

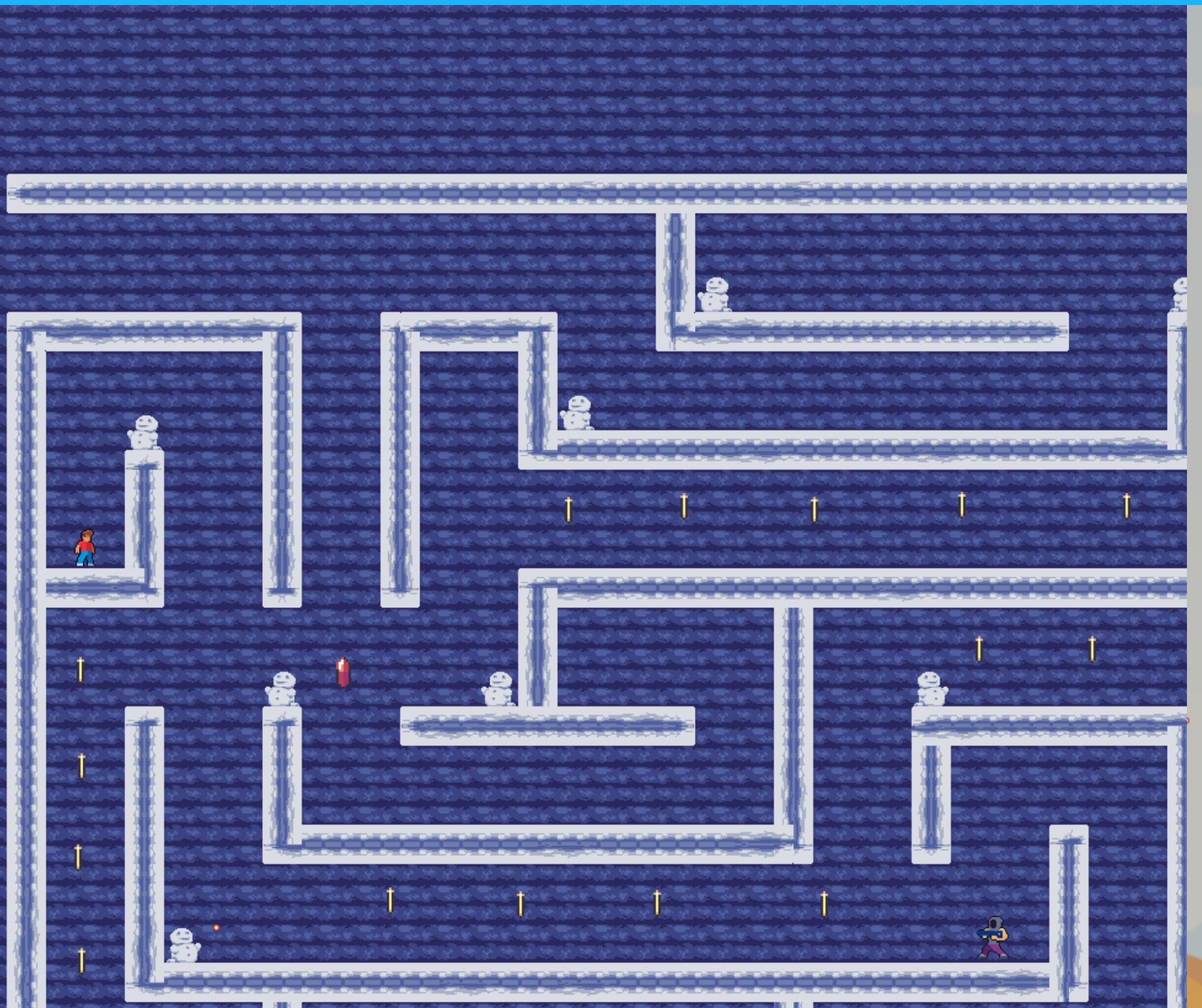


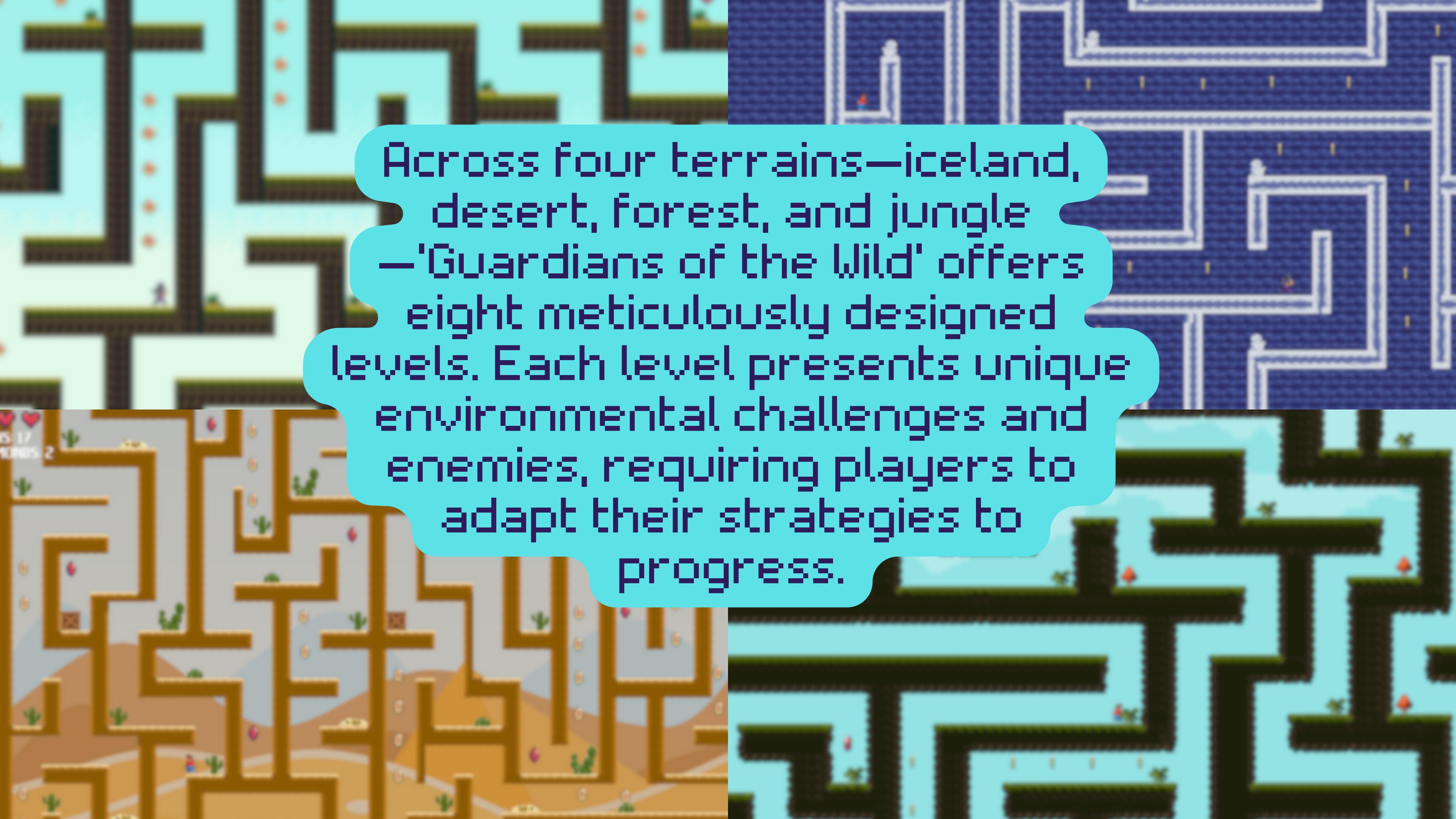
LET'S PLAY

RALLY OF THE WILD

"Call of the Wild" is a conservation-themed platform game developed using Pygame. It features a variety of terrains and challenges, where players navigate mazes, battle poachers, and rescue endangered animals across different ecosystems: Iceland, Desert, Forest etc.

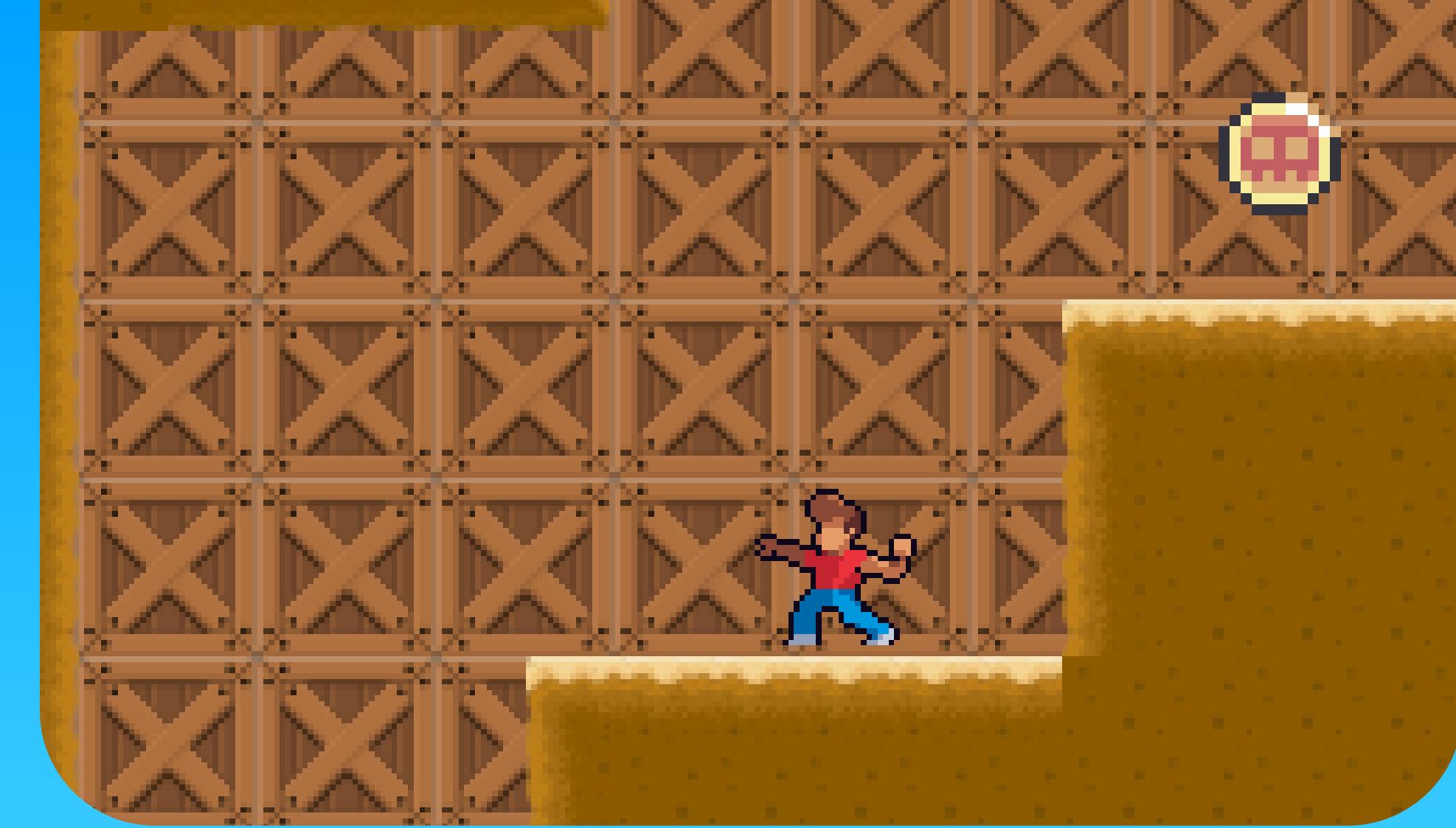
Our game mechanics are meticulously crafted to challenge the minds and reflexes of players. With two distinctive map styles per terrain, players must first navigate a labyrinthine maze to find a key, and then engage in a platforming showdown against time and poachers to rescue a caged animal.





Across four terrains—iceland, desert, forest, and jungle—‘Guardians of the Wild’ offers eight meticulously designed levels. Each level presents unique environmental challenges and enemies, requiring players to adapt their strategies to progress.

Players control a dynamic, young protagonist ready to brave all dangers. Opposing them are the poachers—clever adversaries with various attack patterns.



Players can engage in combat with a unique combat system that requires precision and timing to defeat enemies.



The game's UI/UX is designed for clarity and ease, with bright colors and engaging visuals. Players can easily access game menus, shops, and settings, ensuring that gameplay remains fluid and intuitive.

This is the OVERWORLD.

Use W, A, S, D to navigate the player

The map consists of four regions, each with two levels

To enter a level, reach to the level location and press the ENTER key

Locked levels are displayed in Black and White while the unlocked levels are in color

Collect coins and diamonds to buy lives and unlock levels. Press B to enter shop

To



Maps are displayed in black and white when locked and in color when unlocked, visually guiding player progress.

A control settings page provides clear instructions for gameplay mechanics, ensuring accessibility for new players.

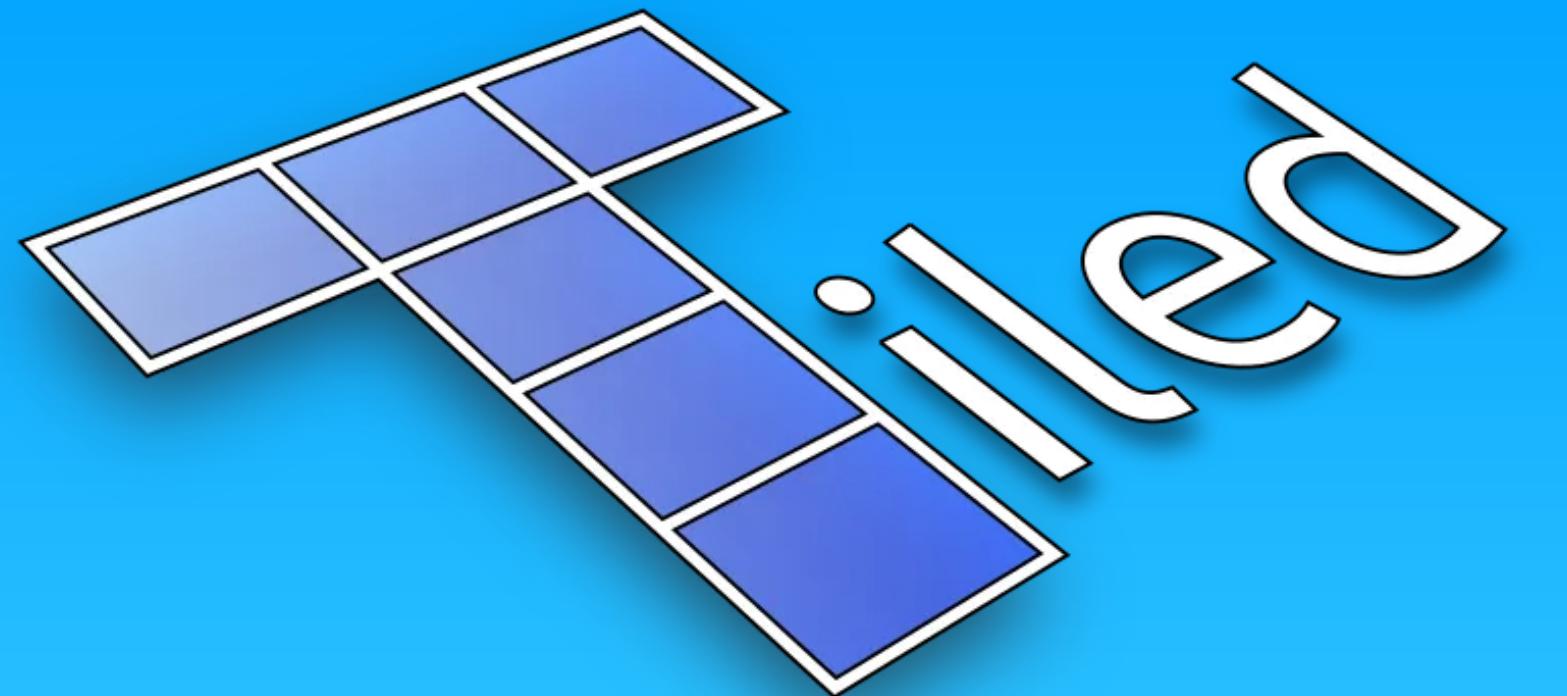


- PYGAME WAS CHOSEN FOR ITS SIMPLICITY AND EFFECTIVENESS IN DEVELOPING 2D GAMES, MAKING IT IDEAL FOR RAPID PROTOTYPING AND DEVELOPMENT.
- IT SUPPORTS A WIDE RANGE OF LIBRARIES AND TOOLS, FACILITATING EASY INTEGRATION OF CUSTOM SCRIPTS FOR ENVIRONMENTAL INTERACTIONS AND SPRITE ANIMATIONS.
- OUR GAME BOASTS ZERO LAG AND RESPONSIVE CONTROLS, MIRRORING THE AGILITY OF A YOUNG ADVENTURER. THE FRAME RATE IS SET TO SUPPORT FAST-PACED ACTION, ENSURING A SEAMLESS EXPERIENCE ON A VARIETY OF DEVICES.





- EACH LEVEL IS DESIGNED NOT ONLY TO ENTERTAIN BUT ALSO TO EDUCATE PLAYERS ABOUT WILDLIFE CONSERVATION.
- THE GAME INTRODUCES CONCEPTS OF HABITAT PRESERVATION, ANIMAL BEHAVIOR, AND THE IMPACTS OF POACHING.
- INTERACTIVE ELEMENTS AND SUCCESS MESSAGES REINFORCE THE IMPORTANCE OF CONSERVATION EFFORTS.



THE GAME'S MUSIC AND  
SOUND EFFECTS ARE  
TAILORED TO ENHANCE  
THE IMMERSIVE  
EXPERIENCE WITHOUT  
BEING INTRUSIVE.

MAPS CREATED USING  
TILED WITH PUBLICLY  
AVAILABLE TILESETS,  
ENSURING A RICH AND  
VARIED ENVIRONMENT.



# EVALUATION METRICS

- THE GAME PROVIDES RETRO STYLE GAME GRAPHICS WITH SPRITES FOR EACH OF THE MOVING OBJECTS.
- THE GAME MUSIC IS APTLY CHOSEN TO MATCH THE 8 BIT THEME.
- WE ALSO HAVE INCORPORATED CUTSCENES TO ADD AN IMMERSIVE STORYLINE, WHICH MOTIVATES THE YOUNG AUDIENCE.
- APART FROM VISUALS, THE GAME MECHANICS ARE ALSO INTUITIVE WITH LIFE MECHANISMS INSIDE OVERWORLD AS WELL THE LEVELS.



# SCALABILITY

CALL OF THE WILD IS BUILT WITH THE FUTURE IN MIND. OUR MODULAR DESIGN MEANS NEW LEVELS, ANIMALS, AND CHALLENGES CAN BE ADDED SEAMLESSLY. FUTURE UPDATES MAY INCLUDE MORE COMPLEX EDUCATIONAL MODULES, POWER-UPS TO ASSIST PLAYERS IN THEIR QUESTS, AND EXPANDED TERRAINS TO CONTINUE THE ADVENTURE.

THE OVERWORLD PROVIDES MECHANISMS TO ADD LIVES AND TO SKIP LEVEL IN CASES WHEN THE PLAYER FINDS IT DIFFICULT TO PROLOGUE THE STORY.



**CREDITS:**

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