
Game Development and Visualization

Mini project 1: 2D Games

QUARANTINE

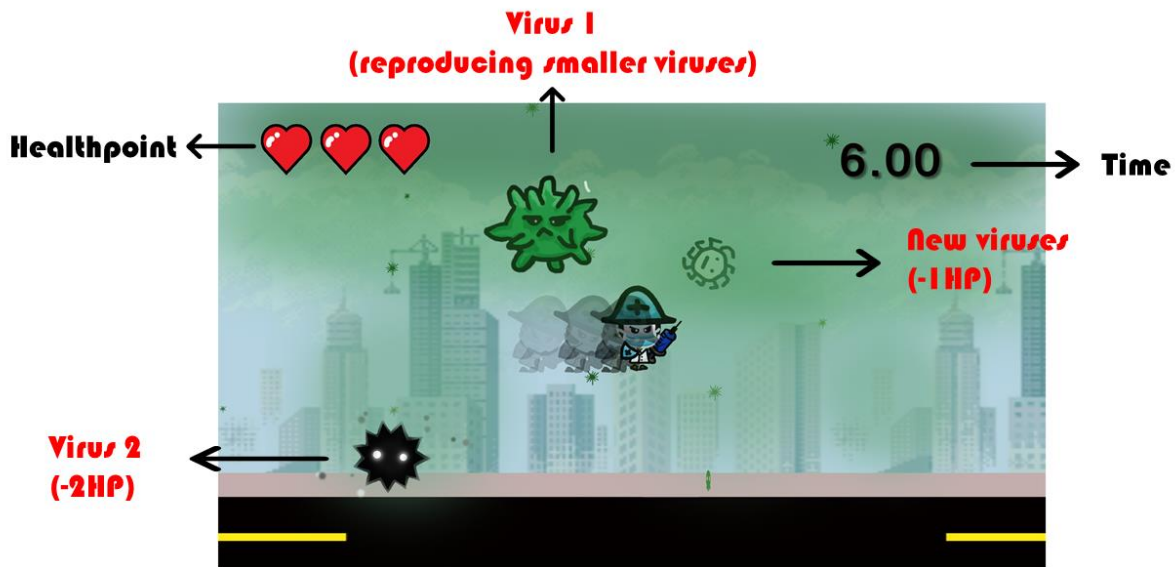
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I. Brief Introduction

To bring the inspiration for everybody around us to have motivation for preventing Corona Virus, we have created a wonderful name called "Quarantine". The game operation is quite simple, you have to dodge every Corona Virus in the game, the longer you survive, the higher score you can get.

II. Gameplay



How to play:

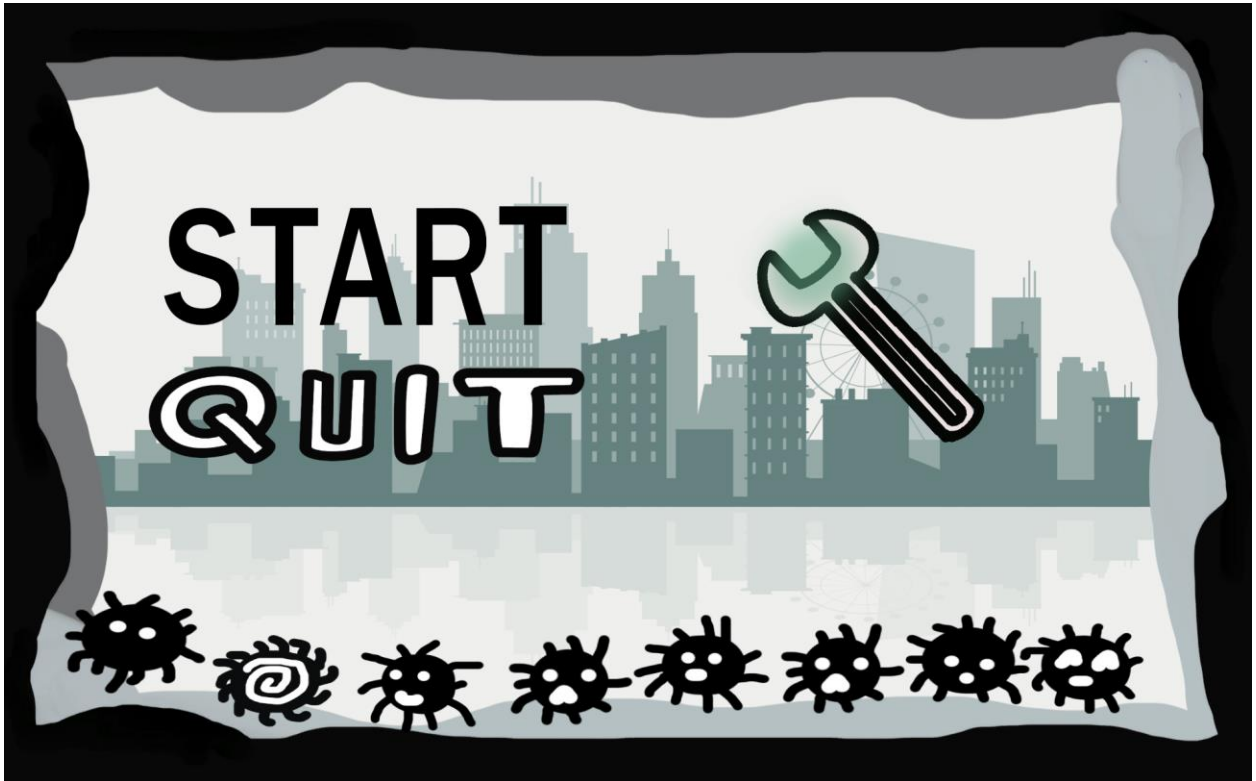
- + Press A for moving left, D for moving right
- + Press Spacesbar for jumping
- + Press J for dashing
- You need to dodge every Corona Virus to survive in this Covid 19

III. Features

1. Start Menu

- In start menu UI, there are 3 button you can click on, first one is play, when you click this button, it will move to the gameplay scene. Second one is option button, which is lead to the option menu. And the final is the

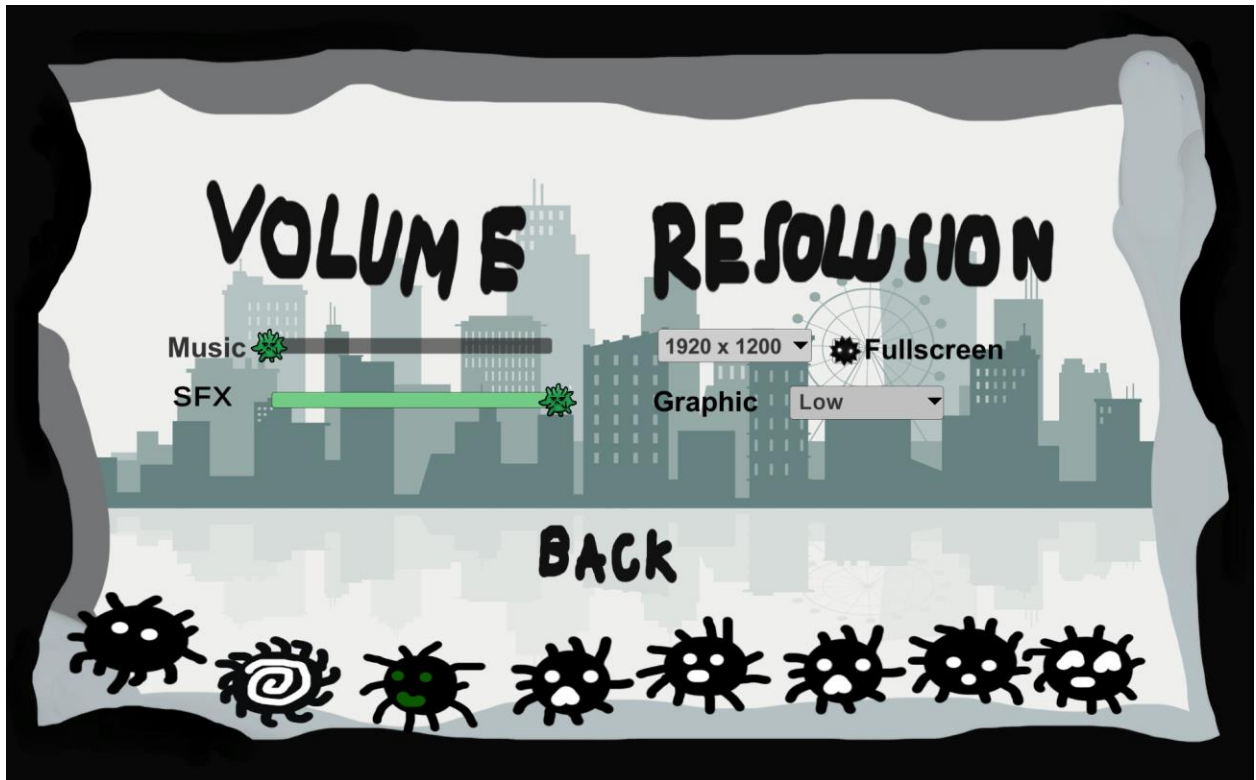
quit button that you can exit the game. We also make the animations for those buttons to increase the interaction for the player.



Start menu UI

2. Option Menu

- In Option menu, we separate into 2 main features, volume and resolution. With the volume setting, you can configure two sounds in the game, background sound and sound effect. When you configure the sounds, you can increase to the max value or decrease to the min value. With the resolution setting, you can set up, minimize or maximize to any resolution screen, from the smallest one to the largest one. Especially, when you want to change to the Fullscreen mode, you can check the Fullscreen box, it will appear the black corona virus, cool!



Setting Menu UI

3. Main gameplay

- As for the gameplay feature, we will let you read the description in the Game play paragraph to understand how it works.

IV. References

1. Sound Effect & Music: <https://freesound.org/>
2. https://www.youtube.com/watch?v=zc8ac_qUXQY