

Game Development 2020 Final Project

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My Contribution

I have worked on the game level design and how I can increase the difficulty level. When a new game is started, user is at initial level and when he collides with the treasure box he will move to next level.

Logic: These levels are created by simply using methods which can be called anywhere. There are two methods `startinglevel()` and `nextlevel()` in `glscene`. This game can have multiple levels up to 12 because at each level enemies are increasing, and movement is also increasing but crossing level 5 is very difficult.

Starting level:

This level will display when a new game is started, and it just has 10 sharks as an enemy to block the player. Once the Collision takes place b/w player and treasure box it will call `nextlevel()`.

Next Level:

This level will display when player is collided with treasure box, every time player collides with box the enemies are spawning which indicates difficulty is increasing.

A new enemy (jelly) is added in this level, which covers more vertical space and knockback the player with more intensity.

If the shark enemy are more than 20, the game will be restarted to starting level
Speed and enemy movement is also increasing.

Death area: If user is trapped by all fishes that deadlock, He has to either quit the game or wait for timer to be area.

