REPORT

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Game title: "Sword Gun: Castle Escape"

Engine: ImpactJS

Sword Gun: Castle Escape is a simple, 3 level platformer that demonstrates a decent use of ImpactJS and what it has to offer. The objective is to simply escape the castle by means of killing enemies and platforming your way to the end. The first level is a simple side-scroller where you character has been entrusted with the mighty Sword Gun, capable of shooting in single first, automatic, and burst (shotgun) modes. This first level is a long hallway with multiple platforms and enemies. The enemies are Crimson Knights who have taken over the castle. At the end of the level, there is a very large and beefy Crimson Knight Boss. When completing the first level, your character progresses to the next one—a large and tedious maze in the invaded fortress. This level showcases the top-down perspective and its potential in ImpactJS. When reaching the exit, you will proceed through the final level—escape through the castle moat. This level may seem easy, but watch out for the many sharks that live within the moat. This level showcases a design that is underwater, allowing the player to swim through it. Reaching the end will trigger the end screen showing that you have escaped the castle. Scoring works in this game by using the amount of kills and the time used to progress through the level. All enemies, NPCs, and your character are animated via sprites. Parallax is also shown in the first and third levels in the background.

SCREENSHOTS: