Intro to game design

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**Shrek Adventures**

**Goals:** With this game we wanted to create an easy to play platformer that was took ideas from other popular platformer games such as Mario or Sonic. But we also wanted to introduce a unique mechanic by allowing the player by to switch characters and solve puzzles.

**Final Product:** Our final game has three levels. In these levels the player can switch between Donkey and Shrek. Donkey can jump higher than Shrek and fit into smaller spaces than Shrek. Shrek has an ability that allows him to smash obstacles in his way. These two mechanics give players multiple ways to progress through out the game.

It is broken up into several different files and .png images for the sprites used through-out the levels. The main code file is Shrek\_Adventure.

**About the Game:**

*Setting Up*

* We use minim for the audio that is played, install that into your processing library in order to properly experience our game!

*Characters*

* Donkey is agile and quick! He can jump higher than Shrek and also fit into those tight spaces!
* Shrek is not as fast as whit, this means he has to get rid of his obstacles by crushing them, instead of jumping over them or squeezing around them.

*Controls*

* **E** This toggles between characters
* **A** Moves the character left
* **D** Moves the character Right
* **W** Jump

*Tips*

* Have a long jump? Getting a running start to build up momentum to help you go farther.
* Remember to switch between characters to solve different problems