Invasion of the Loomans!!!

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What I wanted to make

- I initially had no idea
  - I knew I wanted aliens
  - Decided to go with modified top-down gameplay

- Once I had some Idea, I knew a few things would be expected
  - Decent storyline without a 'slideshow' feeling
  - Objects to interact with
  - Good collision detection

What I did

- Story : Invasion of the Loomans
  - Takes place in a dimension alternate to ours, the dimension of the 'Hoomans'
  - In this dimension, beings from yet another dimension begin invading the Hoomans. The invaders are the Loomans
  - Their leader is GRIZNIAK, and the player is abducted because the Looman's wise-man Nostradoomos tells the them that only one Hooman could stop the invasion.
  - Secretly, Nostradoomos has plans to stop his overlord GRIZNIAK

Program layout

▶ I love objects – Each level is a class that a player object is passed to

```
humanoid humanPlayer;
GameLevelOne glo(humanPlayer);
GameLevelTwo glt(humanPlayer);
.
.
.
```

Mechanics

- Movement
  - bipedController.walkSprite(DIRECTION, BIPED)
  - Will update the biped's sprite, and location on-screen

- Interactions & Melee
  - Hit-Box generation from sprite, collision detection against all on-screen and active items.

Demo

- Show the humans the game if there is time

What I would change

▶ More depth to the story

▶ Increase the number of levels for a better game experience

▶ Change the layout of the code to be more suited towards a noisy environment.

▶ Add cheesy music