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Side Scroller (Platformer) Project, Part 1
Clyde's Adventure (Java remake of a DOS game)

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I. Team Members
- Matthew Hydock

II. Game Objective
- The goal of the game is to collect gems and locate/acquire hidden treasures. There is one treasure in every castle, and some castles can only be accessed when a minimum amount of gems have been collected in previous castles.

III. Gameplay
- You play as Clyde, an adventuring mage. He has a magic wand, which can be used to light bombs and make certain bricks momentarily disappear. His actions are dictated by a limited reserve of energy, which is depleted by moving, jumping, falling great distances, and touching hazards. When he runs out of energy, he dies, and the level is completely reset, though the player has unlimited chances to complete a level. Clyde can replenish his energy by collecting energy orbs, though there are only so many in a level. The result is a need to find the most efficient way through a level, to use the least amount of energy possible.
- The levels themselves, referred to as castles, are vast and complex, and are filled with numerous traps and puzzles. Platforms and walls can appear or disappear when certain actions are performed, teleporters can send Clyde across large expanses of the castle, switches can alter the landscape and activate/deactivate traps, and keys can open doors. Levels are accessed through a level selection screen, and the player is not automatically ferried through the levels in order. Not all levels are available immediately on the level selection screen, and many require a certain number of gems to have been collected beforehand.

IV. Scoring
- Scoring is based on the number of gems collected throughout the game. The hidden treasures are not required to leave the castle, but if the player reaches the exit without them, the level will not be marked as completed, and the player cannot technically finish the game. Energy left at the end of the level has no effect on the score.