1. Component One: Design and Create a Game



**WINTEC – CENTRE FOR BUSINESS, INFORMATION TECHNOLOGY AND ENTERPRISE**

**ASSIGNMENT COVER SHEET**

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| **Assignment Title** |  | **Assignment 2: Escape From Earth** | | | | |  |
|  |  |  | **Component1** |  |  |  |  |
| **Module Code** |  |  | | |  |  |  |
|  |  |  |  |  |  |  |  |
| **Module Title** |  | **Game Development** | | |  |  |  |
|  |  |  |  |  |  |  |  |
| **Due Date** |  | **March,2022** | | | | |  |
|  |  |  |
| **Date** |  | **17, June,2022** | | | | |  |
|  |  |  |
| **Tutor Name** |  | **Hami Te Momo** | | | | |  |
|  |  |  |
| **Student Name(s)** |  | **Name (s)** | |  | **ID (s)** | |  |
|  |  |  |  |  |  |  |
| **& ID(s)** | **Huacong Yin** | | |  | **18471021** | |  |
| **Please print clearly** |  |  |
|  |  |  |

**Important**

Submission of work which is not your own is treated as academic misconduct and may result in exclusion from Waikato Institute of Technology. Penalties are identified in the Institute’s Academic Regulations (a copy is available at the Library).

1. certify that I have read the Academic Miss-Conduct and Plagiarism and that this is all my own work, except for those parts identified for which references have been made.

Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Print name: \_Huacong Yin\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Storyline

In 2020 Earth is invaded by alien creatures, Jack is trapped in the city, all the food has been eaten, he searches for a radio signal, there is a shelter at the edge of the city, Jack needs to defeat.

1. Description of the Main Character

(space jump) ( →move right) (← move left)

S -close fight

W – bullet

E- bomb

R- To speed up

D – Dash

20 Hit points

Enemy: (5 HP)

When players enter the monsters realm, these monsters will attack player.

The monsters can move randomly in the certain area(specific platform)

Coins:

Blood bag:

1. Game descriptions

Main level

A screenshot of a video game

Description automatically generated

Graphical user interface

Description automatically generated

Instruction:

Graphical user interface, application

Description automatically generated

Level 1(6 levels including boss level)

Graphical user interface, website

Description automatically generated

Load scene

A picture containing text

Description automatically generated

Introduction:

Graphical user interface

Description automatically generated

Sound and Music

**BGM**

Name: 剑冢

Length: 02:31



**Special effects sound**

Name: punch



Name: Get diamond



Name: monster\_attack

