TFB1033/TEB1043: OBJECT ORIENTED PROGRAMMING

COURSE PROJECT

NO.	NAME	STUDENT ID	COURSE
1	DHIVYA A/P ARUJANAN	24000046	COMPUTER SCIENCE
2	HAJAR MAISARAH BINTI ASHARI	24000225	COMPUTER SCIENCE
3	HANA SAFFIYAH BINTI MOHD HAIRIL IZZUAN	24000867	COMPUTER SCIENCE
4	HUREEN FARISAH BINTI AHMAD FAIZAL	24000039	COMPUTER SCIENCE
5	HYDAH ALIYAH BINTI HYDZELAN	22011221	COMPUTER SCIENCE
6	SYAHEDA NADIA BINTI AZMAN	24000997	COMPUTER SCIENCE

TABLE OF CONTENTS

TABLE OF CONTENTS 2
1.0 PROJECT DESCRIPTION 3
1.1 GAMEPLAY FEATURES 3
1.2 CORE EXPERIENCES 3
2.0 ROLES AND CONTRIBUTIONS 4
2.1 Game Designer 4
2.2 Game Level Designer 4
2.3 Sound Engineer 4
2.4 Game Programmer 5
2.5 Game Tester 5
3.0 GAME PROJECT UML 6
4.0 SCREENSHOTS 7
4.1 Main Menu 7
4.2 Level 1 (Tutorial level) 7
4.3 Level 2 8
4.4 Level 3 8
4.5 Level 4 9
4.6 Level 5 9

1.0 PROJECT DESCRIPTION

Escape Protocol is a 2D cooperative puzzle-platformer game built in Unity that challenges players to think strategically, coordinate timing, and work as a team. Inspired by the iconic Fireboy and Watergirl series, this game introduces a fresh, suspense-driven storyline where two individuals, Sam and Cat, awaken in a dangerous, mysterious laboratory with no memory of how they got there.

They soon discover they are unwilling participants in a cruel experiment: each time they fail to escape, their memories are wiped, and they are forced to start again. As players progress through the facility's deadly levels, they uncover fragments of the truth about the mastermind controlling the lab and the fate of past test subjects.

1.1 GAMEPLAY FEATURES

- Unique Character Abilities:
    - Cat: Agile, capable of fitting through tight spaces and jumping higher.
    - Sam: Strong, able to push heavy objects and hold doors open.
- Cooperative Challenges:
    - Levels are designed around teamwork and complementary abilities, where one character often needs to help the other to progress. Players must navigate mechanical contraptions, pressure plates, lasers, locked doors, and more while timing their movements carefully.

1.2 CORE EXPERIENCES

Escape Protocol emphasizes strategic problem-solving, critical thinking, and synchronization between the two characters. The game’s challenging puzzles, immersive level design, and suspense-driven narrative keep players engaged as they race against time to escape the facility and reclaim their freedom.

2.0 ROLES AND CONTRIBUTIONS

2.1 Game Designer - Hureen Farisah

While also the group representative, she's responsible for the game's overall visual style and user experience, including the game logo, characters, menus, and story illustrations. In charge of the main menu and documentation.

2.2 Game Level Designer - Syaheda Nadia

Designs the layout, puzzles, and challenges for each level. Places obstacles and elements that balance difficulty and fun, while keeping the levels consistent with the game's theme. In charge of level 2 and assisted with the completion of level 3.

2.3 Sound Engineer - Dhivya A/P Arujanan

Enhancing the player's experiences by selecting the background music while also added animation sounds and sets up trigger-based audio that responds to player actions, such as opening a door or pulling a lever. In charge of level 3 and assisted on the documentation.

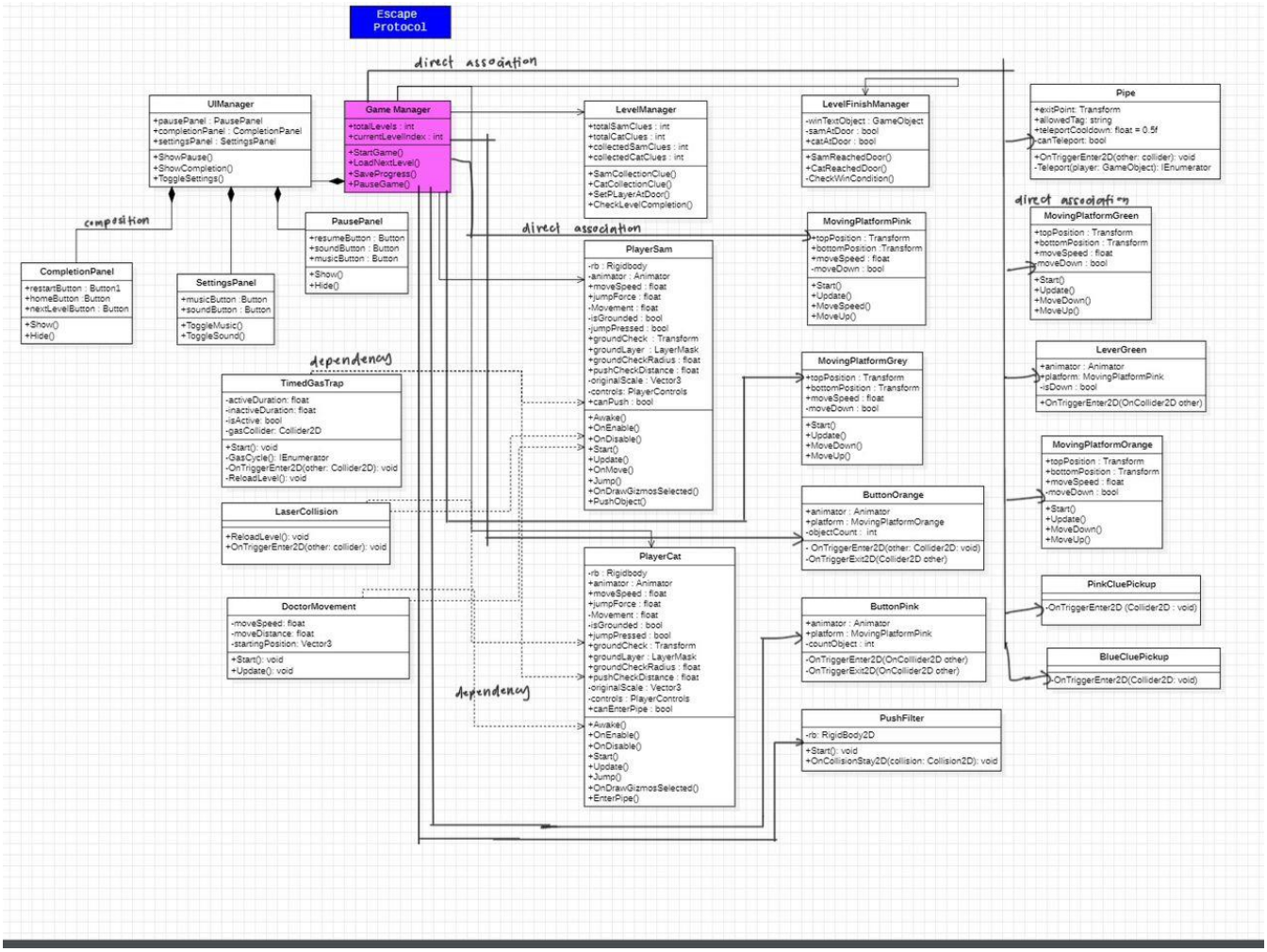
2.4 Game Programmer – Hana Saffiyah and Hajar Maisarah

Responsible for reviewing and refining code written by other team members to ensure it is efficient, clean, and functional. Hana led the programming for the final level, while Hajar worked on compiling and the overall flow of each level while also developed the Level 1. Both were responsible for building and maintaining the game's core mechanics, coding features, and ensuring technical stability.

2.5 Game Tester - Hydah Aliyah

Plays through the game to find bugs and glitches. Provides feedback on difficulty, gameplay, and user experience to help improve the final product. In charge of the completion of level 4 and assisted on the game elements designs.

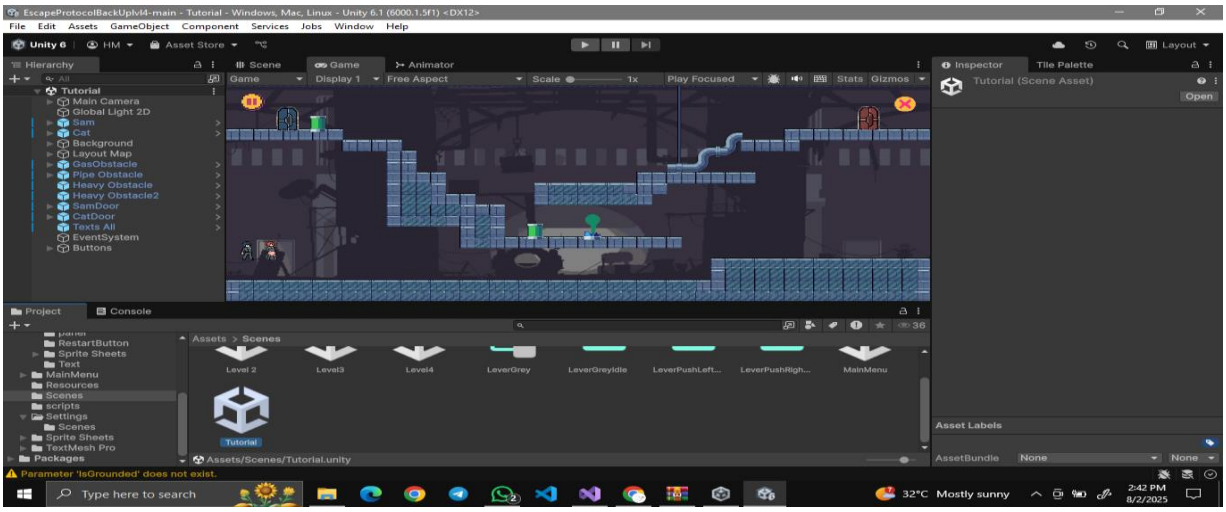
3.0 GAME PROJECT UML



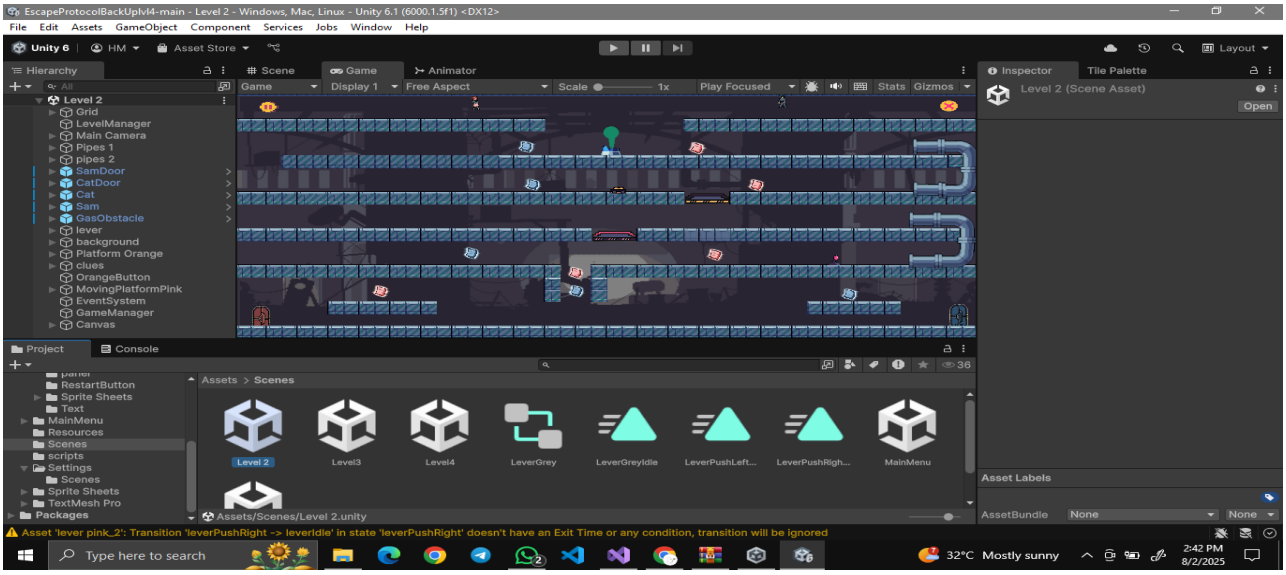
4.0 SCREENSHOTS

4.1 Main Menu

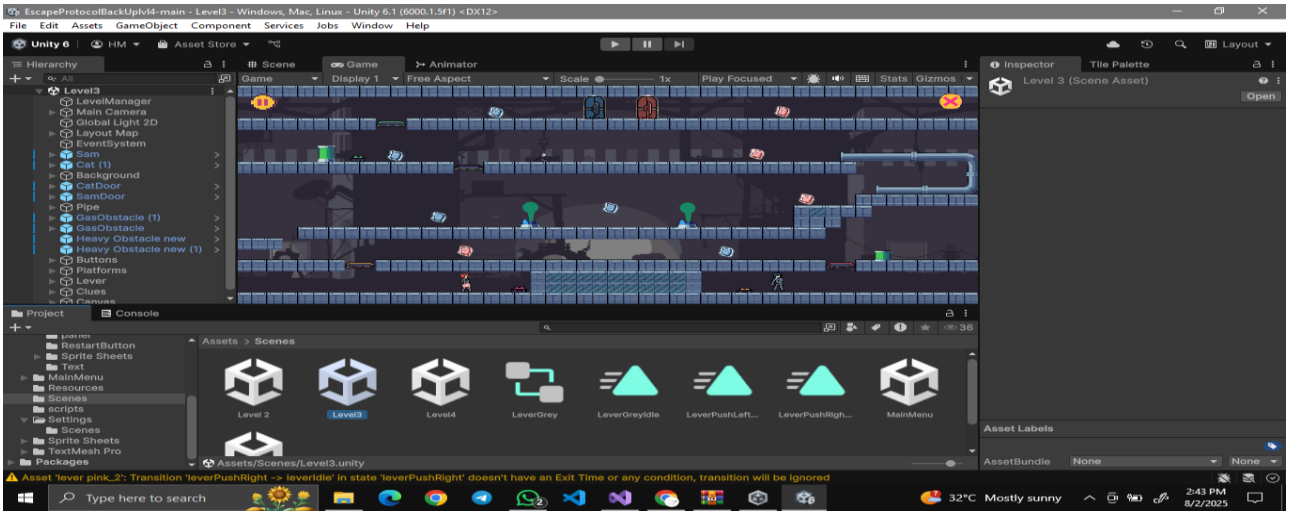
4.2 Level 1 (Tutorial level)



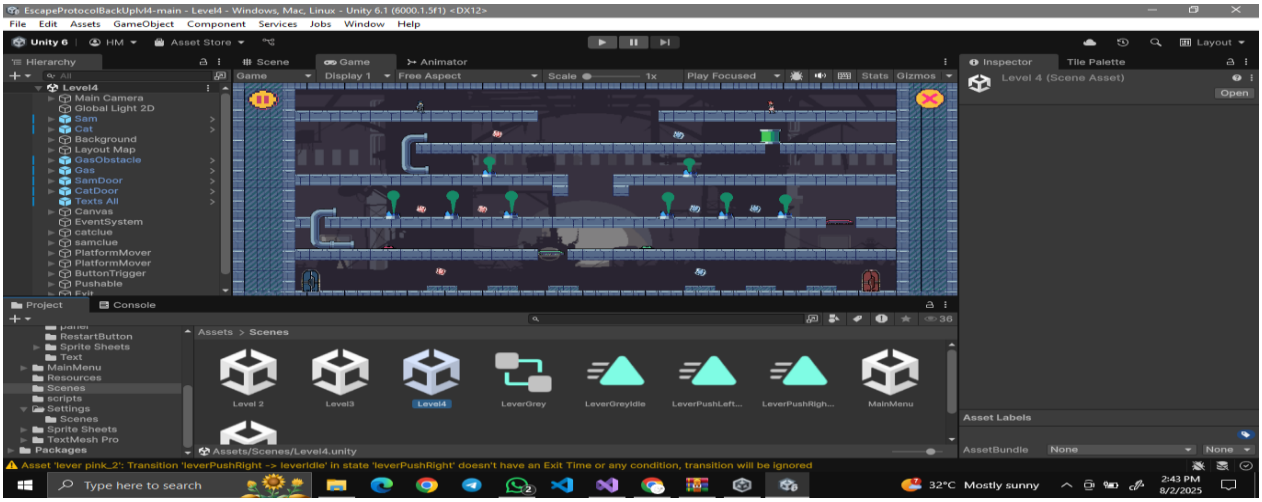
4.3 Level 2



4.4 Level 3



4.5 Level 4



4.6 Level 5