Phase 4

Project: Escape from the Wild

"Escape from the Wild" is a top-down 2D arcade-style game in which the main objective of the game is to collect the necessary rewards to reach the exit cell. The player starts on the top-left corner of the map and explore the map to find rewards while avoiding the enemies and traps. The world is set within the confines of an isolated jungle surrounded by rocks, trees and lake that restrict the player's movement. The player's vision is limited to a certain area to encourage exploration to find rewards and keep a look out for enemies.

The board is populated with moving enemies in the form of bears, animal traps marked by dead skeletons, regular rewards in the form of food and bonus rewards represented by potions. The bears will actively chase down players when the player comes within range of their vision which will encourage stealth and smart play style. Collision with a bear will end the game and stepping on traps will reduce overall score. The game will also end if the score drops below zero.

Food and potions are randomly spawned throughout the map at the start of each level and player must find all food before being able to exit the map. Collection of each food item increases the score by 100 and the gathering potions will increase the score by 200.

The map is reset with a new layout at each level. Currently there are three levels in the game and each level is harder than the previous. The increase in difficulty is implemented by adding more enemies to each level. Upon exiting the third map, the game is over and will display the player's score and completion time.

Changes to Initial Goals

There are a few features that we have not been able to add from our initial goals and some features we modified during development.

Features Not Implemented:

1. Pause Game
2. Restart Game
3. Close Game
4. Change Settings (audio and difficulty)
5. Exit to Main Menu
6. View and save high scores

The above features were not implemented due to time restrictions.

Features Changed:

1. Restrict player vision through use of fog – player vision is now restricted by centering the camera around the player and displaying a limited area of the map around the player
2. Bonus rewards spawned randomly for a particular duration – as the map is quite large and player vision is already restricted, this feature was removed.

Lessons Learned

1. Building a GUI is difficult and is even harder to design. Not knowing how to implement a GUI cost us a lot of time and required many changes to our initial design in the beginning of our implementation phase. If we were to do this project again, we would include more research on the GUI as part of the initial design phase.
2. Keep goals realistic by accounting for experience, knowledge, and availability.
3. Creating an accurate initial design is important to be able to measure, track and divide tasks. This requires a lot of experience and system design knowledge which we lacked.
4. Have a variety of sprites to beautify the game.

Tutorial

1. To start the game press play. You will see your character appear in the centre of the screen. You can move your character by pressing the arrow keys.

2. The board has barriers and obstacles on the map that restrict the player's movement and the enemy's movement. Barriers include trees, lake, and rocks. Use the barriers to your advantage to circumnavigate around enemies but beware can also enemies can use the barriers to trap you in.


3. Encountering a trap decreases the player's score. Be Careful! Having a negative score instantly causes the game to end. Sometimes going over traps could be the safest and the fastest path.

4. Bears have a keen sense of smell along with sight, they can even smell you through barriers, so avoid going near them. If a bear senses your presence, they instantly turn aggressive. Increase the distance between you and the beer to escape its grasp.
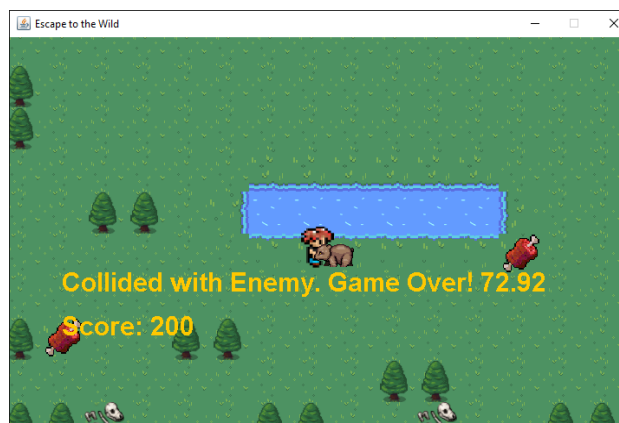
5. Collecting all food from the map unlocks the path to the next level. The journey to the next level is long and perilous and so stock of food is mandatory. You may also decide to stock up on vials of mysterious potion along the way. Hint: Exit always spawns near the bottom edge of the map.
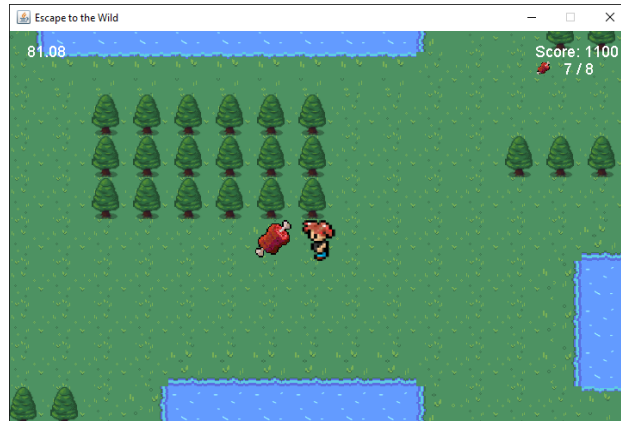
6. Each subsequent level gets harder, it's probably because of the random food items lying around the maps drawing in an ever-increasing number of bears. So, watch out! Remember barriers are your friends and traps don't mean instant death.

7. In the case you manage to beat all three levels and not die then congratulations you have beat the game. Take note of your time and score, now challenge your friend to do better than you.