

Title:**Colorful Heist****Team Name:**

Bartok Buds

Members:

- Martin Carignan
- Anthony Lee
- Sean Robinson
- Frank Garcia

Goal

- In this game, the player's objective is to navigate through a series of puzzles in order to obtain valuable artifacts as achievements. The player will be a chameleon, a character equipped with special abilities to aid them in the adventure of retrieving the priceless artifacts
- The Chameleon's special abilities include stealth, tongue-grabbing, climbing, rampaging, and color-changing abilities, all of which are key factors for the player to successfully retrieve temple keys and unlock the gate that allows them to exit the area.

Game Elements

- Chameleon: The player will be able to play as a chameleon with the abilities of stealth, tongue-grabbing, climbing, rampaging, and color-changing
- Tongue-shot mechanic: The player is able to shoot out the chameleon's tongue to grab keys, artifacts, and power ups
- Vine Snake: Enemy snakes that attach to vines to imitate ordinary vines, but will mimic movements the player makes when the player moves in the vicinity of the vines
- Boomslang: Enemy snakes that patrols back and forth in certain areas
- Hornbill bird: Flying bird enemies that track the chameleon if the player is in sight of the enemy
- Mealworm: Gives the player an extra life upon eating it
- Horn Beetle: A power up that allows the player to enter a rampage state that allows them to run into snake enemies without taking any damage and causes the snake enemy to enter a state of 'unconsciousness' for 5 seconds

- Camo Bug: A power up that allows the player to enter a invisible state to where enemies will not detect the chameleon
- Vines: The player is able to climb around temples on vines

Flow of the Game

- The player will be placed into a tutorial room where there will be instructions that teaches the player how to play the game and gives the objective on how to win the game
- The player will use the vines to climb through areas of the temple to locate the key and grab it by using the tongue-grabbing mechanic.
- After retrieving the key, the chameleon will be able to unlock the gate and leave through the exit
- The player will then be placed in the main level where they will figure out where the artifact and key is located and repeat what was done in the tutorial
- The player will win if they gather the artifact and complete the level and they will lose if they have 0 lives left

Unique Elements

- Tongue-shot mechanic: The player is able to shoot out the chameleon's tongue to grab keys, artifacts, and power ups
- Horn Beetle: A power up that allows the player to enter a rampage state that allows them to run into snake enemies without taking any damage and causes the snake enemy to enter a state of 'unconsciousness' for 5 seconds
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Primary Actions

- Walking
- Jumping
- Climbing
- Tongue-grabbing
- Color-changing

Team Biographies

1. Martin: Background in mostly backend programming languages like Java, C, C++, Python, etc, but I have some experience as well in Javascript, HTML, and CSS. I have played video games all my life and although FPS games are what I mostly play nowadays my all time favorite game is Pokemon Soul Silver and my favorite 2d

games are mostly Pokemon games because it is what I grew up playing. This is my first time making games in this class but I have always had ideas on how the games I play can be a bit more balanced or what are things that could improve the user experience for the games I play so I think I have the right mindset for developing games.

2. Frank: Background in multiple programming languages (Java, Python, Javascript), web development (JS, HTML, CSS, Vue, Django), experience using APIs, experience with data visualization. I really enjoy solving interesting problems and making cool things like games. In a ML course right now.
3. Sean Robinson: Background in several programming languages including Java, C, C++, Python, and SQL for backend development as well as Javascript, HTML, and CSS for frontend development. I have experience with AI and overall software engineering. I enjoy building things from scratch and trying to innovate with different ideas. Some games I enjoy are FPS, RPGs, and rogue-like like the borderlands series, the dark souls series, halo, etc.
4. Anthony Lee: For me, my background is in Python and a bit in HTML. I can say I am more of a design person when it comes to computer science! I am a creative soul so when I sit down and have free time my mind can run wild with great thoughts, ideas, and concepts. Coding wise, I am not the best truthfully! I can handle myself with coding; however, it is not my strong suit! When I want to code I can create great programs and websites. That is the main reason I chose to be our artist! While I do not have experience with pixel art and art technique, learning it and just having a free with a bit of inspiration does really help! Also, I like critical feedback, what can I do better or what would be better for this certain design! It makes me think harder and come up with better concepts!

Artwork

- Art was made by Anthony using Piskle
- AI generated art was only used for our victory screen, and our loss screen, and to generate those artworks we used a combination of the following:
 - <https://www.midjourneyai.ai/>
 - <https://www.canva.com/>
 - <https://imgflip.com/demotivational-maker>

Music and Sound Effects

- All music and sound effects were found either from <https://freesound.org/> or from <https://www.youtube.com/>
 - 8-bit jump sound.wav by vibritherabjit123
 - <https://freesound.org/people/vibritherabjit123/sounds/644410/>
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 - Powerup 07.wav by MATRXXX_
 - https://freesound.org/people/MATRXXX_/sounds/523649/
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 - Deactivate Camo is Powerup 07.wav just reversed
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 - yoshi tongue | Sound Effect by Sound FX
 - https://www.youtube.com/watch?v=laJQ_9DZ0No
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 - Game Die by Jofae
 - <https://freesound.org/people/Jofae/sounds/364929/>
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 - Main Game Soundtrack:
 - The Temple.mp3 by deleted_user_6515881
 - https://freesound.org/people/deleted_user_6515881/sounds/352764/
 -
 - vine stretch 5.wav by Halleck
 - <https://freesound.org/people/Halleck/sounds/121728/>
 -
 - Pick up bug:
 - SFX_STICKERRIPPER_palm_03.wav by MrFossy
 - <https://freesound.org/people/MrFossy/sounds/590413/>
 -
 - Enemy_Hit.wav by D001447733
 - <https://freesound.org/people/D001447733/sounds/464623/>
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 - Upgrade by colorsCrimsonTears
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 - <https://freesound.org/people/colorsCrimsonTears/sounds/607409/>
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 - Downgrade is just Upgrade reversed
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 - Title Screen music:

- SFX_Jungle_title.wav
- Jungle Mystic Ambient Mastered.wav by szegvari
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- <https://freesound.org/people/szegvari/sounds/559471/>
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- Goblin Growl by qubodup
- SFX_growl.wav in our code
- <https://freesound.org/people/qubodup/sounds/442817/>
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- You Lose Screen:
- SFX_You_Lose.wav in our code
- Piano, "Window Piano" - 135bpm by tokyo.eth
- <https://freesound.org/people/tukyo.eth/sounds/625694/>

You Win Screen:

- SFX_You_Win.wav in our code
- Level win.wav by Tuudurt
- <https://freesound.org/people/Tuudurt/sounds/258142/>