

Game Title: Quest of Merelda

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Link for playable (haha, link): [https://quest-of-merelda-devs.github.io/Quest\\_of\\_Merelda/](https://quest-of-merelda-devs.github.io/Quest_of_Merelda/)

Link for repo: [https://github.com/quest-of-merelda-devs/Quest\\_of\\_Merelda](https://github.com/quest-of-merelda-devs/Quest_of_Merelda)

*Rubric:*

Rubric description	Number of points	How points are assigned
Camera movement for screen by screen transitions	5	3: Building the overworld and sublevel(s). Shooting for at least 16 screens.  2: Two types of camera transitions: screen to screen, overworld to sub level
Varied enemy types and defense stats	3	2: Different damage values / ability to damage based on elemental defense  1: Creating subclass objects for elemental enemy types
Varied player statuses and damage types	2	1: Player statuses, implied by different sprite colors  1: Damage types affecting enemy's weaknesses
Varied item uses and effects	2	1: Combat items change attack or player status  1: Quest / Consumable item effects
NPC interactions	3	1: Story progression dialogue / Quest turn in

		2: Functional item shops
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#### Evaluation:

- 3/3 Building the overworld and sublevel(s). Shooting for at least 16 screens. (We crushed that 16 screen goal, with a total of 46. Very proud of the amount of content we could create so quickly.)
- 2/2 Two types of camera transitions: screen to screen, overworld to sub level (Overworld to sublevel transitions took way too long to figure out, but both function great now.)
- 2/2 Different damage values / ability to damage based on elemental defense (Every enemy in the game has an element that it's weak to, and Link has different colored sprites to convey the element he's currently doing damage of.)
- 1/1 Creating subclass objects for elemental enemy types (We did this first, before enemies even acted differently from each other.)
- 1/1 Player statuses, implied by different sprite colors (Like I said, Link has different colors to convey his current element.)
- 1/1 Damage types affecting enemy's weaknesses (Enemies take x3 damage with their weakness being exploited.)
- 1/1 Combat items change attack or player status (Wands change element, and bows give you a ranged attack.)
- 0/1 Quest / Consumable item effects (One of the few things we didn't have time for...)
- 0/1 Story progression dialogue / Quest turn in (No time for quests.)
- 2/2 Functional item shops (The shop in the top right is fully functional.)

#### Missable Features:

- The boat can be purchased from the shop in the top right, which allows you to enter the two dungeons
- 9 Heart containers can be found throughout the world via environmental puzzles
- 8 Different enemies that all act different, and 3 bosses
- Elemental wands can be found for extra damage on the enemies weak to that element
- Dungeon doors with a diamond on them can be opened when all enemies in the room have been defeated

- This took us way too many man hours. I'd appreciate it if you played the game for a short while (if you find it fun) to make my time feel remotely worth it.