will auto set the variable "choose" to be 1. If you click the left one, it will set the variable "choose" to be 1 and the right one will be 2.

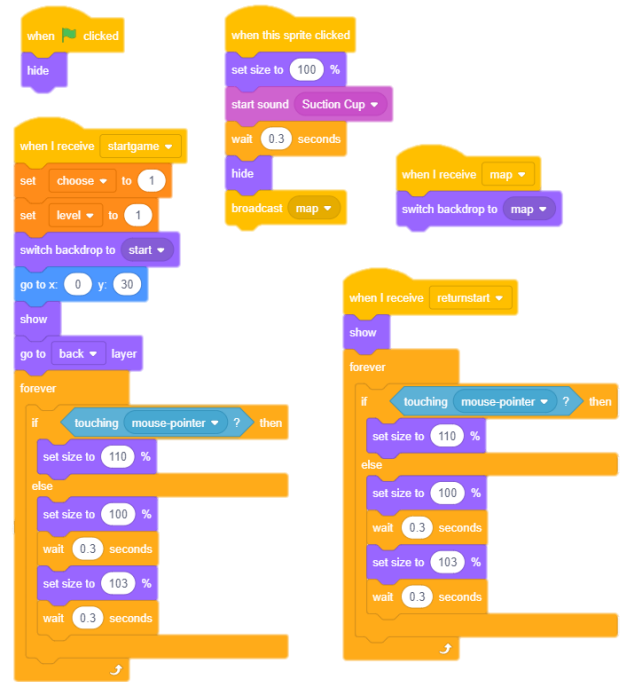




Sprite: start

Costume: start1

This button will show up when the teaser ends. It will set the variables “choose” and “level” to 1 and switch the backdrop to “start”. This sprite will always change size, so it will seem like it is moving, so the first page will not be boring. If you click this sprite, it will play the sound effect “Suction Cup”. Then I use a broadcast named “map” to send the command to the other sprite to work next.



Sprite: closecc



**Costume:
closecc**

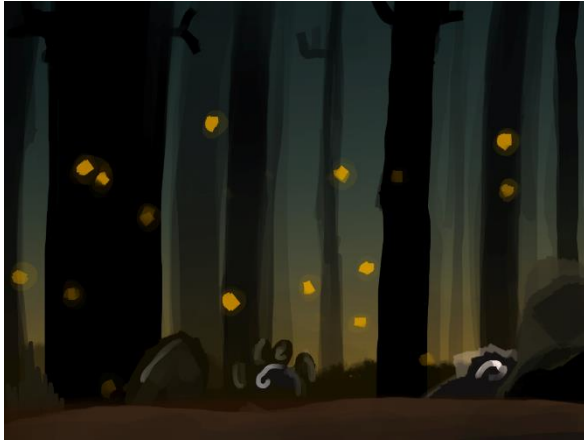


**Costume:
closecc2**

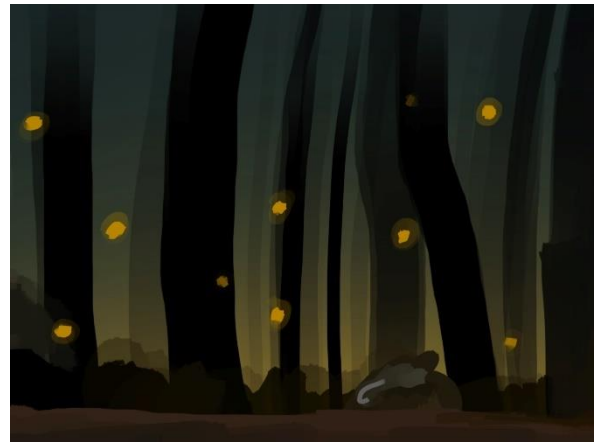
It will show up when it receives broadcasts named “close” and “choose” from other sprites. This function is used to close the page. So, when a player clicks this button, it will switch to the costume ‘closecc2’, and it will send the broadcast “close”. Some sprites that have the command of receiving “close” will receive this broadcast and it will hide.



- Background:

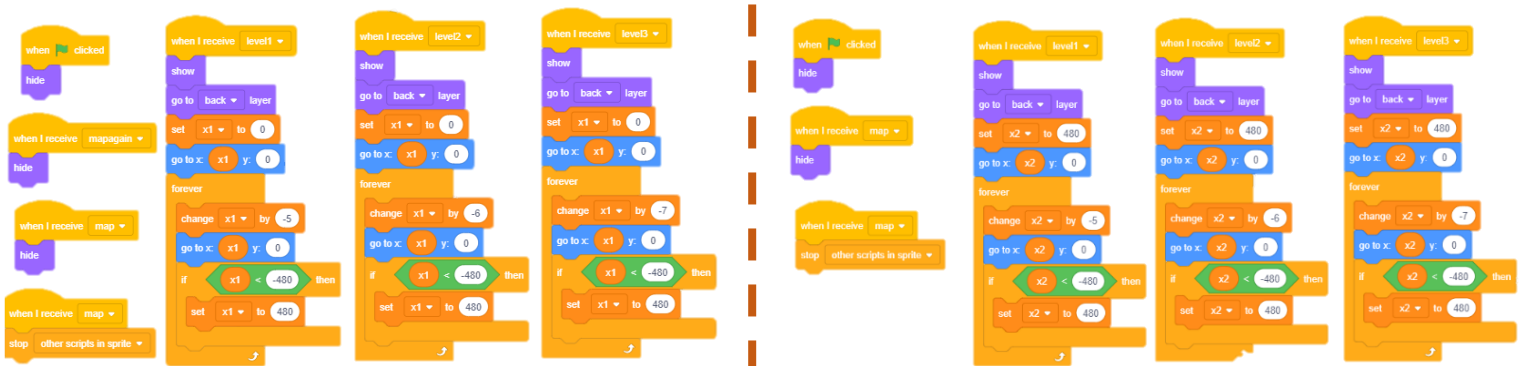


Sprite: bgf (1)



Sprite: bgf (2)

For the escape part of the sprite of “cont.1” or “cont.2,” I create two backdrops that continue to each other. These two images were utilized in three levels of the game. The pictures, according to the story, demonstrate that it is already nighttime.



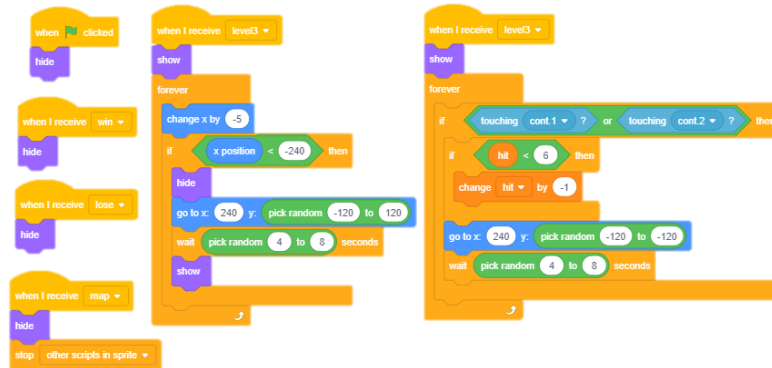
I use these backgrounds as sprites because backdrops cannot move but a sprite can. They both use the same function. To move in position x, I create variables ‘x1’ and ‘x2’. The difference between two sprites is the starting point of position x. Sprite “bgf (1)” will begin at x equal to 0 and sprite “bgf (2)” will begin at x equal to 480, so when they move, they will follow each other. When ‘x1’ is less than -480, “bgf(1)” will go to position x equal to 480 again, so it will continue. At each level, the changing value of the variable ‘x1’ and ‘x2’ is -5, -6, and -7, respectively. It will move faster when the levels are increased.



- Items:
 - Collect



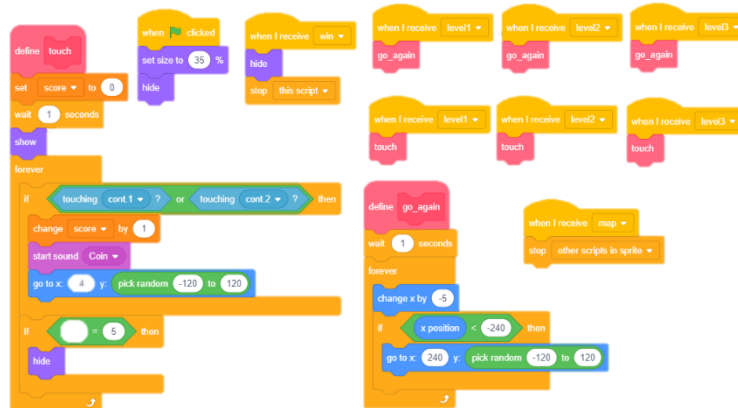
potion



This item will be shown when it receives a broadcast named “level 3”. It will appear in position x in 240, but position y will be random and will appear anywhere between -120 and 120 and, it will appear again at random times. I want to make it come out less so that the game will not be too easy. If the sprite named “cont.1” or “cont.2” touches the potion, it will add hit to -1, so that means you get healed to gain blood.



food

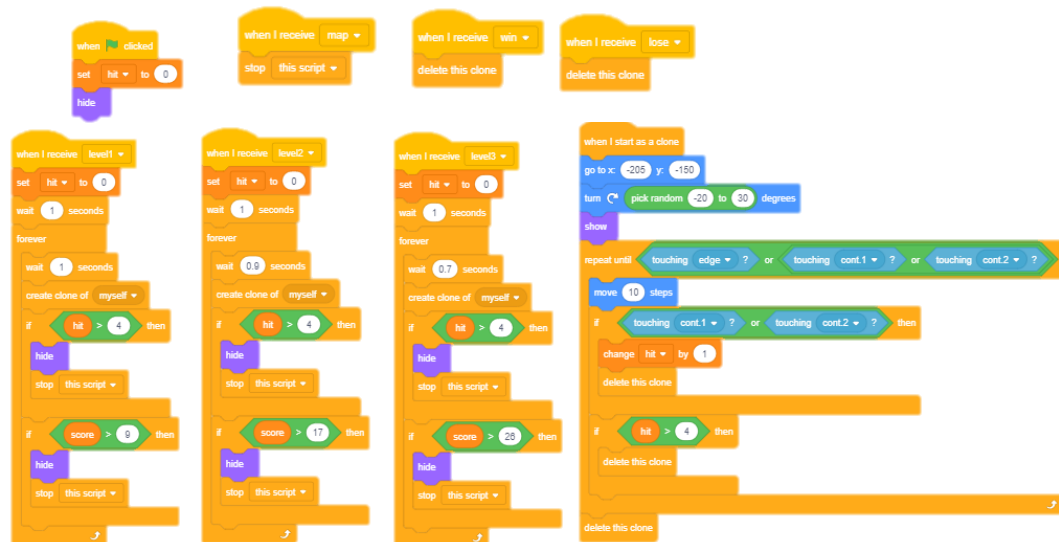


This sprite is used to collect the score needed to pass each level. It will show when it receives broadcasts named “level1”, “level2”, and “level3”. I made a block of “touch” to use to set the variable ‘score’ to 1, and it will check whether the sprite touched “food” or not. If “cont.1” or “cont.2” touches it, it will add the score with the sound effect of the coin. When it is touched, it will go back again to random position y. Another block that I made was “go_again” to move this sprite. If this sprite arrives in an x position less than -240, it will return to the x position in 240.

▪ Avoid



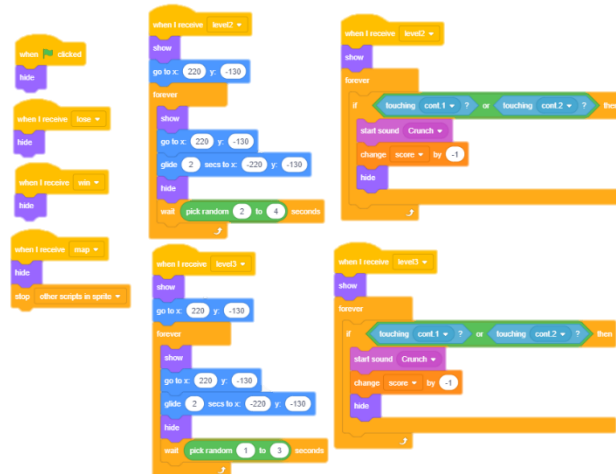
arrow



This arrow will gain the variable “hit”, so you will lose if you get “hit” to 5. Each level will have the same score to pass, but at every level, “hit” shouldn’t be more than 4, or you will lose. This sprite will come out by using a clone block and will randomly point anywhere from 20 to 30 degrees. It will come out faster at higher levels, making it harder to win. But I will make it balanced so that in level 3, the player will have a potion to help them.

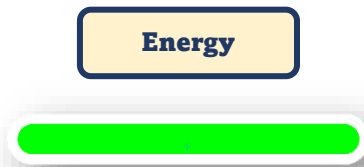


mushroom

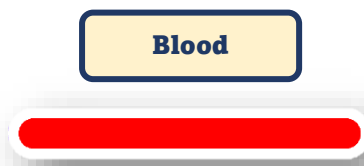


I created this mushroom for level 2 and level 3 of this game to let players win harder. It will take more time to win because will sap energy, which I called a variable “score” in the game. It will appear in positions x to 220 and y to -130. It will glide for 2 seconds to position x of 220 and position y of -130. Then it will come back again at random in 2 to 4 seconds, but level 3 will be harder because it will come out again in 1 to 3 seconds. It will hide when it receives broadcasts named “lose”, “win”, and “lose”.

- etc.

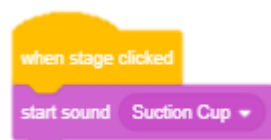
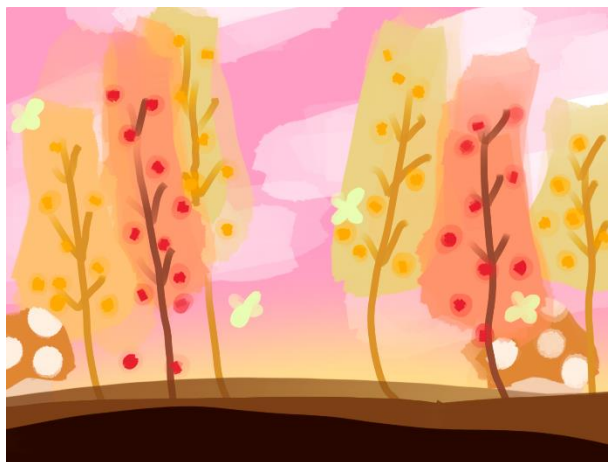


Energy's code will represent the switch costume. It will not contain any green color for the first time. If you increase the variable "score", this sprite will change costumes, and finally it will show you that you will win.



Blood's code will represent the switch costume. It will decrease in size when the variable "hit" is changed. It will change with every new hit. So, the player will lose when this blood has no red color.

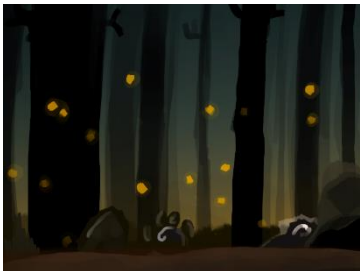
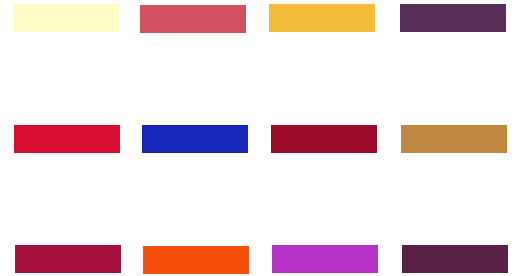
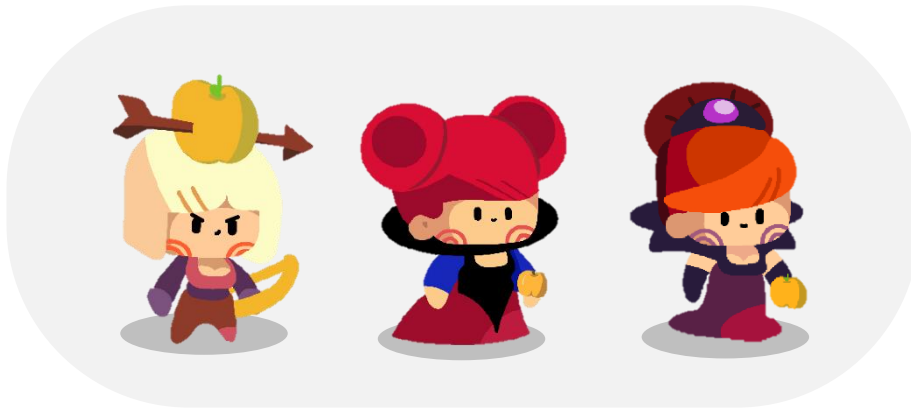
○ Backdrop



When I click any place in these two backdrops, it will play a sound effect 'suction cup'. I use this backdrop with a sprite that will command to switch backdrops, so the code in the backdrop will have only this one.



Concept art



I look for references in shades of denim of sprites and backdrops to suit the night. Colors are rarely flashy. It will be blue, dark yellow, and blood red, mostly to match the concept. The background has a dark tone, so I wanted the color of the character to stand out, so I chose more vivid colors that stand out but don't stand out too much. I used a color that contrasts with the background. The brushes of the backdrops are varied, including plimsoll brushes and the other brush was drawn by Dena in the procreate application. I give my reference of characters and background to her and tell her that I like the reference's colors. Finally, I got the beautiful results from her.

Credit: d.dnaaa (Instagram)

Feedback:

- Ponnassorn Iamborisut (6488179)

“First of all, this game has a very interesting teaser. With the introduction of the story, we know what is happening and this game has a function that is easy to play that use only the space bar to jump. Players must jump to collect or avoid items. It is also possible to select a character and choose a level to play. It considered to meet the needs of many players. The design of this game is very cute. Both sound effects and sound effects that can be turned off. But when it starts the game, we are unable to do anything with the sound. I felt that the noise was a bit loud. As for the difficulty in each level, it's okay. It is a game of observation that you must jump for avoid some sprite. If we observe the direction of arrows and mushrooms well, we can win.”

- Chutweraya Sriwilailak (6488086)

“I haven't played many games in my life, but this one is fantastic. The theme and character that I can select are both adorable. The story line makes me want to play the game more. There are many functions, such as closing the song, and I really like it because I can play the game even when I'm surrounded by a lot of people. The map between levels is excellent because it allows us to determine which level we are on. Each level's difficulty has been appropriately increased. I really like the last level; it's difficult to win, so it's a good challenge for me. I can't believe it's my friend's game because it seems to be a professional one.”



Reference

Jasmine Phong: <https://www.behance.net/gallery/23487305/Epic-Heroes>

Kifir: <https://www.deviantart.com/kifir/gallery>

NestStrix: <https://dribbble.com/shots/13959231-Login-Screen>

Alan Vitek: <https://alanvitek.com/>

Betteo: <https://www.deviantart.com/betteo/art/haunted-forests-57746080>

Vexels: <https://www.vexels.com/vectors/preview/71333/forest-side-river-cartoon-landscape>

Stéphane BATON Art Work: <http://stephanebaton.over-blog.com/page/2>

