

Ceng462 – Game 1 Report

Team:

İrem Erdöl 21050111055

Enes Sapan 22050151002

Dilara Tosun 20050111041

Name of the game: Opysen's Bizarre Adventure

Game's genre: Platformer adventure

Number of player: 2-4

Main keybind is: WASD for Opysen

Left, Right, Up, Down Arrow for first side character

If you want to call the second side character press any button from the gamepad,

left stick to move and X to jump (We don't have Xbox gamepad sorry :()

The game has a main character named Opysen. Opysen has a loneliness fear and it's the main concept of our game. Because Opysen has a such a fear whenever she left behind by herself she starts to feel fear and loses her environment understanding.

The main camera focuses the Opysen, whenever one of her friend left behind or goes too fast the camera shrinks and Opysen starts to only see herself and no one else. If any other character goes outside of the camera they cannot move anymore.

The side characters can die inside of the levels, after the level restarts or the Opysen manages to go to the next level they spawn back without any penalty. It was mostly because of the story we wrote, we couldn't %100 finished it but the story mainly goes like this: Opysen has schizophrenia, so normally anything that is happening is not real just like the side characters, we're basically seeing inside of Opysen's brain. The characters Opysen's thinkings are past relatives and due to that they do not get harm whatever happens and when she left behind by them she starts to feel insecure and starts only seeing herself and nothing more.

In the game there is Main menu, options, game over and win screen as well as the 4 different level we created. Every level can be completed with only the Opysen herself but the hardness will be close to impossible.

We added a song that will play all along the game and sound effects for like getting hurt or jumping, the level of the both can be changed from the options screen(Escape button).

In some levels there are additional hearts to refill some of the health as well as the unknown bad boxes that will reduces health. Better be careful.

We implemented a save system which is kinda bugged in itch.io. Normally it saves the levels and hearth, whenever the player closes the games, opens the games, going to next level or getting harm the save manager works and be sure everything is correct and the game operating nicely.

The itch.io link: <https://feel02.itch.io/opysen>

Our %10000 preference is to please just download the executable version of the game(which is just 75 mb) and play it from there here is the link of that either, itch.io changed the game very differently :(:

<https://drive.google.com/drive/folders/1rFjyHrLDUZP-1o1bxEPsJzwlcdf9TsRB?usp=sharing>

We hope you can have a great and challenging time while playing our game >.<

Good luck and please never left Opysen behind.