First report-The Eggcellent Theft

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OVERVIEW

This document has the purpose to reveal the simple yet interesting story of a small, 8-BIT, 2D, front view, platformer in which a chicken finds itself hatching without his mother. Here you can find how this idea took birth, details about the story, the making of the game and visuals.

GOAL AND USERS

The goal of this game is to simply to relax the player making it indulge in the gameplay, the graphics, and the story. It is supposed to be an easy game fun to play with no so challenging levels so that the player cand go through the game without inflicting any rage. Therefore, the users of the game might be stressed workers or students. Someone that after a long day just want to relax. in the story that finds the game worth it of their time, the game is designed for everyone trying to have a good time as a chicken.

INTRODUCTION

This is supposed to be an easy to play game that has the purpose of entertaining the player with pleasant visual, easy to the eye. The game has as the main character, Peep, which is a chicken with a personality twice its size that hatches to a cruel reality, his mother was cruelly taken by vicious fox ready to eat her for supper. And so, the story begins, instead of crying and whining our brave chicken starts its adventure going further and further into the strange and unknown forest with one thought in mind, find his mother and live a simple loved life as a chicken should. As he ventures into the woods he is challenged with viler and viler foes. This game is different from others because is not skill based and its only about the fun the player is having.

STATE OF ART

Hollow Knight

Hollow Knight is the game that inspired me to start this project.

Beneath the fading town of Dirtmouth sleeps a vast, ancient kingdom. Many are drawn beneath the surface, searching for riches, or glory, or answers to old secrets.

The game is a challenging 2D action-adventure. You will explore twisting caverns, battle tainted creatures, and escape intricate traps, all to solve an ancient long-hidden mystery.

- Explore vast, Inter-connected Worlds

- Encounter a bizarre collection of friends and foes

- Evolve with powerful new skills and abilities

As the enigmatic Hollow Knight, you will traverse the depths, unravel its mysteries and conquer its evils Forge your own path. An epic action adventure through a vast ruined kingdom of insects and heroes. Explore twisting caverns, battle tainted creatures, and befriend bizarre bugs. The world of Hollow Knight is brought to life in vivid, moody detail, its caverns alive with bizarre and terrifying creatures, each animated by hand in a traditional 2D style.

Every new area you will discover is beautifully unique and strange, teeming with new creatures and characters to discover. The world of Hollow Knight is one worth exploring just to take in the sights and discover new wonders hidden off the beaten path.

Cuphead

Cuphead is a classic run and gun action game heavily focused on boss battles. Inspired by cartoons of the 1930s, the visuals and audio are painstakingly created with the same techniques of the era: traditional hand drawn cel animation, watercolor backgrounds, and original jazz recordings.

Play as Cuphead or Mugman (in single player or local co-op) as you traverse strange worlds, acquire new weapons, learn powerful super moves, and discover hidden secrets while you try to pay your debt back to the devil!

Celeste

Help Madeline survive her inner demons on her journey to the top of Celeste Mountain, in this super-tight, hand-crafted platformer from the creators of multiplayer classic TowerFall.

• A narrative-driven, single-player adventure like mom used to make, with a charming cast of characters and a touching story of self-discovery

• A massive mountain teeming with 700+ screens of hardcore platforming challenges and devious secrets

• Brutal B-side chapters to unlock, built for only the bravest mountaineers

• IGF "Excellence in Audio" finalist, with over 2 hours of original music led by dazzling live piano and catchy synth beats

• Pie

The controls are simple and accessible - simply jump, air-dash, and climb - but with layers of expressive depth to master, where every death is a lesson. Lightning-fast respawns keep you climbing as you uncover the mysteries of the mountain and brave its many perils.
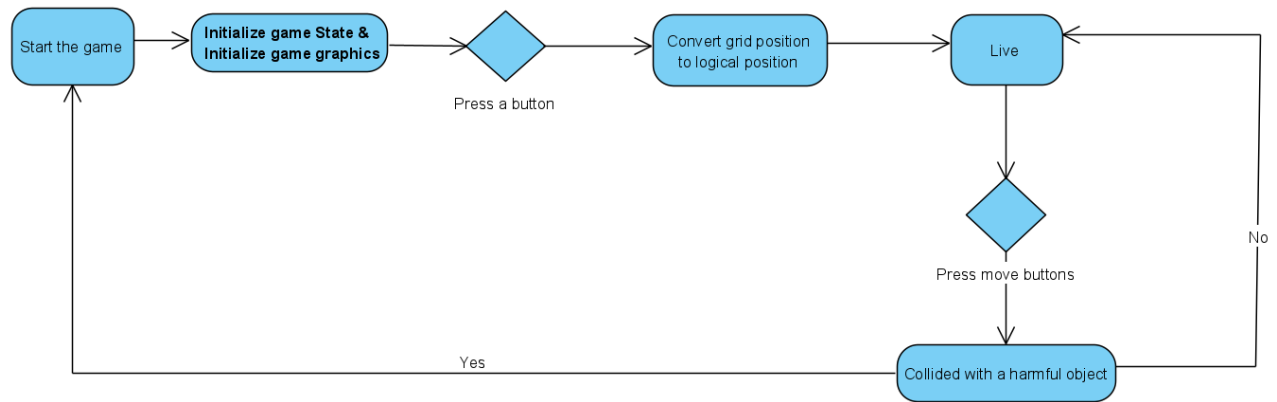
This is it, Madeline. Just breathe. You can do this.

ORIGINAL CONTRIBUTION OF THE AUTHOR

In a market full of games more complicated with hard puzzles or that require a high skill level, when you are exhausted and just want to play something without the rage that can even make the day worst , a game like TheEggcelentTheft can be exactly what you need .It is frustrating to have a passion that sometimes can lower your moral instead of lifting it, especially when you are struggling with it. So, something fun easy to play with colors easy on the eye might have a nice impact. Not everyone can play high difficulty games so most people just give up gaming, which is simply sad, so I would like co encourage people game more, and have fun while at it.

DEVELOPMENT PLAN

- The functionality of the game can be described in the following diagram describing the game flow. The diagram was made with the help of Visual Paradigm.

The flowchart contains the following elements:

- Start the game
- Initialize game State & Initialize game graphics
- Press a button
- Convert grid position to logical position
- Live
- Press move buttons
- Collided with a harmful object
- No
- Yes

- The game was made in unity which is best described in their own words "Unity is so much more than the world's best real-time development platform – it's also a robust ecosystem designed to enable your success. Join our dynamic community of creators so you can tap into what you need to achieve your vision.". The controls ,hazards ,object movement , and touching were programmed in C# with simple elements.

  The project has 4 main script with the help of which was realized the movement and the map interaction of the main character

  The first one is the movement script which lets you move the character in the desired direction.

  This snipped code is made so the game can be tested with the help of the PC. This made it easier to test the controls of the game .

```csharp
if (Input.GetKey(KeyCode.LeftArrow))
{
    rb.velocity = new Vector2(-movespeed, rb.velocity.y);


}
if (Input.GetKey(KeyCode.RightArrow))
{
    rb.velocity = new Vector2(movespeed, rb.velocity.y);


}

if (Input.GetKey(KeyCode.Space))
{
    if (onGround)
    {
        rb.velocity = new Vector2(rb.velocity.x, jumpheight);
    }
}

if (jump)
{
    if (onGround)
    {
        rb.velocity = new Vector2(rb.velocity.x, jumpheight);
    }
    jump = false;
}

if (moveright)
{
    rb.velocity = new Vector2(movespeed, rb.velocity.y);
}
if (moveleft)
{
    rb.velocity = new Vector2(-movespeed, rb.velocity.y);
}
```

When the .apk is installed the Touch script will be used which mainly does the same as the previous one but takes the input from the on-screen buttons instead of keyboard

```
public void LeftArrow()
{
    player.moveright = false;
    player.moveleft = true;
}
public void RightArrow()
{
    player.moveright = true;
    player.moveleft = false;
}

public void Jump()
{
    player.jump = true;
}

public void ReleaseLeftArrow()
{
    player.moveleft = false;
}
public void ReleaseRightArrow()
{
    player.moveright = false;

}
```

The Hazards script works simply. When the character enter in the area of an enemy the respawn timer starts which is the "death" of the character .This makes the character respawn at the beginning of the map resulting in restarting the level

```
void OnTriggerEnter2D(Collider2D other)
{
    if (other.tag == "Player")
    {
        StartCoroutine("respawndelay");
    }
}
public IEnumerator respawndelay()


{

    player.enabled = false;
    player.GetComponent<Rigidbody2D>().velocity = Vector3.zero;
    player.GetComponent<Renderer>().enabled = false;
    yield return new WaitForSeconds(1);
    player.transform.position = start.position;
    player.GetComponent<Renderer>().enabled = true;
    player.enabled = true;


}
```

HOW TO PLAY

The game has a simple structure,3 buttons are needed to play the game: up, left, right and the jump button. The movement buttons are situated in the left corner of the screen and the jump button in the right. The left/right button is for moving towards the desired part of the map while the jump button lets you access the platforms that lead you to the end of the map. Combining jump button with any of the left and right buttons will lead the jump towards the chosen direction. Using this movement methods, you can dodge various obstacles like enemies and Spikes.

The character starts from the left side of the screen with the purpose to reach the right side of the screen, navigating through the platforms encountering perilous falls and enemies

The enemies are classified as hazards which upon touching kills you instantly

and respawns the character at the beginning of the map making you play through the map again.

Falling off the map has the same effect as touching the enemies .

REFERENCES

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