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Game Report

CI328 – Assessment 2, Game Design and Implementation

**Game Summary**

Overview

Our game is called ‘The Hunting’. It’s a game of the action genre. It’s a network multiplayer game where each player controls a spaceship. The spaceship is able to fire laser bullets. The main aim of the game is to eliminate enemy spaceships until one spaceship remains. The player who controls that spaceship wins. We used Adobe Flash Professional and SmartFoxServer to create our game.

Objectives

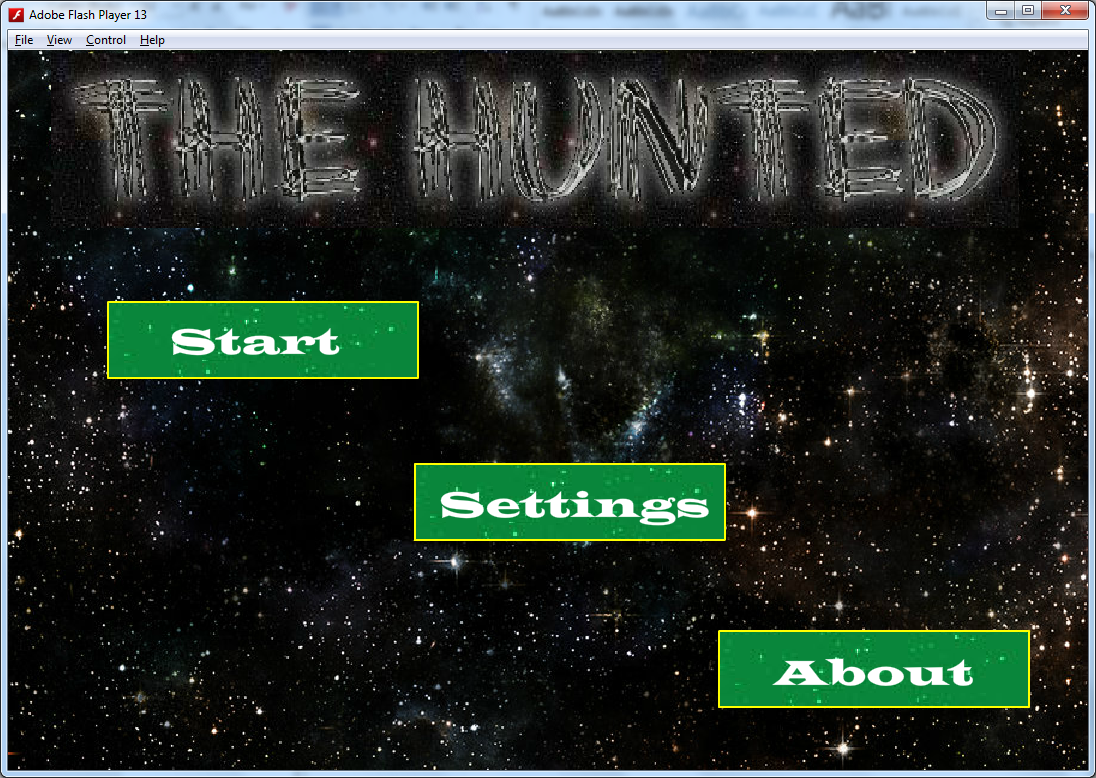
* Choose a spaceship from a selection of four.
* Control the multi-directional moving spaceship using Arrow keys.
* Destroy enemy players via a firing system using Spacebar key.
* Maintain your health bar above 0.
* Survive until you’re the last player remaining.

Rules

* You must select your spaceship before you start the game, once selected you cannot change until that round is over.
* The spaceship can be moved 360 degrees. However it can’t go off the bounds of the map.
* Laser bullet ammunition is unlimited, hence every player can fire an unlimited amount of laser bullets.
* A minimum of two players are required for the game to begin.
* Each round will end, either if one player is remaining having eliminated all other players, or if all players but one have left the game, thus leaving that last remaining player the winner.

Gameplay

**Screen/Level Map**

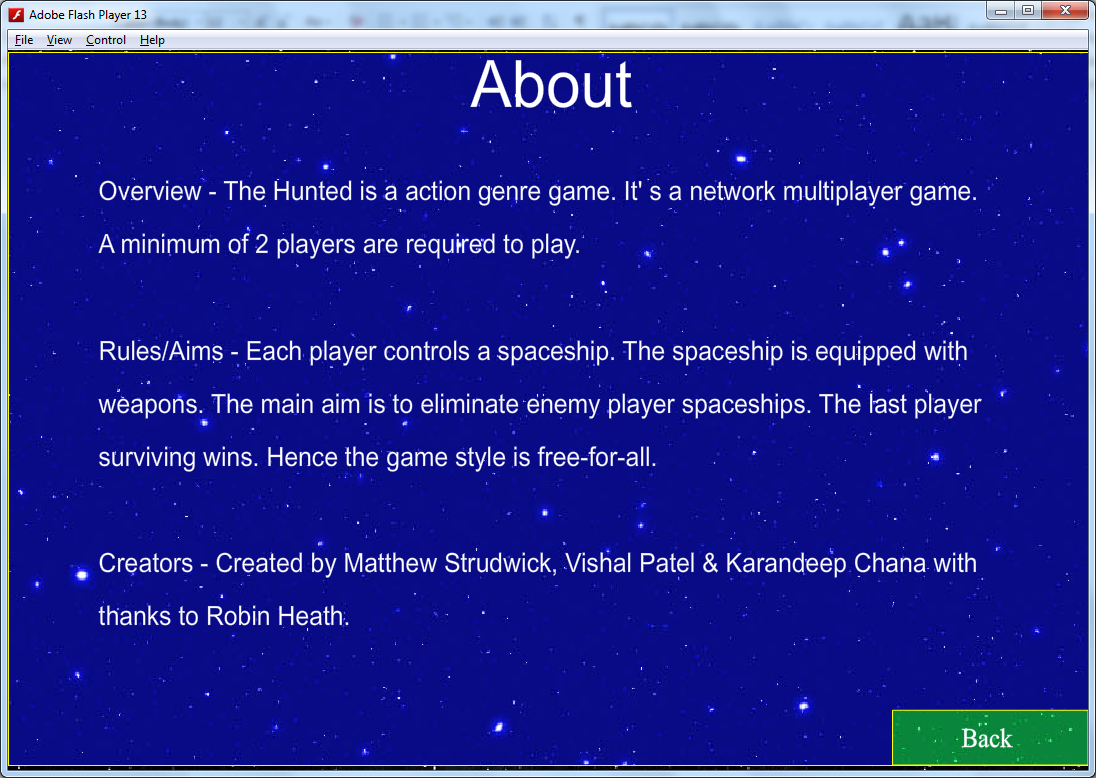


Buttons

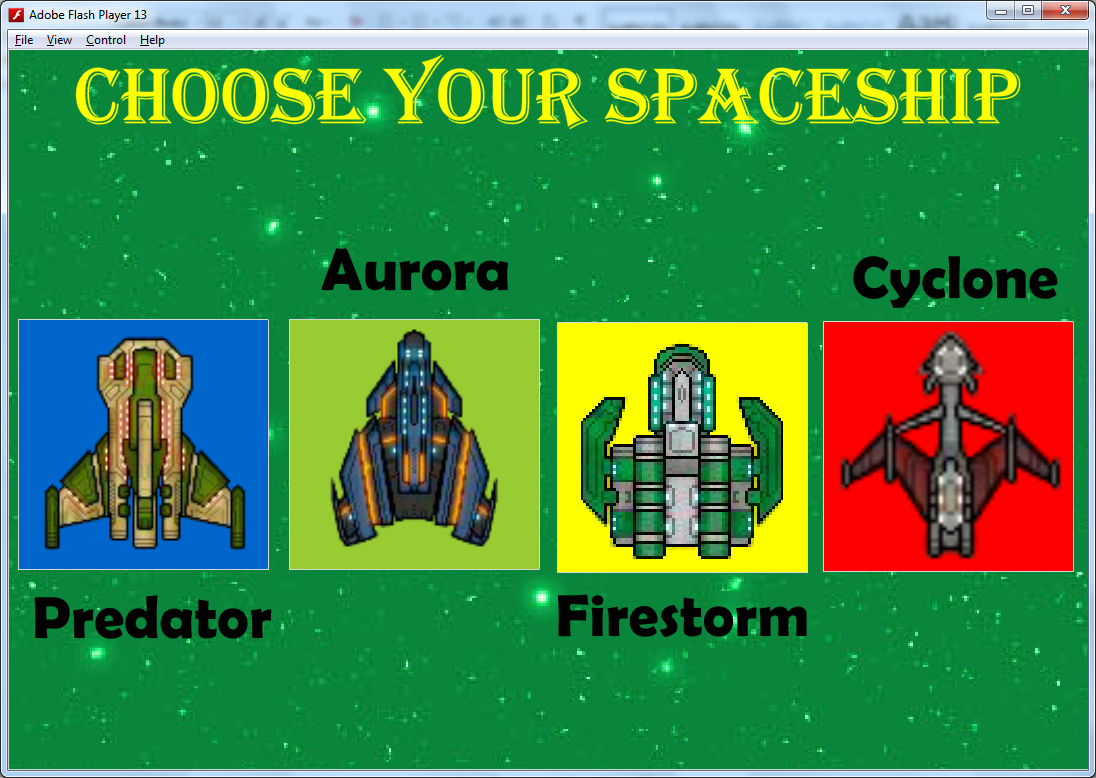
Here is the first screen, which is shown, when the game is first started, The MenuScreen. Pressing any of the buttons directs to the respective screen.



If the Settings button is pressed on the MenuScreen, the SettingsScreen is displayed. Here settings about the game can be altered. The Back button goes back to the MenuScreen.



If the About button is pressed on the MenuScreen, the AboutScreen is displayed. Here information about the game is displayed. The Back button goes back to the MenuScreen.



If the Start button is pressed on the MenuScreen, the SelectScreen is displayed. Here a choice of spaceships are displayed, from which one must be selected to start the game.

**Network Utilization**

Network Architecture

Component Interactions

**Implementation Specification**

**Clients**

Objects

Code Structure

Assets

**Server**

Data Structures

Code Structure

**Implementation Evaluation**

**References**

Space-Star Background (Website) - <http://fantmayo.deviantart.com/art/Stars-Background-211786850>

Light Space Background (Website) - Reference - <http://wallpaper-kid.com/cool-space-background-blue.htm>

The Hunted Custom Font Title (Website) - <http://www.cooltext.com>

**Appendix 1:** **Game Concept Presentation**

**Appendix 2:** **Extra Information**

**Individual Review**

Vishal Patel

**Concept Presentation:** I researched games that were similar to the game we wanted to create, e.g. asteroids. I helped document our collective research into useful information for our presentation slides. I also did the design for the presentation. Furthermore I spoke and presented an equal amount of slides during the actual presentation.

**Implementation:**

**Documentation:** I documented the Game Summary and Level/Screen Map sections of the report. I also helped document the Implementation Specification and the Implementation Evaluation sections of the report.

Karandeep Chana

Matthew Strudwick

Overall