

## **Lab 4: Character-Driven Game**

**Team Members:** Tyler Collins, Aleah Garcia, Jaron Li

**Engine:** Godot

**Web Export:**

<https://tjcolli.itch.io/soup-sprint>

**Narrative:**

In the *Soup Sprint*, the player is a can of soup on a journey to bring a child joy. The story begins when a mother and child walk past a can of soup on a shelf in the grocery store. The child wants soup for dinner, but their mother says they can't afford it. In an effort to make the child happy, the can ventures out of the store in pursuit of the child. The can must navigate through different terrains in order to reach the child's house in time for dinner without being damaged.

**Objectives:**

To meet the 2D animation requirement we decided to have our main character be represented as a rolling can. Below is the sprite sheet we used to create this animation. As the player used the main character to navigate through levels they were presented with obstacles to overcome. These obstacles were a part of the main way we used collision detection. If the player were to touch a toxic liquid or spike the level would restart. The sound and sound effects are incorporated as well as there are sound effects whenever the can jumps and whenever the can dies. There's also background music throughout the whole game. Our game begins with a title screen and main menu. From this screen, the player sees the image of the can that contains our main menu with clickable buttons. The three buttons are "Start", "Credits", and "How To Play". On the credits page, we cite the assets that helped us create *Soup Sprint*.

**Division of Work:**

Aleah took charge of getting the levels and scenes created. She wrote scripts to implement player movement, collision, and connecting scenes of the game through buttons. Tyler worked on drawing the can for the title screen, animating the can, and getting the project exported and hosted. Jaron helped with the player's movement involving its movement speed and jumping, incorporated different sound effects and music, and the main menu screens.

**Response To Feedback:**

For the user feedback, since there wasn't much to the game, a lot of our feedback involved no colors and no texture to the platform and background, only having one level and falling forever, having no obstacles, main menu buttons not working, and no story element to the game. What we did to fix these issues and respond to the feedback is drastically adding a lot more to our game. We added a nice background, color, and texture to the platform. We now have two levels to the game with multiple obstacles with the ability to restart if unsuccessful in getting past an obstacle. Our main menu buttons work now, which include giving credits and also adding a story element to give a background to our game. We were able to overall improve our game a lot and we were able to use the feedback to make these improvements.