

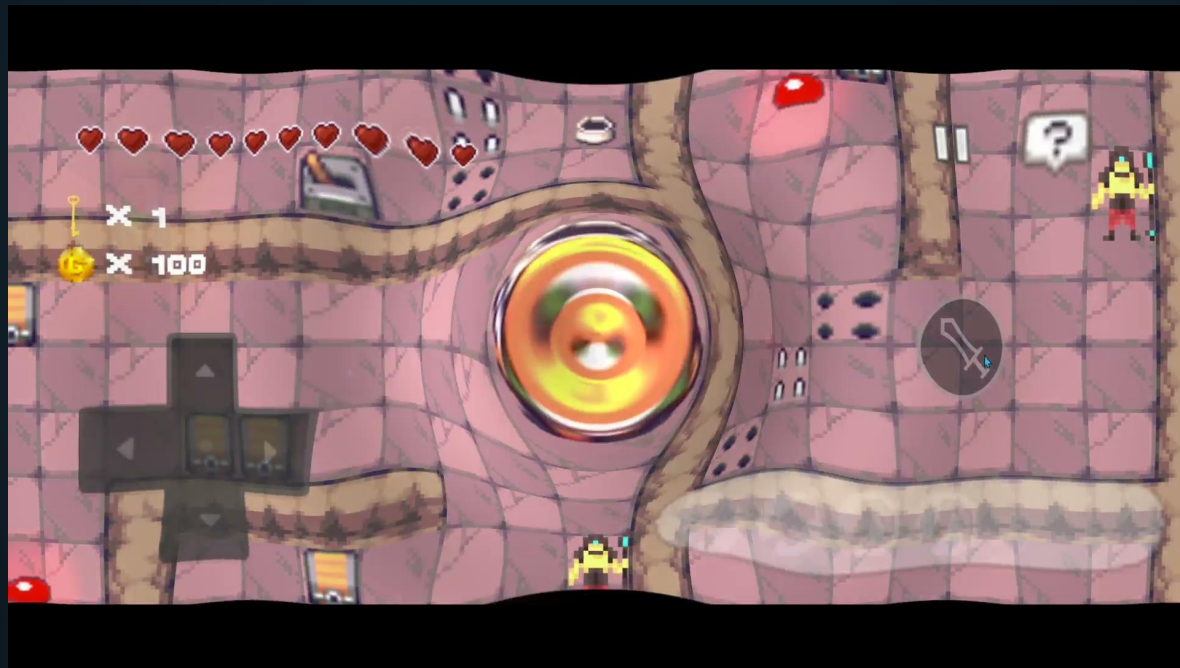
Catch Me If You Can

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By Team Avocado

CATCH ME IF YOU CAN Game Trailer





<https://haixiang.wixsite.com/avocado>



Progress for this semester

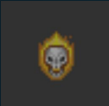



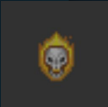
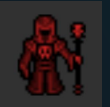
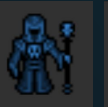

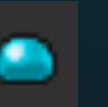
Before midterm:

1. Maze Generator
2. Add trade system and inventory system.
3. Add dialogue system.
4. Add 3 enemies(dog,ghost, golem)

After midterm:

1. Deploy the game on mobile device.
2. Enhance trade system and inventory system
3. Add 6 new enemies(3 mages, 2 slimes, red devil)
4. Add weapons.
5. Add day and night environment.

Enemy Type

Enemy Type	Description
Chaser:  	Keep chasing.
Shooter:   	Long range attack.
Tank:  	High life and slow speed.
Debuff maker:     	Can cause special effect.

Special effect

Ability Type	Description
Brute	Cause knock back
Blind	Change environment
Frozen	Cause ice damage
Fire Burn	Cause flame damage

Weapons

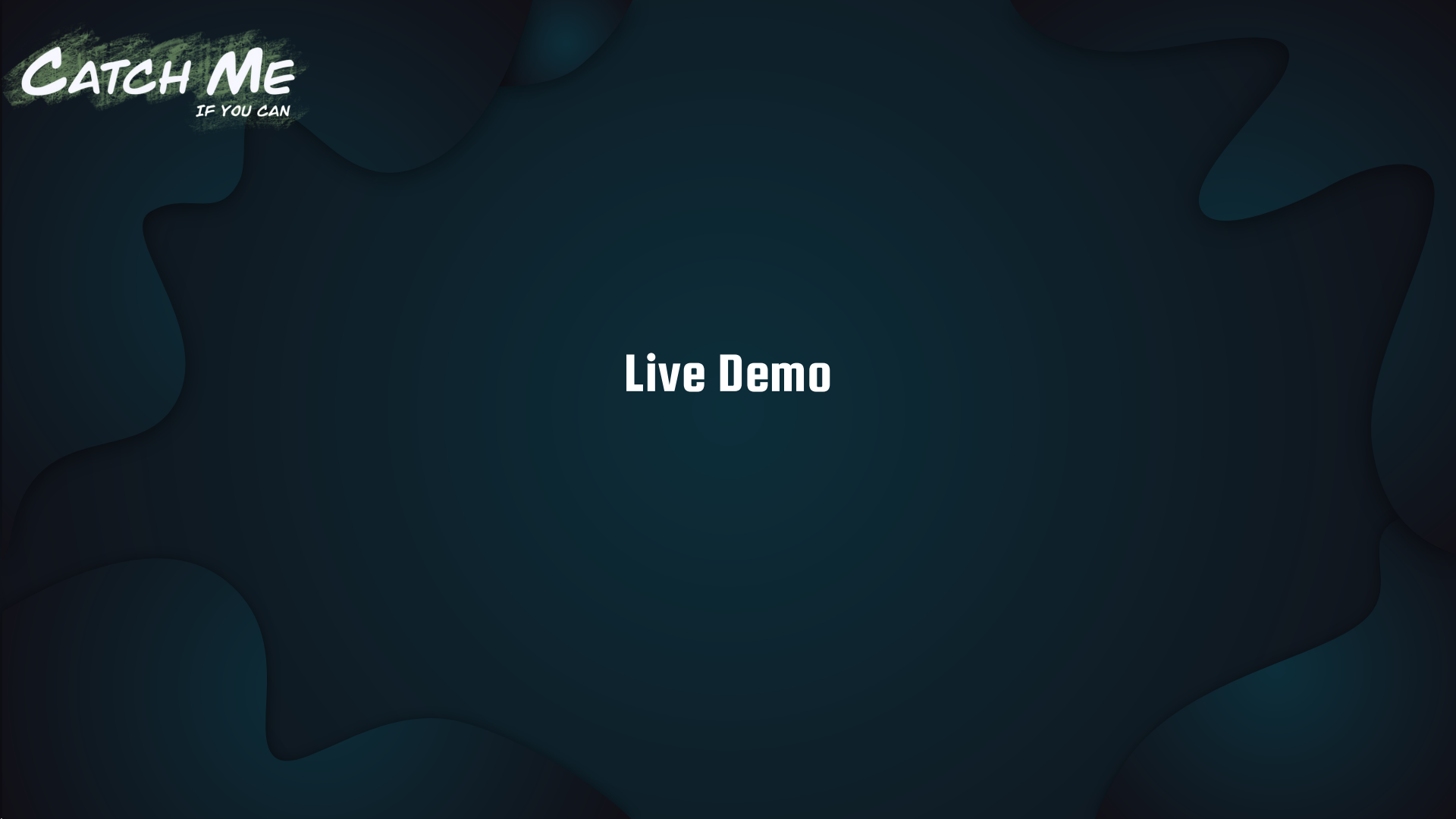
	Flame The Joy	Frost The Sad	Soul Seeker	Tal Sha	Excalibur
					
Description	<ul style="list-style-type: none"> + Tank + Frozen - Shooter - Fire Burn 	<ul style="list-style-type: none"> + Tank + Fire Burn - Shooter - Frozen 	<ul style="list-style-type: none"> + Blind + Chaser 	Powerful	Powerful

Item

Item Type	Description
Boost:   	Make player faster.
Protection:  	Make Player Invincible
Anti Debuff:    	Remove debuff effect
Health: 	Heal

	Name
Level1	The Abandon Dungeon
Level2	The Cold Plain
Level3	The Den of Evil

- Same goal: Collect 2 keys and find the Exit



Live Demo

Future work

1. Design a boss battle level.
2. Involve multiple end: happy end and sad end.
3. Add multiplayer system.
4. Enhance weapon system, add more different weapons.
5. Enhance attribute restraint.



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IF YOU CAN

Thanks

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