

IAT 167

**Assignment 4**

Final Report

Jastej Singh

301294753

IAT 167 – D104



- 1) **Game Concept:** The Game is a 2D Platformer, with a focus on providing Fun through Fantasy and Discovery, and has combination of Challenge. There are 2 levels, complete all 2 levels to complete the game.

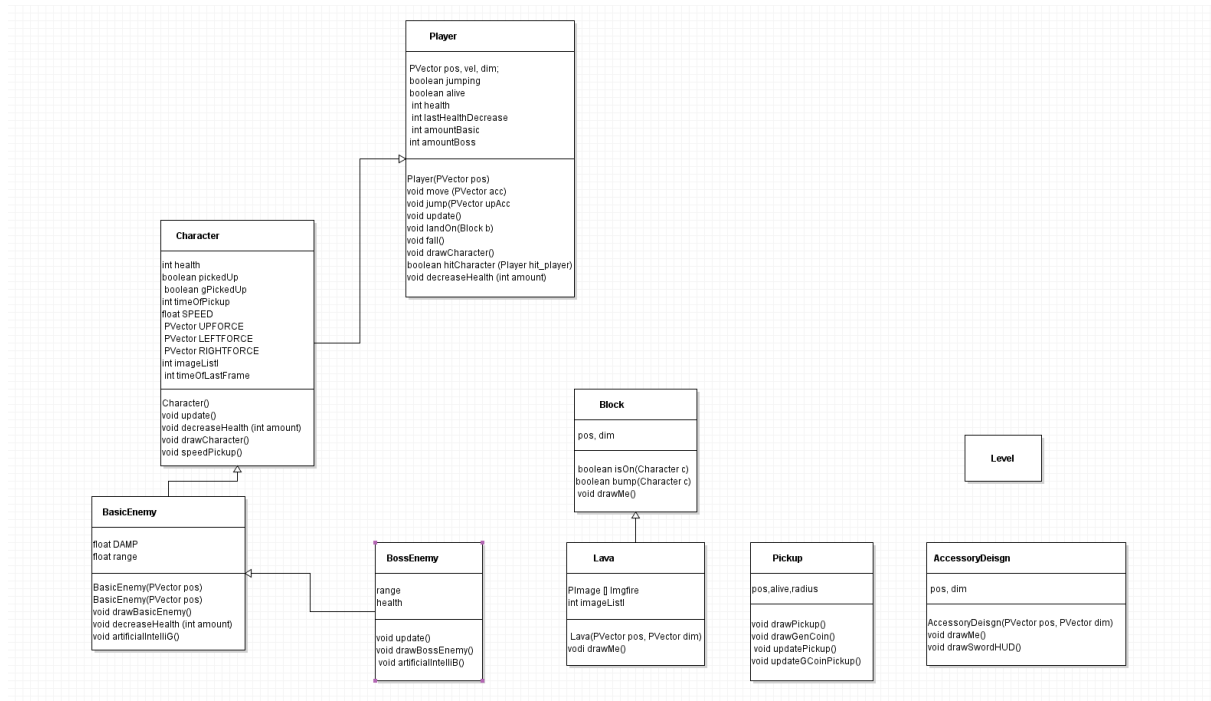
This game is inspired from my favorite game God of War and has a similar feel to it ,, with menus and gamestates inspired from God of War.

You have to collect coins through out the game to receive a highscore of coins .

Our character is a gladiator , who has to fight through the warrior minions (basic enemies) and has to complete level 1 and fight the final evil Titan(boss) to save his city.

- 2) **Features:**
  - a. Levels:
    - i. The game has a total of 2 levels. Level 1 is the basic easy level where the player gets a grip of the game . and the second level gets harder with more warrior minions and at the final, meets the Big Titan enemy. In level 1 , there are just coins that you can collect and lead to level 2 after crossing the final castle (a specific x value), and in level 2 there are speed pickups (blue fireballs) clearly displaying how to run and in which direction to jump and run, leading to the boss enemy where you have to evade him and cross the final line to complete the game.
  - b. Gameplay mechanics:
    - i. The Keyboard is the method of Gameplay.
      1. UP – Jump
      2. LEFT – Walk Left
      3. RIGHT – Walk Right
      4. BACKSPACE – Restart current Level from last reached Checkpoint
      5. P – Pause (brings option to go back to main menu)
      6. SPACE- Go back to playing when paused

### 3) UML :



### 4) Game Rules:

- Both Basic Enemies and the Player interact with platforms  
Player gets hit and reduces his health if collided with the enemies, taking 10 hits to die from the enemies. And 6 hits to die from the Titan (as health reduces by 15 each hit by titan).
- The Level 1** has warrior minions to evade and run , and 50 coins to collect .
- The Level 2** has warrior minions, coins to collect and also speed pickups (blue) to increase the speed of the character to make huge jumps and do the instructed stunts in the game. At the last , you have to kill the Titan and cross the end of the block to complete the game.
- Creation of Resources:** All Resources were created entirely on my own from the very beginning, except the background image of the burnt city I used while starting the game and pausing the game., which I edited by making the main big face of my character on my own in illustrator and just merging the background burnt city image in the back.

For the movement of the player , (up,down ,left and right) , the code is similar to the one used in lab .

#### **Img used :**

<https://i.pinimg.com/originals/22/3a/ef/223aef54c6d15391a763a6fe8da82e8d.jpg>