

Introduction:

This is the report for phase 4 of the CMPT276 Project from group 7. As I am writing this, we are finishing up the last of this game that we have been working on for the semester. It has been a journey for us to get to this point and overcoming the many challenges thrown at us during the development of the game. Here is the description of the game we built. This report is written by Rohan Banymandhub.

The Game:

Our game follows the journey of the hero as he tries to collect as many potions as possible to get to the finish point while having to overcome the challenges posed by the monsters roaming around. As I am writing this report and looking at the game itself, I would say that we were able to stay very faithful to the original design of our game. Before starting the implementation, we had decided on a theme, the overall design as well as the goal of the game. We have been able to stay true to those initial decisions while making a few adjustments here and there to make the game work better. We were able to incorporate almost all the features we had wanted to. The main two adjustments we made is that we made changes to the way we had initially wanted the attacks to happen. With the objective of having two different types of enemies we decided to have one stationary with the ability to shoot and one moving in a back-and-forth manner with the ability to attack on contact with the hero. This way we were able to ensure that the gameplay was a little bit more challenging and more fun. We did not add checkpoints like we initially wanted to. In the long run we found that with our map design, there would be no need for them and we might as well focus on bigger parts of the game. This better fit our timeline. I would say that we followed the plan as well as we could have given the circumstances. The two major things we learned throughout the project is consistency and communication. With consistency, it was important for us to consistently push our updates onto Gitlab. A game like this contains a multitude of smaller parts and smaller methods all coming together to make the game work. Given that we are four people working on the same game, we had to make sure that at any given point we all had access to all updated files, this way when everything came together in the end, it would all run smoothly. For the most part, we were able to stay consistent, with a few hiccups along the way. With communication, we found early on that we all had to be kept in the loop. We created a group chat where we constantly stayed in touch especially during the implementation of the game. Like everyone, with the Covid-19 outbreak, we were not able to meet in person and work together. This created some issues as we all had to work remotely on the same project. During phase 3 our communication suffered a little bit, mostly because that was around the time of the outbreak. Everyone had different issues going on in their personal lives and we all were in a state of confusion as to how everything would move forward. It was during that time that we found it more important to keep our communication going through the group chat.

Tutorial

Our game uses the basic computer game controls. We have the key “W” to go up, “s” to go down, “A” to go left and “D” to go right. We use “SPACE BAR” to shoot. We made it this way, as we feel that most people are familiar with these controls from playing other games online. The hero spawns at the start position and the objective of the player is to control the hero making him reach the endpoint while trying to gather as many points as possible, by killing enemies and by collecting potions. We have a timer set up which lets the player know the amount of time they took to finish the game, this way they can try to get a faster time every time they play as well as get a time bonus added to their score based on the amount of time they got. We have two types of enemies, the first one moves up and down and attacks the hero by contact. The second type moves in the same square and shoot projectiles in the direction it is pointing. We have a few monsters of both types spawned at various locations on the map. The hero must go around or kill them and avoid getting killed on his way to the end. Rather than writing the different features of our game and going through the details and scenarios, Jordan made a video, which is linked below, showing a gameplay with different examples of scenarios. We found that a video would be easier to understand than reading it all off this report.

Video

Jordan did a great job going over the details of our game on the video linked below.

<https://vimeo.com/409086896?fbclid=IwAR0luiR7jBnHzkeu3INfC3lw3JUpLyMjEySipmPJ3tNzFNBHdasNkJyqSAU>

If for whatever reason the link is not working, the video could also be accessed by going onto vimeo.com and searching for “CMPT 276 – Group 7 Phase 4 Video” it was uploaded by the user “Jordan”.

Conclusion

As we are wrapping up the last phase of this project, which we spent the better half of the semester working on, I would like to say a few things to conclude this phase and ultimately this project. I am proud of our team for overcoming the many challenges we faced during the making of this game. It was not easy, and at times looked impossible but, in the end, we made it happen and were able to hand in a project that we are proud of. We started this project with different levels of expertise in Java but, in the end, we were all able to give our contributions to this game. When we look at the finish project, the four of us know that we all had our hand in making it what it is now. We worked great as a team and at no point were there any conflicts. Even while we were going through the many challenges with the virus outbreak and every ones’ life changing whether it be on a personal level or on an academic level, we were able to keep our cool and get the project done. There might be things we would have done differently given better circumstances, but I personally am proud of the work we put in this game to get it to where it is. Thank you for reading this report and we hope you like our game.