

Game Title: Quest of Merelda

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Link for playable (haha, link): [https://quest-of-merelda-devs.github.io/Quest\\_of\\_Merelda/](https://quest-of-merelda-devs.github.io/Quest_of_Merelda/)

Link for repo: [https://github.com/quest-of-merelda-devs/Quest\\_of\\_Merelda](https://github.com/quest-of-merelda-devs/Quest_of_Merelda)

*Rubric:*

Rubric description	Number of points	How points are assigned
Camera movement for screen by screen transitions	5	3: Building the overworld and sublevel(s). Shooting for at least 16 screens.  2: Two types of camera transitions: screen to screen, overworld to sub level
Varied enemy types and defense stats	5	2: Different damage values / ability to damage based on elemental defense  2: Implemented boss type enemies with different spawn and kill code  1: Creating subclass objects for elemental enemy types
Varied player statuses and damage types	2	1: Player statuses, implied by different sprite colors  1: Damage types affecting enemy's weaknesses
Varied item uses and effects	1	1: Combat items change attack or player status
NPC interactions	2	2: Functional item shops

### Evaluation:

- 3/3 Building the overworld and sublevel(s). Shooting for at least 16 screens. (We crushed that 16 screen goal, with a total of 46. Very proud of the amount of content we could create so quickly.)
- 2/2 Two types of camera transitions: screen to screen, overworld to sub level (Overworld to sublevel transitions took way too long to figure out, but both function great now.)
- 2/2 Different damage values / ability to damage based on elemental defense (Every enemy in the game has an element that it's weak to, and Link has different colored sprites to convey the element he's currently doing damage of.)
- 2/2 Boss type enemy behavior
- 1/1 Creating subclass objects for elemental enemy types (We did this first, before enemies even acted differently from each other.)
- 1/1 Player statuses, implied by different sprite colors (Like I said, Link has different colors to convey his current element.)
- 1/1 Damage types affecting enemy's weaknesses (Enemies take x3 damage with their weakness being exploited.)
- 1/1 Combat items change attack or player status (Wands change element, and bows give you a ranged attack.)
- 2/2 Functional item shops (The shop in the top right is fully functional.)

### Progression:

- Find ice wand in cave on starting screen 'B4'
- Freeze pond with ice wand on screen 'B3' to get dark wand on screen 'A3'
- Buy the boat from shop in cave on North East corner of the map 'D1'
- Use boat at the dock on screen 'C2' to go North and find Light Dungeon
- Defeat boss in Light Dungeon for light wand
- Use boat at the dock on screen 'D4' to go South and find Dark Dungeon
- Defeat boss in Dark Dungeon
- Enter the castle on screen 'A1' and defeat the final boss.

### Missable Features:

- 9 Heart containers can be found throughout the world via environmental puzzles
- 8 Different enemies that all act different, and 3 bosses
- Elemental wands can be found for extra damage on the enemies weak to that element
  - Use boat on the dock on screen 'D3' going East to find Fire Wand
  - Burn tree with fire wand on screen 'C3' to find Lightning Wand
- Certain trees can be burnt down with the fire wand
- Certain graves can be removed with the lightning wand
- The cave in the North East corner of the map is a shop selling the boat, the bow, and a heart container.
  - The boat allows the player to use docks necessary to find dungeons
  - The bow gives the player a ranged attack
- Dungeon doors with a diamond on them can be opened when all enemies in the room have been defeated
- The light dungeon has an overexposed white room that is too bright to see unless the player has the dark status active from using the dark wand.
- The entire dark dungeon is too dark to see unless the player has the light status active from the light wand.
- We wanted to push ourselves to better practice managing and collaborating on a game with this large of a scope, and ended up very proud of what we could create. If that is worth any potential extra credit it would be greatly appreciated.
- This took us way too many man hours. We hope you'd play the game for a short while (if you find it fun) to explore the content we created and make our time feel worth it.