#### **Battle Criminals**



Păulescu Nicola





#### INTRODUCTION

Welcome to "Battle Criminals", IT is an exciting program game where you become a police officer fighting criminals. the mission is to keep the city safe by taking down the bad guys. Who are Armed with a weapon, you'll face dangerous criminals and engage in thrilling shootouts. You have to fight them and make sure they're all gone but take care as they will fight you back, making the game more challenging. Enjoy the game with it's theme, thriller and fun!

#### REQUIRMENTS USED TO PROGRAM THE GAME





**GAME ENGINE** 



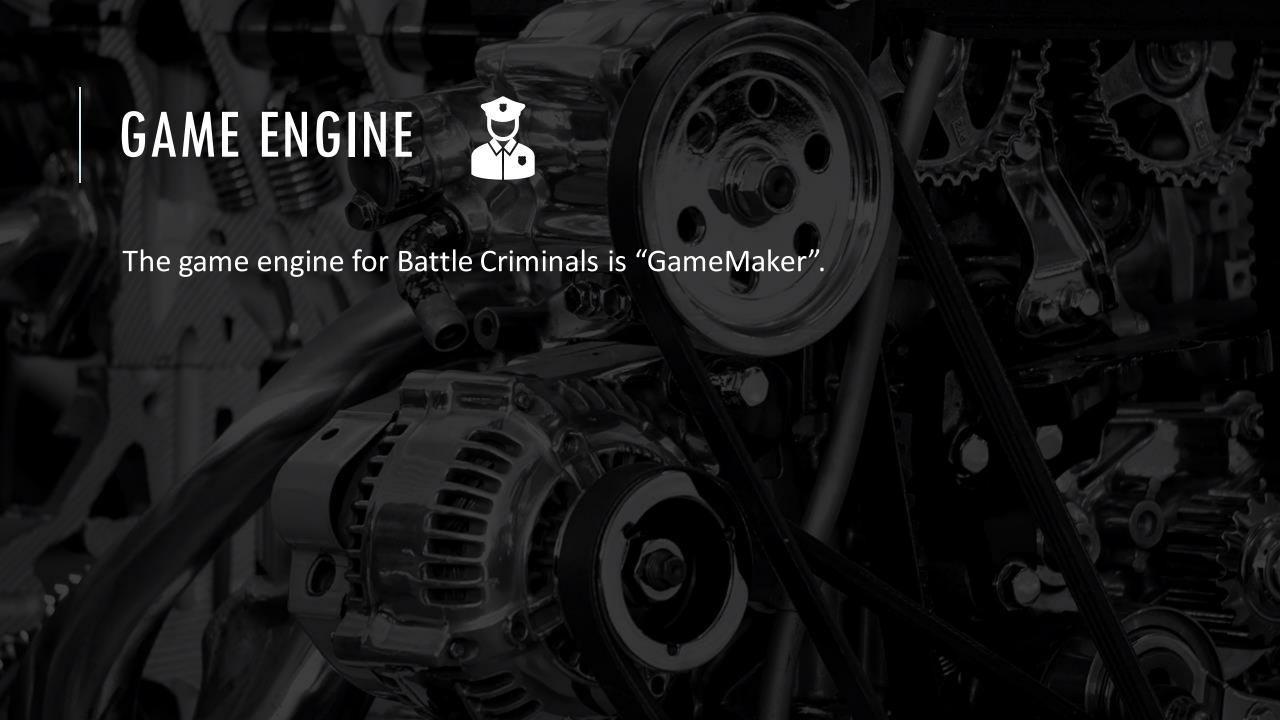
PROGRAMMING KNOWLEDGE



ART AND DESIGN ASSETS



QUALITY ASSURANCE





#### PROGRAMMING KNOWLEDGE

Our programming knowledge contains:

GameMaker Language (GML)

Game mechanics implementation

**Graphical User Interface** 

and other features.

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tempStr
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tring.replace("czFieldID", str(key)
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```



We needed to create the game's visuals including:

Character designs

Backgrounds

Animations.

### QUALITY ASSURANCE



Before the final presentation, the game should be thoroughly tested to ensure it is functional, enjoyable, and free of bugs.



## FUNCTIONALITES MENU SCREEN



The game starts with a menu screen that presents the player with three options: New game, Continue, and quit. This allows the player to begin a new game, resume from where they left off, or quit the game if desired.



## FUNCTIONALITIES COLORFUL BACKGROUND



The game features a visually appealing background with vibrant colors. This adds to the overall aesthetics of the game, making it visually appealing for the player.



The character you control in the game comes to life with dynamic movements and actions. This makes the game feel more real and engaging, adding to the fun and enjoyment of playing.

## FUNCTIONALITIES SHOOTING AND RECOIL



The player can shoot their weapon to engage with the criminals. When the player shoots, there is a recoil effect, simulating the impact of the weapon and enhancing the game's realism.

## FUNCTIONALITIES ENEMIES HITFLASH



Enemies (Criminals) Hit Flash: When the player successfully hits a criminal, there is a flash or visual effect appearing. This feedback lets the player know that their shot has landed, this effect was added in the game to give the player the satisfaction to the gameplay.





## FUNCTIONALITIES CAMERA FOLLOWING THE PLAYER

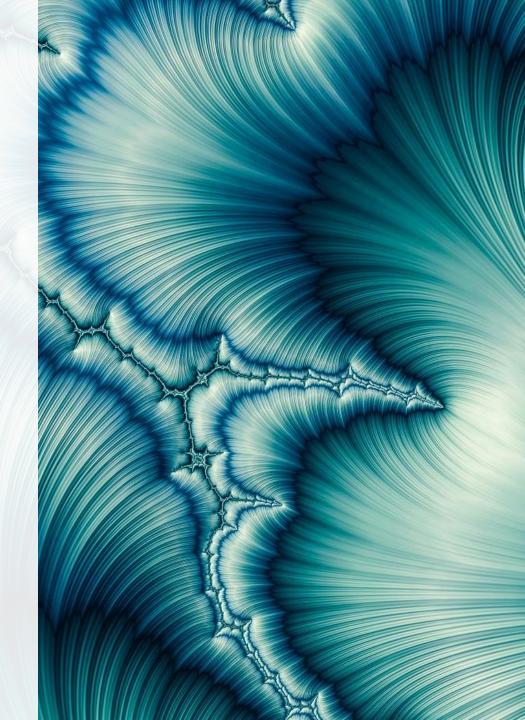
THE GAME'S CAMERA IS SET TO FOLLOW THE PLAYER CHARACTER WHEREVER IT GOES. THIS ENSURES THAT THE PLAYER ALWAYS HAS A CLEAR VIEW OF THE ACTION, MAKING IT EASIER TO NAVIGATE THE GAME WORLD AND STAY ENGAGED.



# FUNCTIONALITIES TRANSITIONS



• The game smoothly moves between different scenes or levels without any sudden jumps. This makes the game feel more polished and keeps everything flowing nicely





# FUNCTIONALITIES SCREEN SHAKES

During intense moments, such as shooting or getting shot, the screen shakes to create an impactful and thrilling effect, to enhance the experience



# FUNCTIONALITIES MOVING BACKGROUND

The game features a background that moves or scrolls as the player progresses through the levels.



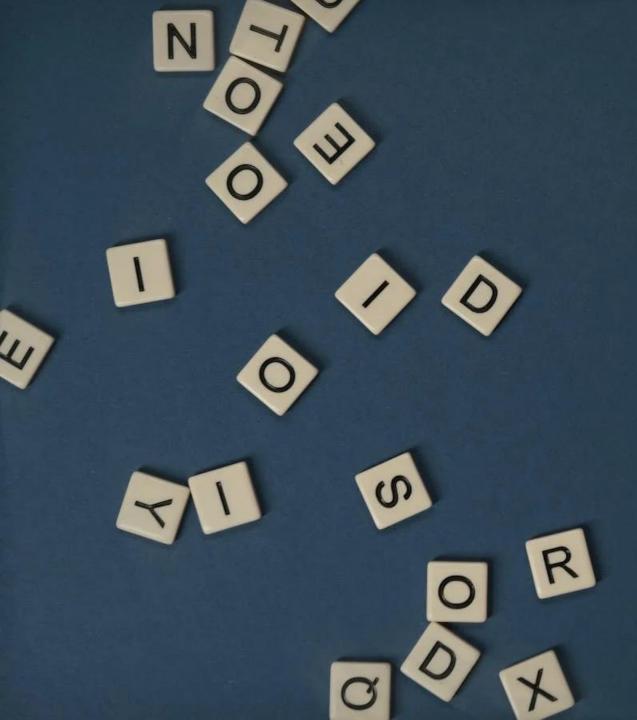


# FUNCTIONALITIES DIFFERENT SIZE CRIMINALS

The criminals in the game come in various sizes. Some may be larger and more challenging to defeat, while others are smaller and easier to take down. In this way the player will have more obstacles rather than just an easily defeated enemy.



In conclusion By combining the requirements and including the features, the game will provide players with captivating visuals and thrilling action, ensuring they stay hooked and entertained throughout their adventure as a police officer in "battle force"



THANK

YOU