

What's going on?

In this repo you can find an object of my pride: **2-D arcade game written on lua LÖVE**.

The main goal of this project was to implement a game based on Object-oriented programming programming paradigm

Please note that **i have no commercial use of it**. This game was made just because i had to make fully-OOP project as course work and, at the same time, was extremely excited by idea of game development. The game mechanics was mainly inspired by this [guide](#), nevertheless my interpretation have significant differences.

Main features of the game:

- play as mage (long-range) or warrior (short-range) hero
 - warrior may use *special ability*: a shield to become invulnerable for a short period of time
 - mage has several attack modes (double and triple shots, different angles of attack)
 - Jojo - available after final boss fight - may stop time for a while (special ability)
- fight two types of enemies
- the longer you play the harder the game gets
- HP and mana bottles sometimes drop from enemies, so you can collect them
- two game modes are available: singleplayer and local multiplayer
- increase the hero's characteristics using the skill tree (amount to HP/Mana, special ability duration)
- Dio from JoJo is the final Boss - he has his own unique mechanic



Table of Contents

- [About](#)
 - [What i took from others](#)
 - [What i did by myself](#)
- [How to launch](#)
- [How does it work](#)
 - [Classes](#)
 - [Graphic design and music](#)
 - [Playable heroes](#)
 - [Game modes](#)
 - [Screenshots](#)

About

I developed it while i was on the middle of second year of my bachelor's degree. This project was enormous for me at this time: it took about 6 week to build it from scratch. Of course, it was based on another's person [guide](#) and banch of open source libraries for things like basic physics (more on this below).

What i took from others

What i did by myself

:

- heroes special abilities
- local multiplayer mode
- all graphic
- menu
- final game boss
- several JoJo references (KONO DIO DA)
- Nyan Cat skin mode (with music)

How to launch

To run this project you must download free,open-source framework [LÖVE 0.10.2 \[Super Toast\]](#).
Feel free to download it from [official site](#) of the project. Please pay attention to a version number of framework as the game wouldn't run with LÖVE latest versions.

You can also launch the game from the command line by typing: "**\path to LÖVE comiler**" "**\path to game**" like that:

```
"C:\Program Files\LOVE\love.exe" "C:\games\mygame"
```

How does it work

Classes

Graphic design and music

Playable heroes

Game modes

Screenshots