## Elective 2 (MAD 2) Mobile Application Development 2

Midterm Project

# GameDev using Flutter Casual Games Tookit

**ENGKANTO ESCAPE**

**Project Report**

Engkanto Escape is a dodge-style game that is meant to entertain players while also incorporating aspects of Filipino mythology like engkantos. In this game, players embark on a journey through a mystical forest filled with engkantos and magical potions.

The objective is to navigate the forest, collect potions, and avoid collisions with engkantos to achieve the highest score possible within the time limit.

The mechanics of the game were designed to be simple yet challenging, allowing players to easily understand the objective while providing enough complexity to keep them engaged. The inclusion of engkantos as obstacles adds an element of danger and suspense, requiring players to strategize their movements and avoid collisions.

We implemented collision detection to detect interactions between the player character and game objects such as engkantos and potions. This system was crucial for determining when the player loses a life or collects a potion.

The timer functionality was implemented to limit the duration of each game session, adding a sense of urgency and challenge to the gameplay. Players must collect as many potions as possible within the allotted time to maximize their score.

A scoring was implemented to track the player's progress and reward them for collecting potions. Points are awarded for each potion collected, with the score increasing incrementally as more potions are collected.

The chosen theme of this game was inspired by Filipino folklore and mythology, specifically the concept of enchanted forests inhabited by engkantos. We wanted to create a game that not only entertained players but also showcased elements of Filipino culture and storytelling.

**MECHANICS**

1. Players have 60 seconds to navigate through the mystical forest and collect potions.

2. Players start with 3 lives, and losing a life occurs upon collision with engkantos.

3. The primary objective is to collect potions scattered throughout the forest to earn points and increase the score.

4. Players must maneuver their character to avoid engkantos roaming in the forest.

5. Points are awarded for each potion collected. The score increases with each potion collected.

6. The game ends when the timer runs out or when the player loses all three lives. At this point, the final score is displayed, and players have the option to replay the game to improve their score.

Group Members:

Dayao, Launce Joshua

Eya, Alice Zandra

Vinuya, Abu

Zaragosa, Jun Jun