

Game A1_22209269_Chih Yu Huang

Name: Chih-Yu Huang
Student number: 22209269

Game Description

It's a game about rescuing drowning animals before they are eaten by marine creatures or falling to the seabed with submarine.

Goal of each level

- At level 1, players' goal is to reach 30 points to enter level 2.
- At level 2, to rescue 5 animals or achieve 50 points is the key requirement to win the game.
- Caution!! Once the animals got beaten by enemy, the game ends and player loses.

Note

- Each player gets 3 lives in the beginning.
- Player can move upward, downward, forward and backward to avoid collision and press specific button attack enemy to get points.
- When players collide with enemy, they lose 1 life.
- If enemy gets away from player's attack and reach the end, player's score will minus 1 point.
- At level 2, there'll be animals dropping from the top, players have to rescue them before they get eaten by enemy or they reach the bottom of the sea.

How the game works

At the [start page](#), user can choose the number of players(1 or 2). Once hit a button, game start.

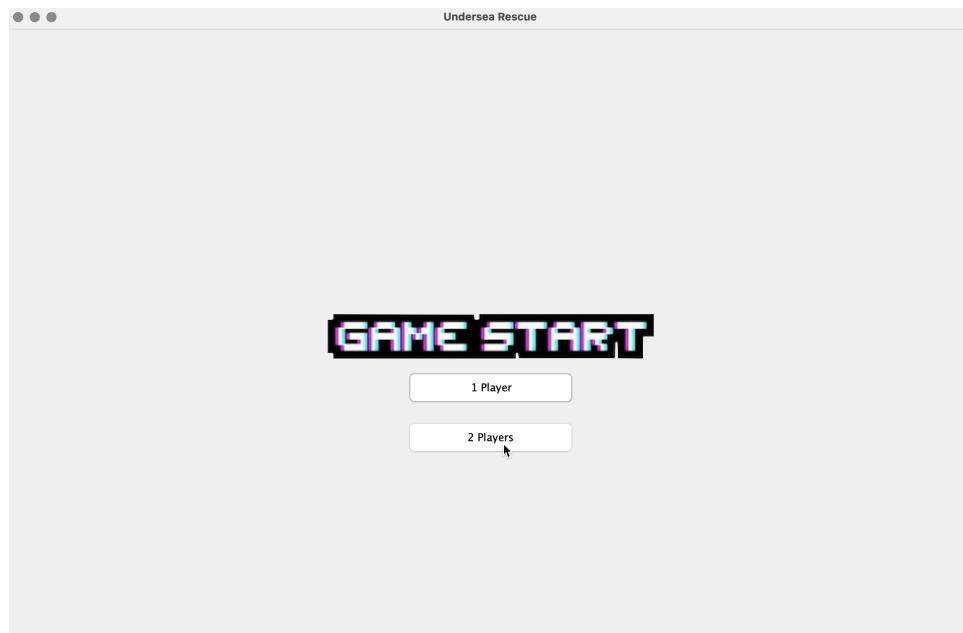
	Player 1	Player 2	note
upward	w	i	
downward	s	k	
forward(left)	a	j	
backward(right)	d	l	
shoot (bullet)	space	n	get 1 point
catch (net)	f	h	get 2 points

Things that I achieved

- Multiple players
- Different attacks
- Different enemies
- 2 levels with different feature (Add “rescue” in level 2)
- Lives bar, score label and rescue bar
- End game state
 - Lose game (lives = 0)
 - Win game (score > 50 or rescue > 5 animals)
- Play again
- Background music/ shooting sounds/ rescue sound

Screenshot

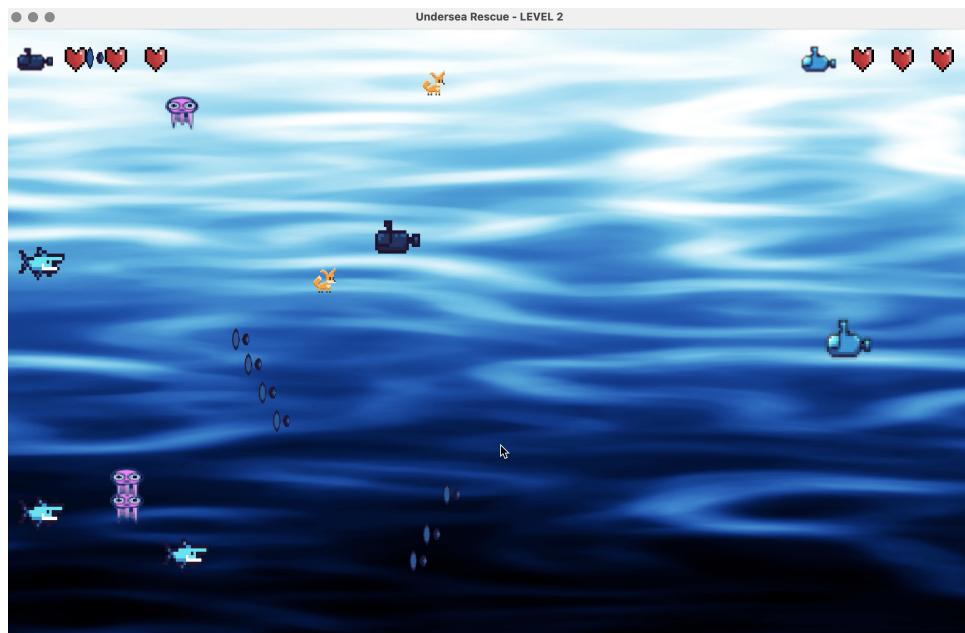
- Start menu



- level 1



- level 2



- game over



- win game



Reference

Art: <https://opengameart.org/content/seadefender-assets>

Sound: <https://opengameart.org/content/seadefender-assets>

others:

https://youtu.be/nUHh_J2Acy8

https://youtu.be/VpH33Uw-_0E

<https://youtu.be/025QFeZfeyM>