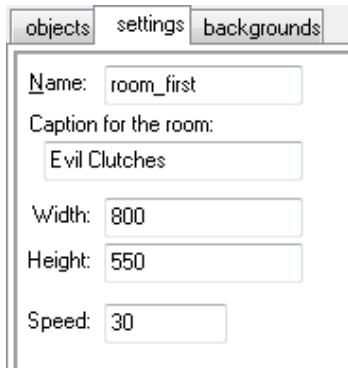# Evil Clutches

Catherine Do, 9/12/15

Changes:

In Evil Clutches, I made two major changes to this game. The first change, is that I increased the room size because the default size was too small. This made the game a bit easier to play because it was easier to avoid the demons with a bigger room size (Picture 1).

Picture 1: Room size for the game Evil Clutches.

The second changes, is that I edited the fireball sprite to make it flash by adding more images to it (Picture 2). I created a new image by using the original image and adding red outlines to it.
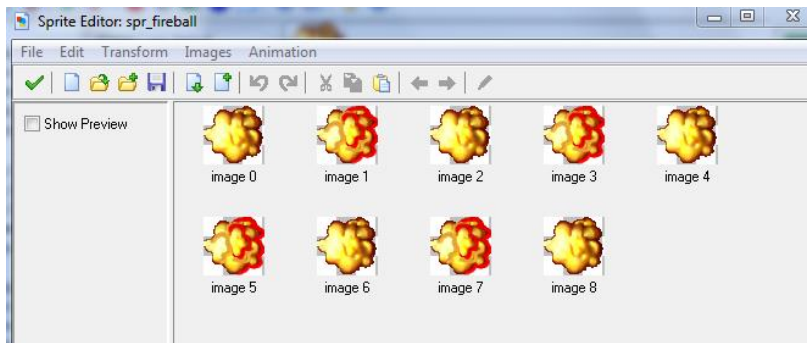

Picture 2: Fireball edit for the dragon object.

Problems Encountered:

One of the main problems that I noticed right away while testing this game was that the room size was too small. As a result, it was very hard to avoid the demons which made it very easy to lose the game. Hence, I changed the room size and made it bigger.

Another problem that I have encountered, is that when I made the room bigger, the background did not fit the new room size properly (Picture 3).
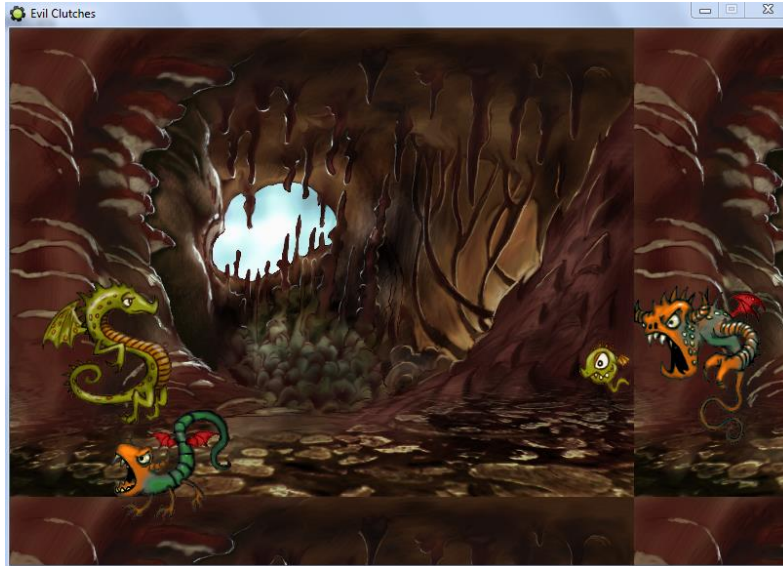
Picture 3: Evil Clutches background with a bigger room size.

Since the background did not fit the new room size, I had to room properties and then to the background tab to checked the stretch option. This stretched the background so that it would fit the new room size.

Building the Game:

Resources

- The sprite resources were obtained from week 3 resource folder. These sprites are: spr_dragon, spr_boss, spr_demon, spr_baby, spr_fireball (Picture 3). The spr_fireball was edited (picture 2).
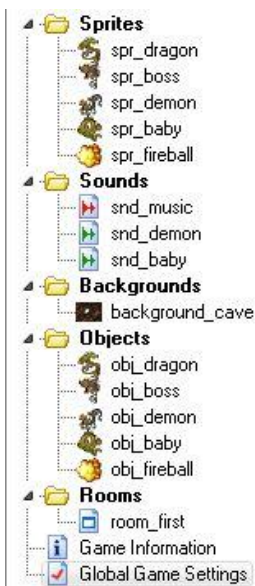
Picture 3: Resource menu for the game Evil Clutches.

- In addition, three sound resources were also used from the week 3 resource folder. These sounds were labeled: snd_music, snd_demon, and snd_baby.

Object Events and Actions

- The cave background was also obtained from week 3 resource folder and labled background_cave (picture 3).
- Five objects were created from their corresponding sprites. Obj_dragon, obj_boss, obj_demon, obj_baby, obj_fireball.
- A room was created and the background_cave was used. The objects obj_dragon, obj_boss was placed in this room (Picture 4).

Picture 4: Room for Evil Clutches with one dragon object and one boss object.

Obj_dragon

- Dragon can move up and down with the keyboard button.
- Dragon can shoot out fireballs that destroys obj_demon or obj_baby if it hits it by using the spacebar.

Obj_boss

- Boss can move up and down but will reverse in direction when it collides against the vertical boundary of the room.
- Boss will release demon objects that will travel to the left randomly. (1 out of 50 chance)
- Boss will also release baby dragon objects that will travel to the left randomly. (1 out of 100 chance)
- The snd_baby sound will play whenever the boss release a baby dragon.

Obj_demon

- Demon will travel randomly to the left when it is released from boss object.

- When the demon object collide with the dragon object, it will destroy the dragon object. The high score board will display and the game will restart.
- When the demon object collide with the dragon's fireball, the demon object will be destroyed.
- The demon object will reverse in direction when it collide with the vertical boundaries of the room.
- The snd_demon sound will play when the demon object collides with the fireball object.
- The demon object will be destroyed when it reached the end/outside of the room.

Obj_baby
- Baby dragon objects are released from the boss object and traveled to the left side of the screen and get destroyed.
- This object can be "rescued" by the dragon object if they collide. This will increase the score by 500 points.
- If a the baby dragon object is destroyed by a fireball, the player will lose 300 points. In addition, snd_baby sound will play.

Obj_fireball
- Fireball object is created by the dragon object and will travel to the right of the screen.
- Once fireball object is outside the room, it will be destroyed.

Instructions:
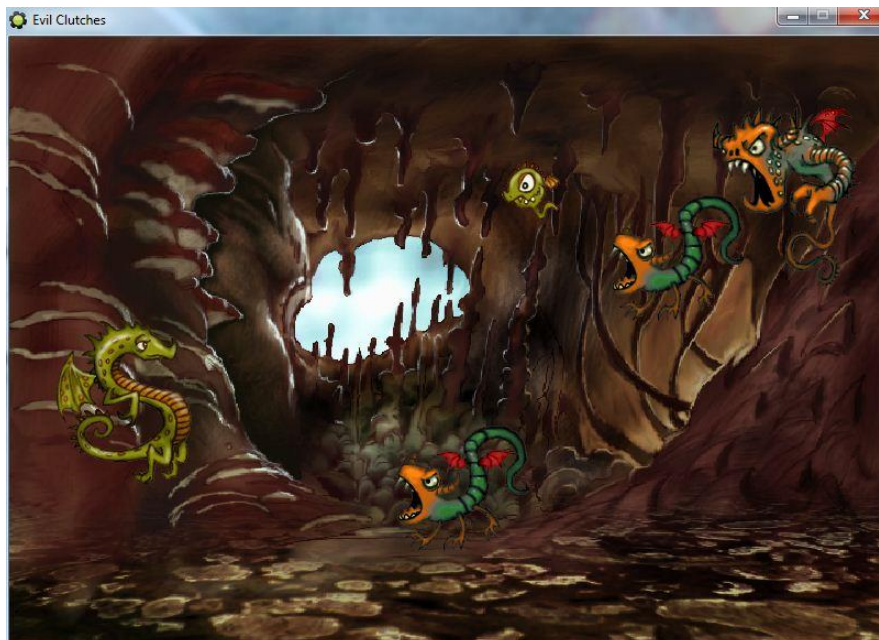
Picture 5: Evil Clutches game play.
Game Information

The objective of this game is to earn points(100pts) by destroying the demons that are sent out by the boss. To destroy the evil demons, you have to shoot out fireballs and hit the demons. If

the demons touch your dragon, you will die and lose the game. So be careful to avoid the evil demons that the boss demon sent out! In addition, the you could also earn points (500pts) by rescuing the baby dragons that the boss demon releases (picture 5). However, you will lose 300 points if you accidentally destroy the baby dragon. So aim carefully at the demons and do not shoot at the baby dragons! A high score board will appear at the end of the game so try to beat those scores!

Controls:
<Up> Moves the dragon up.
<Down> Movies the dragon down.
<Spacebar> Dragon shoots out fire.
<Esc> to exit the game
<F1> Help page
<F5> Start game
<F9> Takes a screenshot of the game