

THE LONG NIGHT

Final Project Presentation
CS-UH 1001

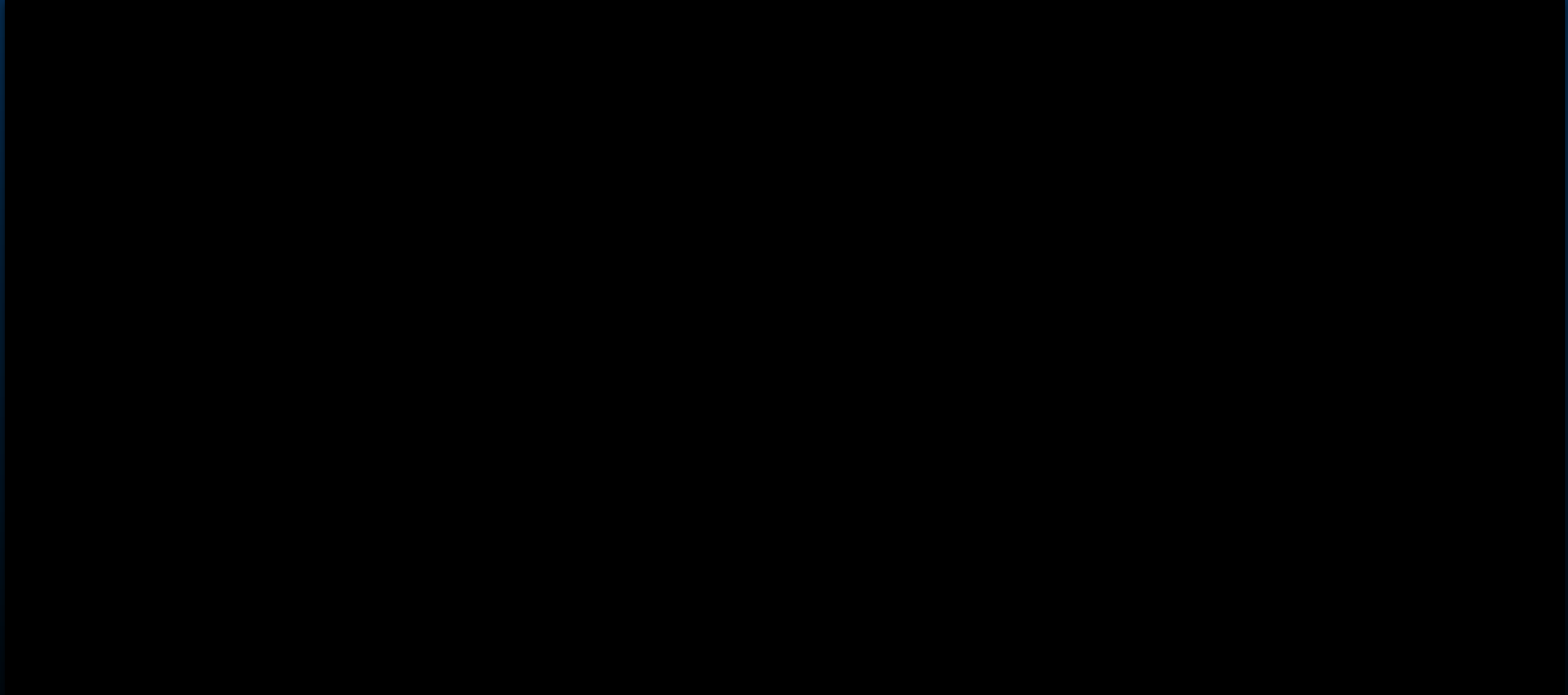
AN OVERALL DESCRIPTION

- The game is a simple 2D shooter game, where the main character is confronted with a mob of enemies.
- The main character appears at a fixed point on the left end of the screen and enemies are generated randomly at the right side of the screen.
- The main character has a fixed number of projectiles that he must use to kill the approaching enemies.
- If he gets touched by an enemy or if an enemy reaches the other end of the screen, the player loses and the game is over.

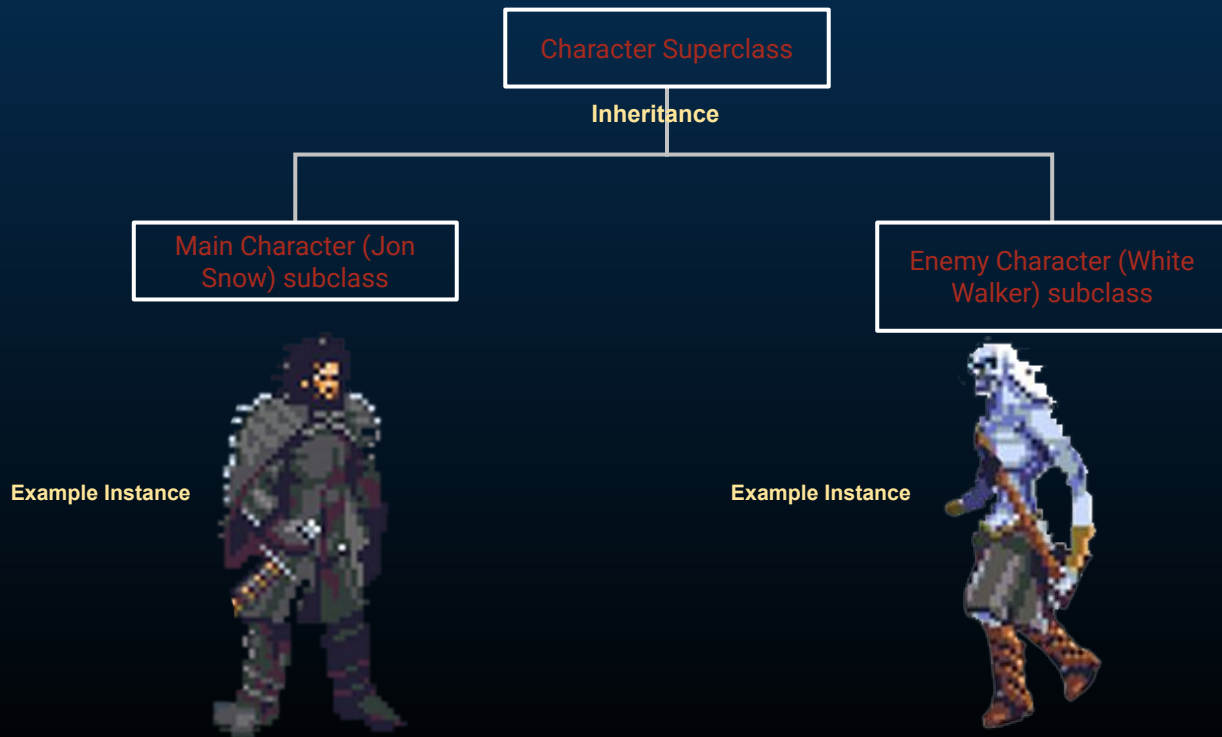
INSPIRATION



SIMILAR GAME DEMO



OBJECTS AND CLASSES



OBJECTS AND CLASSES

Projectile Object class

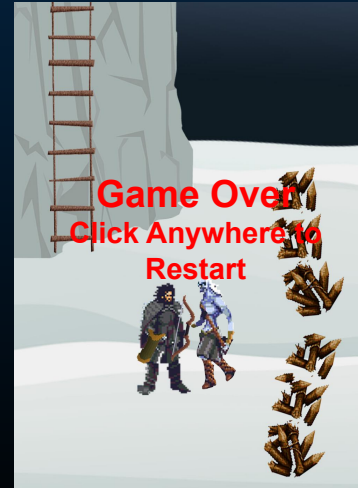
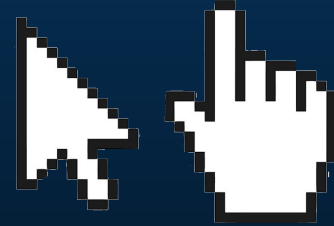
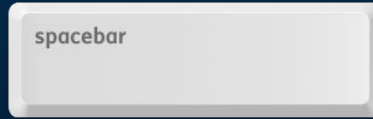
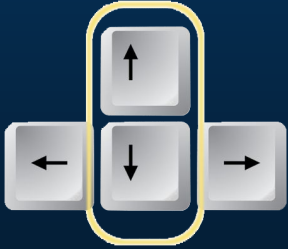
A Game class

Example Instance/ Mock Design

Example Instance



MOUSE AND KEYBOARD EVENTS



EDIT [DECEMBER 10th]:

In addition to these, we added new features and enhanced existing ones:

- 1) Multiple Levels with the last being against the Night King; every subsequent level gets more difficult (Walker army increases and their speed does too).
- 2) An intro scene with the ability to view a leaderboard and instructions.
- 3) The ability to quit and pause the game.
- 4) A greater range of movement for Jon. (UP, DOWN, RIGHT, LEFT).
- 5) Walkers follow Jon instead of advance in a straight linear fashion.
- 6) The Night King class improves on Jon's arrow shooting, with NK's spear shooting at Jon's specific location.
- 7) Ability to obtain bonus items (extra lives (like Jon's resurrection in Season 6), extra point, or extra arrows) from killing a walker (A walker may or may not have a bonus item when killed). Type is random.
- 8) Ability of the user to control sound preferences.
- 9) Ability of the user to dynamically input their name.
- 10) File I/O with score saving, retrieving, sorting, and displaying.

COLLISIONS AND INTERACTIONS

Two Main Collisions

Between a projectile object and an enemy object



Both the projectile object and the enemy object disappear off the screen. The health of the enemy bar shortens as a result.

Between the main character object and an enemy object



The game is lost. The screen freezes at that instance. A 'Game Over' message is displayed with instructions on how to play the game again.

DIVISION OF TASKS

Task	Led by	Task	Led by
Work on the character classes (character superclass and subclasses)	Sarah/Arshiya	Find and handle the graphics (sprites and backgrounds)	Sarah
Work on the main game class	Arshiya/Sarah	Find and handle sounds	Arshiya
Work on the projectile object class	Arshiya	Design the game scene	Sarah

QUESTIONS ?