

## Cassiopeia: Mid-Point Check

### Team Members

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### Submission Contents

Included in Mid-Point Check:

- Cassiopeia: Mid-point Check (PDF)
- Gimmickv2 (Unity Project Folder).
  - C # files can be found: Gimmickv2\Assets\Scripts
- Gimmick 2.0 (.exe file in the GimmickV2 folder.)

### Project Status

The Cassiopeia team is half way into our game creation process. We each have level sandboxes that will be updated to be the levels later on. Our start, pause, level select, and game over menus are complete as well as our initial character, his special ability, most of our enemies and our health and point systems. We still have to integrate our designed levels and work together on the final Forest level.

### User Instructions

#### Starting The Game

There are two ways to play the game:

(1) If you have Unity installed, you can play it through Unity with the provided project folder. To do this, open Unity and then select the provided GimmickV2 project folder. If you are not on the start menu, then go to the Scenes folder within Assets folder and select the Menu scene. Once you are on the start menu scene, click on the triangular play button to begin. Right-clicking on the play button stops the game.

(2) You can play the provided .exe file. You do not need to download anything for this option. Simply open the "GimmickV2" folder, open the Builds folder and then select Gimmick2.0.exe file. The .exe file needs the accompanying data folder in the same folder. So, create a shortcut if needed, but do not move the .exe file out of this folder. When the file initially opens, the user can specify the size of the game window.

### Inspecting the Source Code

All C# code our team wrote for this project can be found in the “/Gimmickv2/Assets/Scripts” directory.

### Player Controls

**Movement:** A and D keys to move left and right

**Jump:** Space bar

**Throwing the Star:** J key

**Going into a door:** W key

**Pause:** Esc key

### Navigating the Game

**Start Menu:** In this menu you have a 3 choices:

- New Game: This will currently bring you to Roberts Sandbox and will take you to the Factory level in the near future.
- Continue Game: This will bring you to our Level Select
- Quit Game: This will exit the application

**Factory Level:** This is not yet finalized and integrated

- This is currently replaced with Robert’s Sandbox. Robert is implementing the Factory level.

**Seaside Level:** This is not yet finalized and integrated

- This is currently replaced with Monica’s Sandbox. Monica is currently implementing the Seaside level.

**Cave Level:** This is not yet finalized and integrated

- This is currently replaced with Bilal’s Sandbox. Bilal is currently implementing the Cave level.

**Forest Level (Boss Level):** This is not yet finalized and integrated

**High Score Screen:** Not yet finalized and integrated

**Game Over Screen:** This screen appears when Gimmick loses all health or falls off of the platform.

### Game Objective

**Primary Objective:** To sequentially complete the Factory, Seaside, and Cave Levels in order to gain access to the Forest Level, and defeat the Robot Squirrel.

**Secondary Objective:** To obtain the primary objective with the highest score.

### Game Play

**Initial State:** Gimmick begins with full health

**Red Mushrooms:** These make Gimmick invincible for 5 seconds

**Green Mushrooms:** These make Gimmick full health

**Starfish:** These give Gimmick one health

**Coins:** These give Gimmick points

**Dealing with Enemies:** Gimmick can damage enemies by jumping on them or by throwing the star at them.

**Using the Star:** Gimmick can also jump on top of the star after throwing it, and ride it around the stage. This allows Gimmick to reach areas that would be normally inaccessible.

**Injury & Death:** Gimmick dies instantly if he falls off of a platform or gets hit by an enemy that deals enough damage. When Gimmick dies the user is taken to a Game Over screen. Gimmick takes damage by touching any of the following:

- Turtles
- Crabs
- Flying Fish
- Seagulls
- Crushers
- Robots
- Turrets
- Spikes
- Blobs
- Rocks
- Stalagmites & Stalactites

#### **Links to Work Walk-throughs and Future Work:**

- Bilal Saleem: <https://youtu.be/0l6NGKaOW-k>
- Robert McGuigan: <https://youtu.be/6BI9y7XvafA>
- Monica Pineda: <https://youtu.be/j1vv2bQ0VbQ>
- Future Work: [https://youtu.be/Lt4fX4\\_uTR0](https://youtu.be/Lt4fX4_uTR0)

#### **References:**

##### **Assets:**

- Gimmick, Star, Blob: *Mr. Gimmick* (Sunsoft)
- Factory Ground and Platforms: *Mega Man 6* (Capcom)
- Conveyor Belt: *Mega Man 2* (Capcom)
- Robot: *Battletoads & Double Dragon* (Rare)
- Bullets: *StarTropics* (Nintendo)
- Checkered Flag: *R.C. Pro-Am* (Rare)
- Crusher: *Sonic CD* (Sega)

- Crab: *Mario & Luigi: Dream Team* (AlphaDream, Good-Feel)
- Mushroom and Star: *Super Mario All-Stars* ( Nintendo)
- Flying Fish: *Trickster Online Revolution* ( Privatia Co.,Ltd. & Pumpchi studio )
- Clouds: *Kirby Super Star / Kirby's Fun Pak* (Nintendo)
- Seaside ground and Background:
  - <https://opengameart.org/content/seasonal-platformer-tiles>
- Seagull:
  - <https://www.behance.net/gallery/15084287/Siput-Scuba-Website-Character-Illustrations>
- Turtle sprites
  - <http://www.videogamesprites.net/SuperMarioBros1/Enemies/Overworld/index.html>
- Certain platform sprites: Udemmy
- Music
  - <https://downloads.khinsider.com/game-soundtracks/album/mr.-gimmick-nes->
- Sound Effects
  - <http://themushroomkingdom.net/media/smw/wav>
  - Udemmy

#### Code References:

- PlayerPrefsX installation script:
  - <https://github.com/pixelatedcrown/Kintsukuroi/blob/master/unity/Assets/Scripts/misc/PlayerPrefsX.cs>