Evaluation

Intent: the intent of the game is to make a character, in this case a jellyfish, move through different environments and save his/her family from zombie jellyfish.

Narrative structure: The jellyfish community is suffering from a zombie apocalypse in which the main character must save his family from the zombie jellyfish. The main character continues to save his family until he ultimately finds out that it was the spiders who started the apocalypse.

Mechanics: the mechanics include a unique steering system, a projectile system, a health/damage system, a food gathering system, and a scoring system.

Aesthetics: custom font, sprites, music, sound effects, start menu, trail renderer

Joys/Struggles:

* Matthew: I very much enjoyed making the game as usual, but this time in particular, github worked very well, so I hope this is a regular thing as we move forward. I struggled with making the health display look good and appear smoothly on the screen, but I figured it out after some trial and error.
* Cade: It was nice to have no merge errors in this lab. It was a struggle getting a lot of the little things to work, like the jellyfish appearing in front of the doors after you found them. It was nice to get it finally working though.
* Cooper: The hub world and the other ideas which my partners had were a joy to see realized. It was a struggle for me to understand some of the scripts though.

Attributions

* "fish: https://opengameart.org/content/anglerfish
* tileset: https://scut.itch.io/7drl-tileset-2018?download
* jellyfish: https://opengameart.org/content/primary-jellies
* music: https://freesound.org/people/soundmatch24/sounds/186876/
* zap: https://freesound.org/people/michael\_grinnell/sounds/512471/"
* projectile fire:https://freesound.org/people/TRNGLE/sounds/367960/
* swimming: https://freesound.org/people/Robinhood76/sounds/317067/
* bubbles: https://freesound.org/people/MattJ99/sounds/66787/
* font: https://www.dafont.com/scary-monster.font";

Contributions:

* Matthew: Audio, projectile, some movement, 3rd world, health/damage system, transition animation
* Cooper: Levels 2 and 5, collecting fish and spider boss
* Cade: Level 1, finding tilemap and jellyfish art, putting obstacles in front of the doors after completing levels, dialogue, start menu, jellyfish triggers