



Individual Project Game

Project: RAIN

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Starting off

The game was written in Java from the scratch, including the engine on which is running.
It features a RPG-styled system, where:

- Player has to fight enemies
- Enemies have health bar
- Enemies will focus the player as long as they're in sight.

A preview of the game, where you begin



How do the enemies look?





Features

The player can freely move at will.

The game will respond to movement input keys: W(up), S(down), A(left), D(right).

The game features entities(referred to as mobs in this powerpoint) and an AI that will attack players with non-homing projectile. They have a projectile direction and aim.

The player has a HP bar and a different sprite than other entities.

Game engine will generate the map on a pattern. The map is NOT hand-made, only the pattern. This is because the game was supposed to have random level generation.



Notes to mention:

Unfortunately, due to low resources of knowledge, the game is yet unpolished and contains bugs.

The player is in god-mode. That means, enemy entities can NOT harm the player in anyway. (Due to a bug in the engine). This includes the monsters to be in god-mode.

Random Generated Level was a feature, but implementing it would've took way more than expected, so the idea was abandoned.

Items were also supposed to be implemented, but lack of time couldn't allow this feature to exist, aside creating sprites, meshes, textures and animations

Monster attacks are at such a high speed, it would instantly kill the player by one touch. Again, due to the clumsiness of the engine that doesn't permit much customization.



Resources

These textures were received for free, from a friend that created them, a long time ago. Their use is strictly personal, and not ment for a public-game. It's just to define some basic graphics for the user.



Last notes

For me, this game was a test of “how much can I do of a game”, and to also learn Java while at it. This took about... one month and a half of slow-progress work. Very slow progress.

This game is not to be sold or have any other progress/advancement due to engine failure. This also includes that, this game will not be posted anywhere, or sold, or known about outside for this project.

Thank you for the attention, and have a good day.