REPORT

Mini Project 1 : 2D Games

Student : Nguyen Truong Hoang Phuc

ID : 1651071

Game: Dragon Quest

1) Storyline:

Friends of main character are killed by the dragons while he was away. After returned, he wanted to revenge immediately but he was stopped by a knight. The knight told that he was too weak so it would be life-wasting to go deal with dragons. As a result, to show to the knight that he was good enough, he accepted the knight’s quest (Level 1: Collect all the gems to pass). On completing the quest, the knight reward him with special bullets (3 hit to kill a dragon) and his journey to slain dragons begin.

2) Features:

+ Menu with instruction

+ Game with 2 levels

* Level 1: 6 scenes map with a variety of terrains, gaps, diamonds and spikes
* Level 2: 6 scenes map with a variety of terrains, gaps and dragons (main character now can shoot bullets)

+ Instruction:

* Arrow keys to move
* Spacebar to shoot

3) Techniques:

\_ 8 scripts file:

+ Bullet: bullets config

+ Camera Control: camera config to follow main character

+ Character Movement: control movement of character

+ Enemy: enemies config

+ gameMaster: control canvas and menu UI

+ SoundManager: control sound

+ Weapon: control character shooting point

4) Resources references:

+ BayatGames assets resource for background, terrain and main character

+ Dragon Warrior Files assets resource for dragons

+ Galaxia Sprite Pack#1 assets resource for bullets

+ Casual Game Sound assets resource for sounds in game

+ sumScore assets resource for text font in menu