

## **Phase 4 Report - Group 11**

### **Overall description**

Our game "Squirrel Hunters" is a 2D arcade-style maze game set in a misty forest, and the game mechanics blend classic arcade action with strategic elements, the player needs to gather acorns while evading traps and cunning raccoons. In the game, you play a squirrel who gets lost and strays into it. In order to be able to escape this forest, you must collect all the acorns hidden in the forest to open the mysterious portal, and the precious orange can make you more sensitive speed. Also there are also several nasty raccoons trying to catch you, so remember to avoid those raccoons and bury "potato mines"; Otherwise, you'll be lost in this forest forever.

### **Original Plan & Design vs Final Product**

Our original plan and design for the game varied quite a bit from the final product. During the planning phase of the project we had decided to include fascinating additional features beyond what was required by the instructions of the project. These features included a scoreboard and different difficulties/stages.

However, as we began to develop the game, we soon realized that we may not have enough time to implement all these features and were not comfortable enough to code in java yet. Unfortunately, we had decided to remove most of the additional features from the original plan so that the project is more manageable. This resulted in us having a slightly different UML and use cases from what we had created early on in Phase 1 and we had to update these documents accordingly.

### **Artifacts Locations:**

#### **Javadocs:**

CMPT276F23\_group11/MVN\_PJ/phase2-module/target/javadoc/com/group11/game/

**Jar executable:** CMPT276F23\_group11/MVN\_PJ/phase2-module/target/

### **Important Lessons Learned:**

There were a couple of lessons learned overall from the project. The first being the way we set up our project. Because of our inexperience with Maven, the initial setup of the files were rudimentary and unclear. A better approach to file naming and a streamline file system would have avoided many of these problems. The beginning of the project also presented another mistake which was having a too simple UML diagram. This lack of clarity in the UML diagram hindered our progress and was not very useful.

During implementation of the project, we discovered communication was crucial. The different coding styles and philosophy could have been remedied with frequent and clear communication. Additionally, scheduling a meeting with all team members was important as it was needed to establish our goals and communicate our difficulties. This was not always possible as everyone had a different schedule and so this was another difficulty encountered.

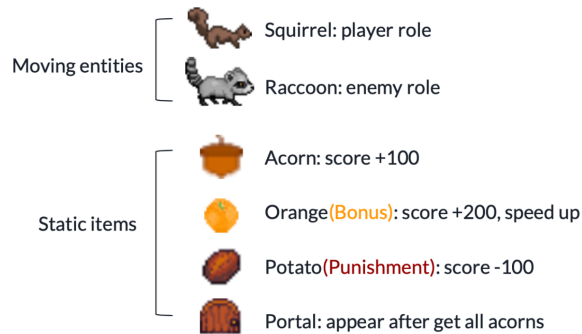
## Tutorial/Demo

1. **Aims:** get all acorns to open the portal while avoid raccoons and potatoes

2. **Only use keyboard** for the game

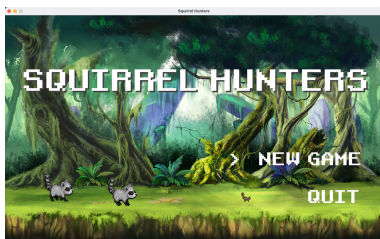
- up/down/left/right keys: control the squirrel move, and select start/exit game
- “p”/ “esc” keys: pause game
- “enter” key: execute what you choose

3. **Entities** you will see in the game



4. Useful screenshots for **scenarios** in the game

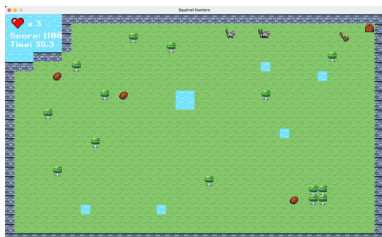
- **Home page:** select “New game” or “Quit” by “up/down” keys



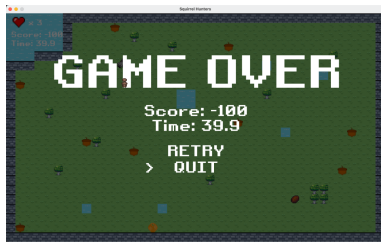
- **In game:** game start, you can move the squirrel or pause game



- the **portal appears** on the top right after collect all acorns, and go there you'll win



- **Game over:** you can see score & time you got and choose retry/exit game



- **Game pause:** use “p”/ “esc” to pause or continue game

