

Phase 4 Report

Group 25

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Link to the video

<https://www.youtube.com/watch?v=n3hWHrvQV0I>

Link to the presentation

https://www.canva.com/design/DAFTpwGZrRs/5ZeppfRtTU7lChll74X63Q/view?utm_content=DAFTpwGZrRs&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton

Tutorial

The Game

Our minions laboratory game lets the user control a minion and the goal is to escape the laboratory by reaching the doors, which mark the end of the map. When the game starts, you start with three lives and a score of zero. As you navigate around the map there are oil traps and enemy minions that you must avoid or else they'll take your lives away. Each time you collide with a trap or an enemy minion, they take one life away from you and make you go back to the very beginning on the map. There are rewards along the way that will help you reach the doors, being apples and bananas. The bananas will increase your score by 20 and the apples will increase your life count by one every time you collide with one. When you reach the end of the map and collide with the doors, you are able to continue on to the next level or you can go back to the main menu of the game.

Final product

We have stayed faithful to the overall design of the game however we have improved the UI from what was handed in, in phase 1. We have added different levels of the game as an extra feature. The player, enemies, regular and bonus rewards and traps have been implemented as suggested in the initial plan.

Lessons learned

In order to have a strong and developed foundation you must do extensive prior research about the project you are making. In phase 1, we mainly brainstormed ideas and concepts

that we learned from class but without knowing any outside info about games in java. We should have researched more in phase 1 to have a better understanding of where things were going in phase 2. However in phase 2 a lot of time was allocated in researching about libraries and documentation in java which could've been done in the previous phase. If we were a bit more efficient in the different phases of the game, we could've spent more time implementing our design and ideas, polishing the game further.

Demo



When the program is run, this is the window that appears, you can choose between the option by moving up or down with the arrow keys or wasd keys and then pressing enter to confirm.

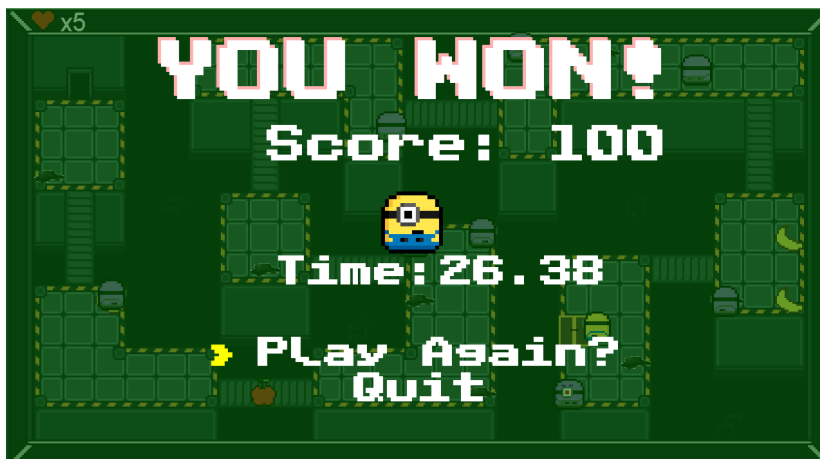


During the game you can use the key "p" on the keyboard to pause and then also use the same key to resume the game.

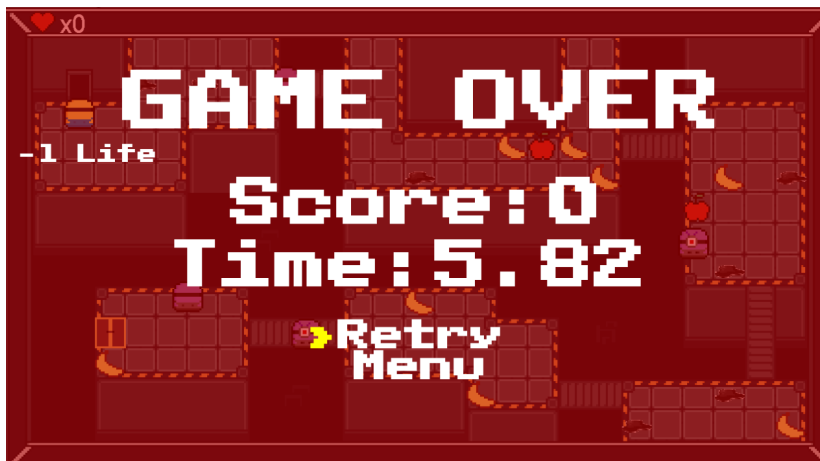


Move the player by using the WASD or arrow keys and collect bananas as you go. The apples are bonus rewards which increase your life, you can collect them when they appear on the map. The bananas will add 20 scores to the overall score. When the door is reached you will move on to the

next level where you have the option to continue or go back to the main menu.



You will see the win screen when you are able to reach the end mark in the last (3rd) level of the game. You can press enter to play again or you can choose to quit by using the down arrow key or the "s" key and end the program.



You will lose the game when the score or the life of the player falls below zero. In this case the player has the option to retry or go back to the main menu. (again using the arrow or wasd keys and pressing enter)