

Period: 2

Group Member(s): Kassidy Tang

Group Name: kt

Project Title: Kill Time

Project Description:

The game begins with a starting screen that requires the player to press the "p" key. The player starts the game on the left side of the screen as an avatar with a stick in hand. As monsters start appearing from the right side of the character, the user is able to fight back by clicking their mouse and is able to move by using the "a" and "d" keys. The monster will also approach the player until it is within range to do damage. Once the player hits the monster, the monster will turn red. If the player's health reaches 0, the game will restart. However, if the player is able to kill 3 monsters within a level, they will progress and fight a faster and bigger monster with higher health. There are also three backgrounds that change after each level. Those three backgrounds represent the day, sunset, and night. After each level, the player can increase the damage their sword does by 5 or increase their health by 10. The damage that a monster does to the player is accumulative unless the player chooses the health upgrade. The number of kills a player has done for a level, the player's current health, and the current level they are on are all displayed on the bottom right.

How does it work?

The user will open the Driver file in processing and click the run button. The user will then follow the instructions on the screens to start playing the game. The "a" and "d" keys can be used to move left and right, respectively. The user can then attack the monster by clicking their mouse. The objective of the game is to kill three monsters at each level. After each level, the player will be cut to a screen that asks them to choose between two upgrades by pressing a specified key. The "g" key is for weapon upgrades and the "h" key is for health upgrades. Upgrades can only be gotten during these cut screens.

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