

# **Take Your Pills**

(not so) proudly presents

## **Pill Hunt**

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## Description

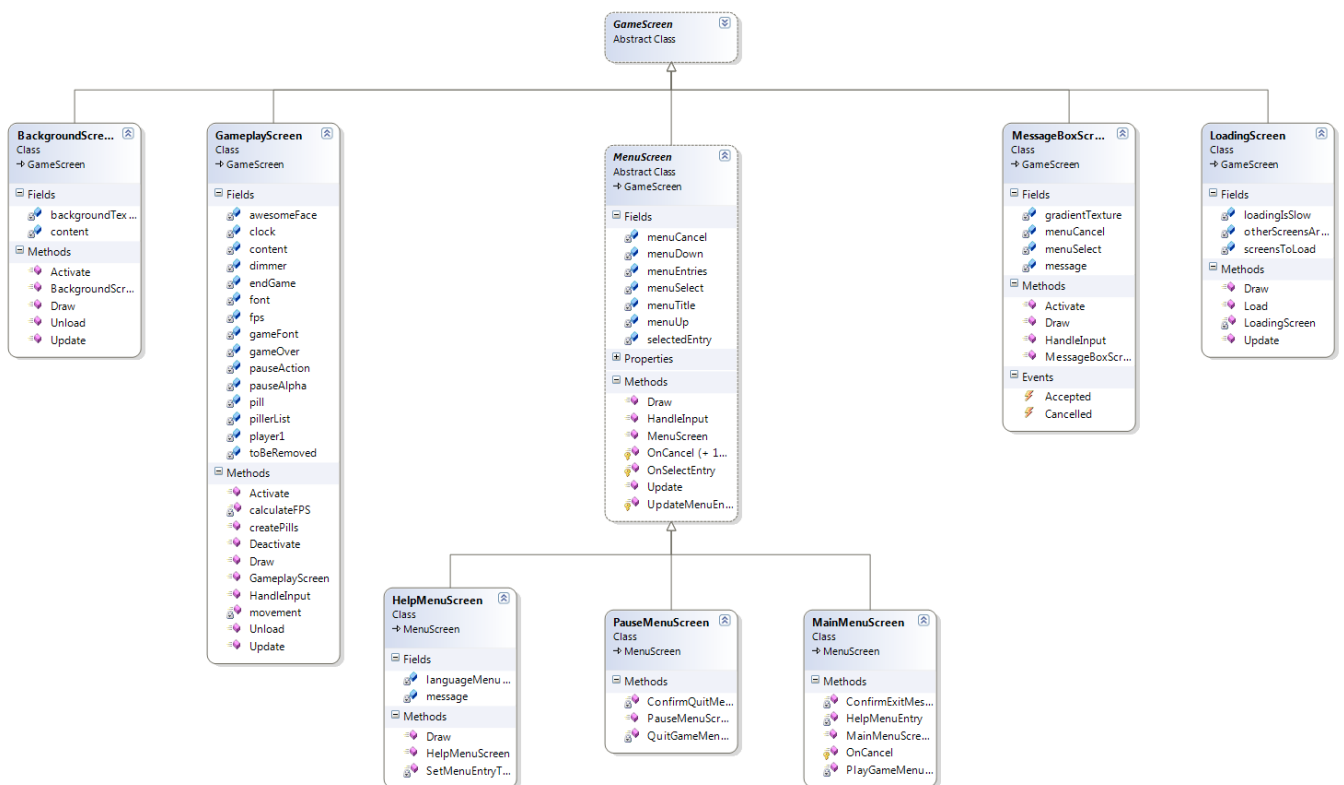
Our project uses screen manager to handle different states of the game, modularly we can add new menu entries and options. The game itself is about pill hunter Max Awesome whose only purpose in life is to eat pills, on pills he gets on pillrage and gets very excited and bouncy when hitting a wall.

Mechanics are quite simple; try to eat as many pills as possible within the time limit, watch out though, controlling Max will become harder to control as you hit walls. You move max with the WASD controls, esc pauses the game.

You can pause the game anytime you want and leave it as well, in the main menu you have the possibility to start new game, see the help section or quit the game altogether.

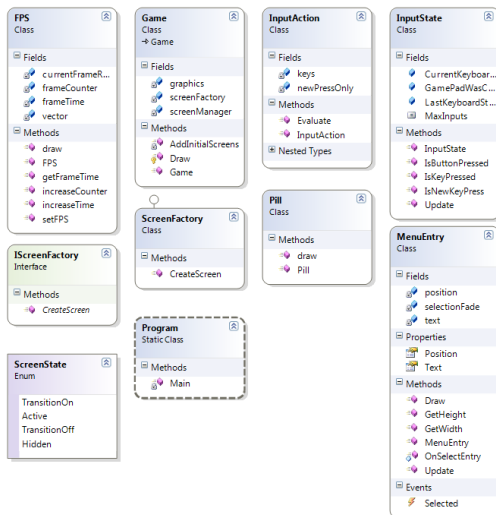
## Technical Design

As we started the project so late our motto was, keep it simple, stupid. Only very technical part was the screen manager and integrating our game to it, as we developed the manager earlier and then ditched it in hopes of easier and simpler solution, and made the game without it, it made the integration bit painful, but we managed to make it work. In the end we're happy how the manager and game works together.

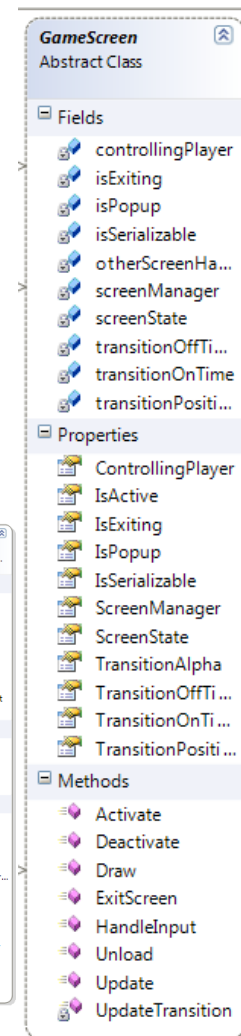


### Reference 1

[Click here for bigger picture](#)



Reference 2



Reference 3

[Click here for bigger picture](#)

In reference 1 we see how our game play class implements GameScreen super class and all menus implement MenuScreen class, that has appropriate methods for drawing them.

Reference 2 shows us ScreenManager which basically does all the hard work for us, it handles the screens, drawing, updating and providing content- and graphicsdevice.

GameScreen is introduced in reference 3, it provides the override methods for screens to implement, like all the Is- methods, ScreenState and transition information.

## Problems and failures

Biggest problem was the fact that our team pretty much broke up few days before the deadline. Me, Simo and Miro decided to continue even with only 48 hours to complete the game, we came up with new game idea (very simple) and started to implement features into it from ground up, after that actually making the game wasn't problematic at all.

## ***What we want to implement***

As didn't have as much time as we were hoping for, there were a lot of features we couldn't implement.

As for now here's the list we want to implement;

1. Two-player support
2. AI who tries to eat your precious pills
3. Obstruction (collision with objects in the map)
4. Highscores
5. Different difficulty levels (timer shrinks, harder maps, etc.)