Game Project Documentation

**This is output of game program:**



You play an explorer who has become trapped while investigating a large

pyramid complex. All around lie the treasures of an ancient pharaoh, but pyramids are hazardous places and danger lurks around every corner. Deadly scorpions and beetles will block your progress and mummies will hunt you down. Only by keeping your wits about you can you hope to unravel the secrets of the great pyramid and escape as a rich man.

You control the explorer using the arrow keys. Many obstacles will block your path, keeping you from taking the treasures and eventually escaping to freedom. Beetles will only move vertically while scorpions only move horizontally. Mummies move in all directions. These enemies are clever and will react when they see you by trying to catch you and end your explorations. Some wall segments can be pushed, allowing you to reach other areas or hide from enemies. The pyramid also contains scarabs that you can use to make the mummies temporarily vulnerable— allowing you to hunt them for extra points.

Deep within the center of the pyramid lies its greatest treasure, the fabled sword of the sun god Ra. It is this great treasure that casts the unnatural light which reaches throughout the pyramid and allows you to see your way so clearly. It is precious beyond measure, but in taking it you will upset that delicate system and the pyramid will be plunged into eerie darkness.

Only the small glow remaining in the sword will light your way now, and formerly simple puzzles will seem new and challenging. All is not lost, however, for the sword has a second function. When wielding the sword you will be able to press and hold the spacebar to temporarily reactivate its glow. The sword transmutes gold into pure light, lighting your way but reducing your score. When the sword is active, the mummies will flee as they do when a scarab is active, making your journey easier, but draining your wealth.

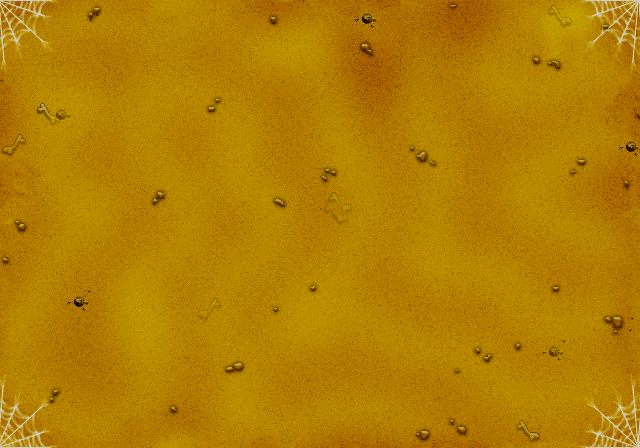
**Code’s introduction and Overview**

In the github repository, I provided nineteen java files which were saved in the

pyramidPanic folder. PyramidPanicGame.java, which was one of java files that was saved in the pyramidPanic folder, provided main function to compile the program for this game. There were many png files and wav files which were saved in the pyramidPanic/Pictures folder. These png files and wav files are used in the PyramidPanicGame code. There were other two java files, which were called KeyboardControl.java and KeyboardEvents.java, were both saved in the pyramidPanic/GameKeyControl folder. The implementation of this game project was to upload png files, upload wav files, place images on the game map, play music and allow player to control explorer from keyboard when the game is begun.

**Game Map**

The map is composed of a image file (Background2.png), onto which various obstructions are placed.



This is a panel (Panel.png) that is placed on the map.

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The left side displays explorer’s lives numbers. The middle side displays scarab’s numbers. The right side displays scores.

The two obstructions that are placed on the map are (Wall1.png),

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and (Wall2.png).

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The two different wall segments that are placed on the map are a horizontal block

(Block\_hor.png)

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and a vertical block (Block\_vert.png)

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These two wall segments can be pushed by the explorer. A sound (Block.wav) is played when the wall segment is pushed.

The two different treasures that are placed on the map are (Treasure1.png)

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and (Treasure2.png)

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The explorer’s score will be increased ten points when he pick up each treasure. The panel (Panel.png) will display the scores. A sound (Treasure.wav)is played when one treasure is picked up.

This is scarab (Scarab.png) that is placed on the map.

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The scarab’s number will be increased when explorer picks up each scarab. The panel will display scarab’s numbers. The explorer’s scores can be increased ten points when he uses scarabs to drive each mummy away.

IMG_256 (Lives.png) is explorer’s lives numbers. There are three lives numbers on the panel. It means explorer has three lives opportunities.

There are two potions (Potion.png) that are placed on the map

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The explorer will have one more lives number when he picks up each potion.

There is one sword (Sword.png) that is placed on the map

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After explorer picks up sword, the pyramid will be plunged into eerie darkness. The explorer’s scores will be decreased ten points when he uses sword to drive each mummy away.

This is one explorer IMG_256(Explorer\_down\_strip4.png) IMG_256(Explorer\_left\_strip4.png) IMG_256 (Explorer\_right\_strip4.png) IMG_256(Explorer\_up\_strip4.png) who walks in all directions on the map. The player uses keyboard to control explorer to walk across the map.

This is beetle IMG_256(Beetle\_down\_strip4.png) IMG_256(Beetle\_up\_dtrip4.png) who moves vertically on the map. A sound (Beetle.wav) is played when explorer is closer to beetles.

This is mummy IMG_256(Mummy\_down\_strip4.png) IMG_256(Mummy\_left\_strip4.png) IMG_256(Mummy\_right\_strip4.png) IMG_256(Mummy\_up\_strip4.png) who moves in all directions on the map.

This is scorpion IMG_256(Scorpion\_left\_strip4.png) IMG_256(Scorpion\_right\_strip4.png) who moves horizontally on the map. A sound (Scorpion.wav) is played when explorer is closer to scorpions.

Beetles, mummies, and scorpions are explorer’s all enemies who are placed on the map. If explorer is killed by one of these enemies, his lives numbers will be decreased one number. The game will be restarted automatically.

The music (Music.mid)is played when the game is begun. A sound (Die.wav)is played when explorer is killed. The music (Game over.wav) is played when the game is finished.