

The Irish Leprechaun

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For this project, the goal is to re-create the “Lunarlander” game from the example provided by the professor but with the difference of giving it a theme of my choice. In this scenario I chose it to be based on an Irish Leprechaun trying to reach his gold. The player in this game must fight gravity to make the leprechaun land into the gold pot, if the character misses any pot or arrives at the “x”/ empty ones, it will automatically fail the game once the game timer is done. But if the player manages to make the character get into the gold pot, that will mean that it succeed. For both scenarios, the player can re-start the game and play again. Why not?

First, let me give you an example of what it would be my low-fidelity prototype, this one was made in the first week of starting the project:



After starting designing the actual game, there were some changes made so the final high-fidelity prototype ended up looking like this:



Once the character, aesthetics and the game theme were finished, I started focusing on the mechanics. We were asked to change the theme, but the mechanics idea needed to stay the same so below you will be able to find the ones I based my project from:

/* THE GAME- CHARACTER DESCRIPTION

- Irish Leprechaun
- Rainbow for the background
- Money bucket to win
- 'X' buckets to lose
- Ground touching to lose

SOME MECHANICS

- Using the click button, you tap the screen to start the game and make the character move
 - Take gravity into account
 - Use "arrows" buttons to control the direction and make the character slow down if needed for not hitting the ground with a high velocity
 - Game timer so it goes fast
 - Losing when arriving at "X" buckets or touching ground
 - Winning when landing into "money" bucket
 - There are three screens (Start/Game/Results)
 - You can re- start the game at the end if wanted
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I really hope my game meets your expectations and that you playing have fun!