

Project Repository Link:

https://github.com/laothomas01/Android_Game_Repo/tree/NIGHT_SURVIVAL_GAME

The APK can be found in

https://drive.google.com/file/d/1mJ2o3A_-TrH2MHFW_jAH0y27dfxhSdBF/view?usp=sharing

The backlog can be found in the main repository. It is a pdf file titled "Night_Survival_Game_Backlog".

The name of our application is Night Survival. Our group consists of Jahnae Reese, Nikki Gowan, and Thomas Lao. Our application is an android game made in Android Studio with Java and the libGDX framework.

The game opens to the main menu. On the main menu, you can press the "play" button to start the game. This will take you to the game. The game will begin as soon as the screen loads. The player character is a white square that spawns in the middle of the screen.

To move, you use the red joystick in the lower left corner of the screen. On a phone, it is touch activated. You hold the black dot and move it the direction you want the character to go. On the computer, you click and hold the black dot with your mouse, and move the dot the direction you want the character to go. The player health bar is the green bar on the bottom next to the joystick. When the game starts, the player's health is full and green. As the player loses health, the bar will shrink, and turn different colors. There is no way to regain lost health. If the player's health reaches 0 and the bar disappears, the game ends. When the game ends, it will go to the game over screen. Press the "try again" button to reset the game and start over.

As the game starts, enemies will spawn. These enemies are white circles, and attack the player by touching them. Enemies can enter "rage mode" which turns them into red circles. Enemies in "rage mode" attack faster, and are harder to attack. The player character needs to avoid touching or being touched by the enemy circles to keep their health. The player needs to attack the enemies to make them disappear. Attacking an enemy is done automatically when the player gets within a certain distance of an enemy. The player will shoot small red circles that will make enemies disappear on contact.

The overall goal of the game is to survive as long as possible. In order to do this, the player must attack the enemies and make them disappear. The game will continue for as long as the player can stay alive. Failing to do so will lead to the enemies attacking the player instead, which will lead to a game over.

Gif of Main Menu:

https://drive.google.com/file/d/1cinnliN_MJQ30Uzt_UyJDtRYNIJYJu2q/view?usp=sharing

Gif of Gameplay:

<https://drive.google.com/file/d/1Mlhjz5xIWigqrzOsB1cu8YWeSNO63ar/view?usp=sharing>

Gif of Restarting the Game:

https://drive.google.com/file/d/1OgiPTfoEPbx0hxp_PPPa1b6s592SEnR/view?usp=sharing

Gif of Game Over:

https://drive.google.com/file/d/1wdMB34CljM_S-qv4FBRDRQUzqw4BJKIO/view?usp=sharing