COMP 3609 – Game Programming – Assignment 2

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Welcome to Jo's Jungle Jamboree

Plot

This is a continuation to the epic story that unfolds between Jo and Dio. In the previous crusade, Jo and Dio were devolved rectangles using their wits to stay alive. Jo thought he defeated Dio, but he was wrong. Due to Dio's vampric nature, he managed to survive the beatdown that was bestowed upon him by Jo. Now he has evolved and is trying to take over the Jungle of Jotaro – the most sacred of lands in the realm. You must stop him at all costs!

Controls

Movement:

- Left: left arrow key

- Right: right arrow key

- Jump: spacebar

- Esc: exit the game

Combat:

- There is no ranged weapon, to damage an enemy, you must jump on their head.

How to Win/Lose:

1. You lose if your hp drops to 0, you lose hp when a minion or dio touches you.

2. You win if you defeat dio (the dark knight looking guy [not batman]).

Things to Note:

1. Try to get as many points as possible.

2. At 10 points, you get a damage increase, hp increase.

3. At 20 points, you get a health bonus and a small damage bonus, and a speed boost.

4. At 30 points, +health, +dmg, +move speed bonus.

5. After 45 seconds have passed, all the mobs will receive a buff, be careful

General Tips:

1. Try to get all the upgrades to increase your chances of winning.

2. DO NOT underestimate Dio. Once his health drops under 20, he becomes enraged, moving much quicker and doing more damage.