Project Name: AquaFlame Chronicles

Hackathon Name: Team Batibot

Date: 9/9/2025

Team Members & Roles:

* Jared Omen – Full Stack
* Vaness Leonard C. Capuras – Full Stack
* Carl Janssen Tampus - Full Stack

Short Description:

* AquaFlame Chronicles is a two-player cooperative puzzle platformer inspired by the classic Fireboy and Watergirl game. Players must work together to solve puzzles, avoid hazards, and reach the exit doors.
* Unlike the original, this version adds a unique twist: dynamic environmental changes triggered by player actions. Certain puzzles will shift the map layout in real time, introducing new strategic challenges and requiring constant communication between players.

Goals & Objectives

* Our main objective was to **replicate the core mechanics** of Fireboy and Watergirl while introducing **fresh elements** to make the gameplay unique and engaging.

Key Goals

* Build a two-player cooperative platformer game.
* Implement core mechanics: separate abilities for two characters (Fire and Water).
* Add dynamic environment changes for increased challenge and replayability.
* Ensure smooth and responsive controls for both players.
* Build a clean and functional user interface.

Tools & Technologies Used

* Category
  + Programming Language
    - HTML
    - CSS
    - JavaScript
* Graphic Design
  + Canva
* Collaboration
  + Discord
  + Google Drive
* Version Control
  + Github
* Timeline & Progress Log

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| |  | | --- | | * **Date/Time** |  |  | | --- | |  | | |  | | --- | | **Task Completed** |  |  | | --- | |  | | | **Team Member** | | --- |  |  | | --- | |  | |
| Sept 9, 10:15 AM | |  | | --- | | Brainstormed game concept & final twist idea |  |  | | --- | |  | | Team |
| |  | | --- | | Sept 9, 11:00 AM |  |  | | --- | |  | | |  | | --- | | Set up GitHub repository |  |  | | --- | |  | | |  | | --- | | [Jared Omen] |   & [Carl Tampus]   |  | | --- | |  | |
| |  | | --- | | Sept 9, 11:30 AM |  |  | | --- | |  | | |  | | --- | |  |  |  | | --- | | Designed character sprites and environmental assets | | |  |  |  | | --- | --- | --- | | |  | | --- | | [Jared Omen] |   & [Carl Tampus]   |  | | --- | |  | | |
| |  | | --- | | Sept 9, 11:45 AM |  |  | | --- | |  | | |  | | --- | | Designed character sprites and environmental assets |  |  | | --- | |  | | [Vaness Capuras] |
| |  | | --- | | Sept 9, 12:20 PM |  |  | | --- | |  | | |  | | --- | | Built first full playable level |  |  | | --- | |  | | [Vaness Capuras] |
| |  | | --- | | Sept 9, 1:30 PM |  |  | | --- | |  | | |  | | --- | | Developed dynamic puzzle elements (shifting platforms, levers) |  |  | | --- | |  | | [Jared Omen] |
| |  | | --- | | Sept 9, 2:00 PM |  |  | | --- | |  | | |  | | --- | | Testing & bug fixing for movement and puzzles |  |  | | --- | |  | | Team |
| |  | | --- | | Sept 9, 2:30 PM |  |  | | --- | |  | | |  | | --- | | Final testing, polish, and preparation for submission |  |  | | --- | |  | | Team |

Challenges Faced

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  |  |  | | --- | --- | --- | | |  | | --- | | **Challenge/Problem** |  |  | | --- | |  | |  |  | | --- | |  | | |  |  |  | | --- | --- | --- | | | **Solution Implemented** | | --- |  |  | | --- | |  | |  |  | | --- | |  | |
| |  | | --- | | Characters interfering with each other during collisions |  |  | | --- | |  |      |  | | --- | |  |  |  | | --- | |  | | |  | | --- | | Added separate physics layers for Fire and Water players |  |  | | --- | |  | |
| |  | | --- | | Dynamic environment causing bugs |  |  | | --- | |  | | |  | | --- | | Used event-driven triggers to control map changes safely |  |  | | --- | |  | |
| |  | | --- | | Difficulty balancing between two players |  |  | | --- | |  | | Adjusted puzzle mechanics to ensure fair challenge |

Key Features Implemented

* **Two-Player Cooperative Gameplay:** Players must coordinate to solve puzzles together.
* Unique Player Abilities:
  + Fire character can pass through fire obstacles but not water.
  + Water character can pass through water obstacles but not fire.
* **Level Progression:** Increasing difficulty with each level.
* **Clean User Interface:** Simple and clear menu

Future Plans

* If given more time, we would like to:
  + Add more puzzle levels with unique mechanics.
  + Improve graphics and animations for a more polished look.
  + Release a mobile version for broader accessibility.
  + Implement online multiplayer mode.