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| http://www.hcmus.edu.vn/images/stories/logo-khtn2009_transparency.png | **CS427 – GAME DEVELOPMENT AND VISUALIZATION** |  |

Class: APCS 2016

Date: JULY 13-17, 2019

**Mini Project**

**Personal Report**

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# Ideas

* The princess was arrested by the night king. The prince recuses her by killing zombies.

# Features

* Main requirements:
  + Two levels.
  + Pitfalls, traps and enemies.
  + Keyboard: right, left, up and down arrows, left control, left shift and space.
  + Menu, background music, sound effects and status of characters.
* Advanced requirement: Intelligent Enemy System

# Techniques

* OOP programing.
* 2D sprites, physics, graphical user interface, animation…

# Resources

* https://www.gameart2d.com

# References

* Youtube: Inscope studios platformer 2d, brackeys