

Cave Run



Video Game Design 2022 -2023

Conference city: CLT, North Carolina

Team Identification Number: 2034-4

Sneak Peek Video link: bit.ly/3KOa9um

Participant ids:

234004, 2034019, 2034179, 2034100, 2034016,
2034156,

Target Audience

Our target audience is ages 10+, because our game is meant to combine both puzzle elements and difficult platforming in order to deliver a challenging and rewarding experience. The reason why the game's target audience is aged 10 and over is that the game involves complex puzzles and mysteries that will take a certain level of intellect and prior experience to complete. With the player being aged 10 and over, they can enjoy the game at the highest level and have the best experience of playing the game itself.

Description

A 2-player puzzler-platformer where 2 players work together to solve puzzles and collect gems.

Player 1: Bob

Background: Bob is an inexperienced rookie and newcomer to the mysterious cave, however, he is being guided by the skillful and trained, Joe.



Controls

W - Jump

A - Move left

D - Move right



Player 2: Joe

Background: Joe is an experienced venturer of the caves, guiding Bob through his treacherous journey here.



Controls

↑ - Jump

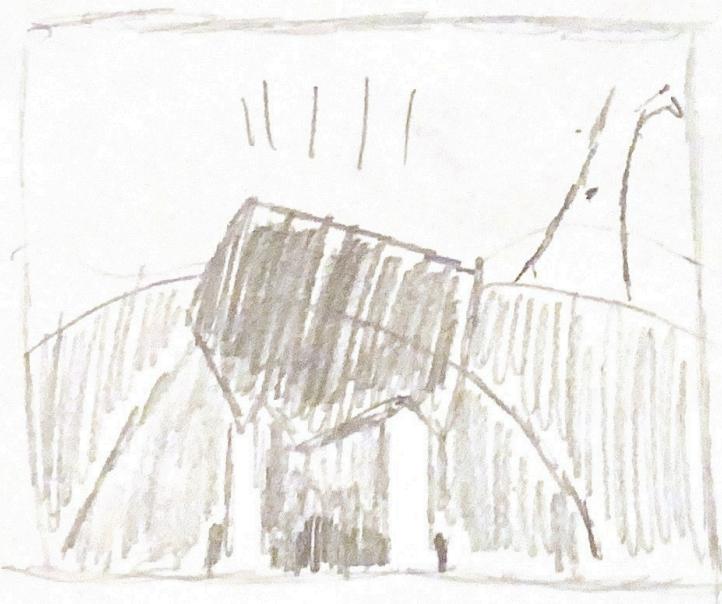
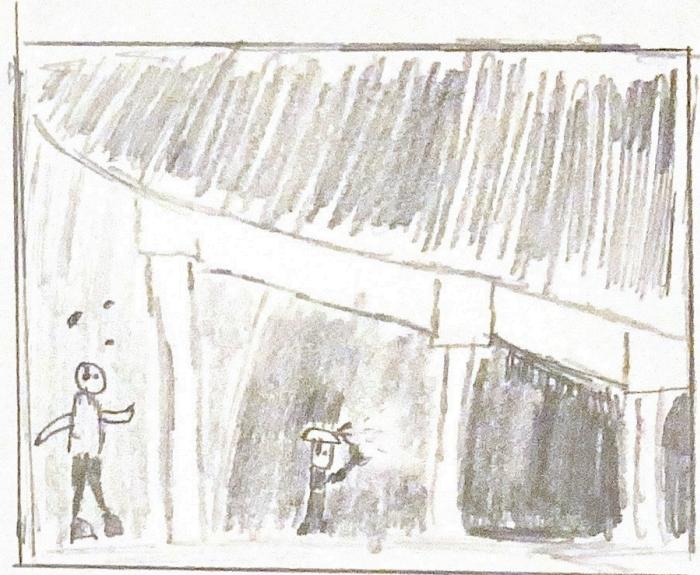
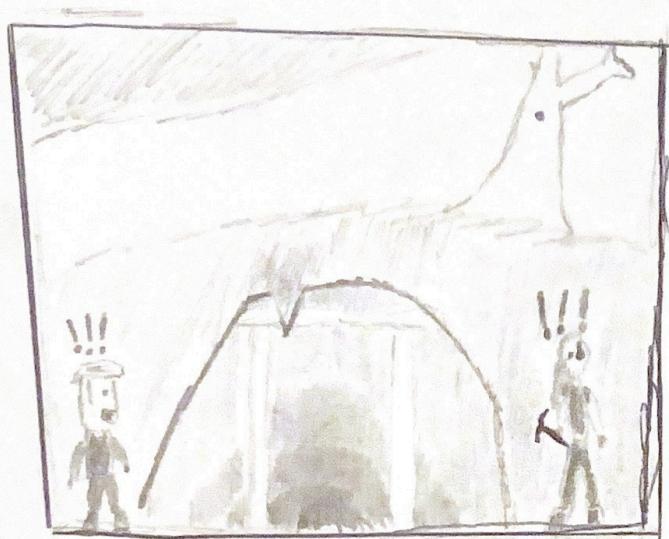
← - Move left

→ - Move right

To get out of a level, collect all the gems and jump at the exit, at the same time!



Storyboard



Bob and Joe find a cave near their house on a sunny day. Curious, they went inside to explore and find anything valuable. Suddenly, there was loud rumbling as the opening to the cave got covered with a big rock. Bob and Joe knew there was no going back. They explored the cave in hopes of finding an exit.

STUDENT COPYRIGHT CHECKLIST

(for students to complete and advisors to verify)

- 1) Does your solution to the competitive event integrate any music? YES NO

If NO, go to question 2.

If YES, is the music copyrighted? YES NO

If YES, move to question 1A. If NO, move to question 1B.

1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

I, Jessica Bunn (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

- 2) Does your solution to the competitive event integrate any graphics? YES NO

If NO, go to question 3.

If YES, is the graphic copyrighted, registered and/or trademarked? YES NO

If YES, move to question 2A. If NO, move to question 2B.

2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

I, Jessica Bunn (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

- 3) Does your solution to the competitive event use another's thoughts or research? YES NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

If NO, properly cite the thoughts/research of others in your documentation.

CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

I, _____ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.



Credit

Music: https://www.youtube.com/watch?v=QRm_STaLsFs

Sound: Sound Effect from
[https://pixabay.com/?utm_source=link-
attribution&utm_medium=referral&am
p;utm_campaign=music&utm_content=
36030](https://pixabay.com/?utm_source=link-attribution&utm_medium=referral&utm_campaign=music&utm_content=36030)

Graphics: Canva

TECHNOLOGY STUDENT ASSOCIATION PLAN OF WORK

| Date | Task | Time involved | Team member responsible (student initials) | Comments |
|-------------------------------|---|---------------|---|--|
| 12/14/2022 - 12/21/22 1. | Game style | 6 hours | SK, PK, PA | We spent a week working on the game story and art style. Sri, Priyam and Patrick brainstormed game ideas and agreed on 2 player platformer, similar to fireboy and watergirl. |
| 12/18/2022 - 12/24/2022 2. | Game story | 4 hours | VS, AA, MBV | Varun, Aditya and Monish focused on the story and we agreed on 2 treasure hunters looking for treasure in a cave. Varun and Aditya worked on the storyboard. |
| 12/25/22 - 2/9/23 3. | Coding | 16 hours | PA, PK | After choosing the game style and story, Prism and Patrick started coding the game using python in pygame. |
| 1/05/23-2/06/23 4. | Sprites, music, background, sound effects | 6 hours | PK, MBV, SK | Patrick worked on the sprites and background for the game, while Sri worked on finding a music that fit the theme of the game. Monish found sound effects to be used in the game such as the sound that plays when a gem is collected. |
| 12/14/23 - 2/09/23 5. | Work log | 1 hour | MBV | Monish kept track of who did what and when the team finished each task. |
| 6. | | | | |

Advisor signature

Jessica Bunn _____