



TEB1043- Object Oriented & Programming
MAY 2025

PROJECT DOCUMENTATION

LECTURER:
NORDIN ZAKARIA

Team Members:

| No | Name | Student ID | Programme |
|-----------|-----------------------------------|-------------------|------------------------|
| 1 | Ch'ng Zhe Wei | 22010417 | Information Technology |
| 2 | Zhi Siyuan | 24006912 | Information Technology |
| 3 | Muhammad Haziq Bin Mohd Shahrudin | 22006459 | Information Technology |

Project Description

Pink Man – The Enchanted Apple Quest is a 2D side-scrolling platformer where players help the brave Pink Man restore magic to the enchanted land of **Orchardia** by collecting mystical apples. Each level presents a new challenge that tests the player's control, timing, and survival skills.

Gameplay Overview

Level 1: Basic Awakening

Learn to move and jump while collecting **10 apples** across simple terrain.

Level 2: Forest Frenzy

Dodge **frogs** and find **12 apples**.

Level 3: Barnyard Blitz

Avoid **frogs** while collecting **14 apples**.

Level 4: Bridge of Peril

Cross **moving blocks** and avoid **spike traps** to gather **16 apples**.

Level 5: Trial of Reversal

Conquer **rotating platforms** to collect the final **18 apples**.

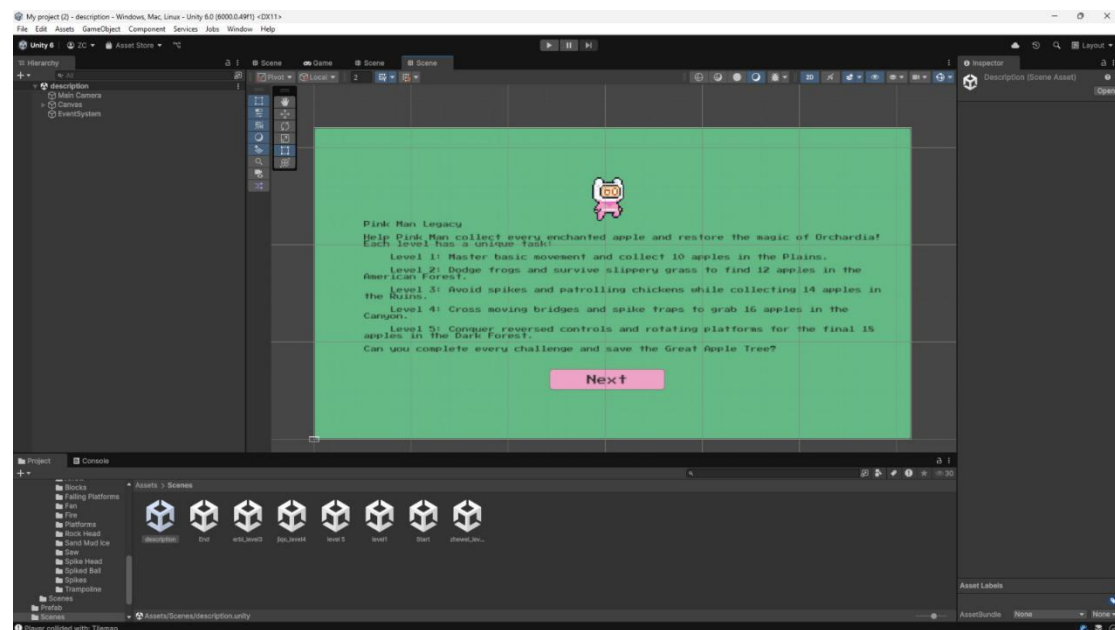
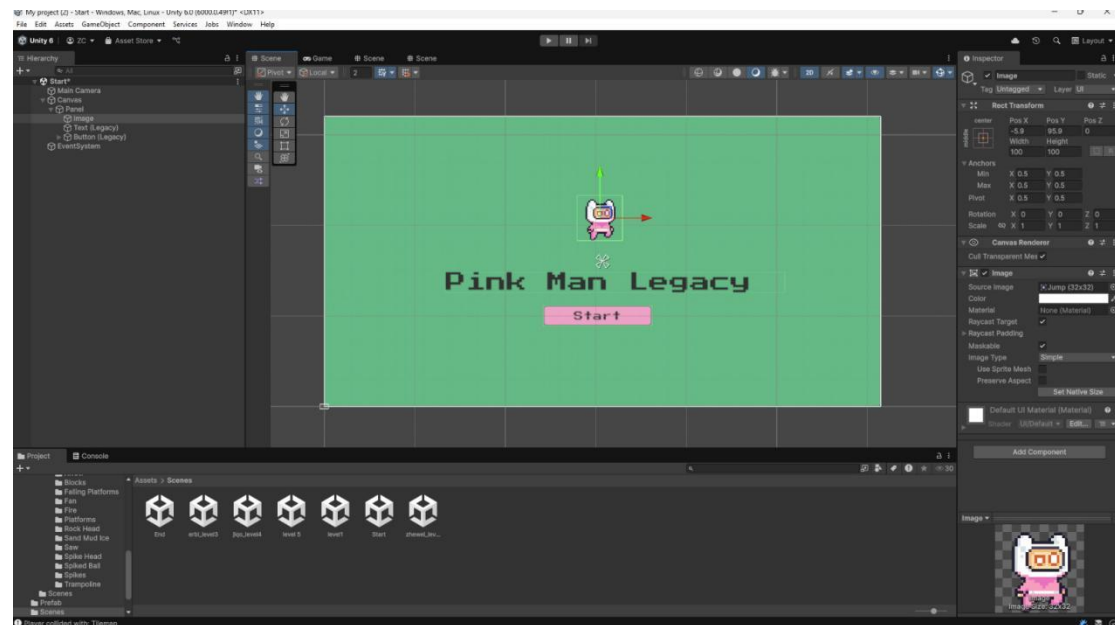
Objective

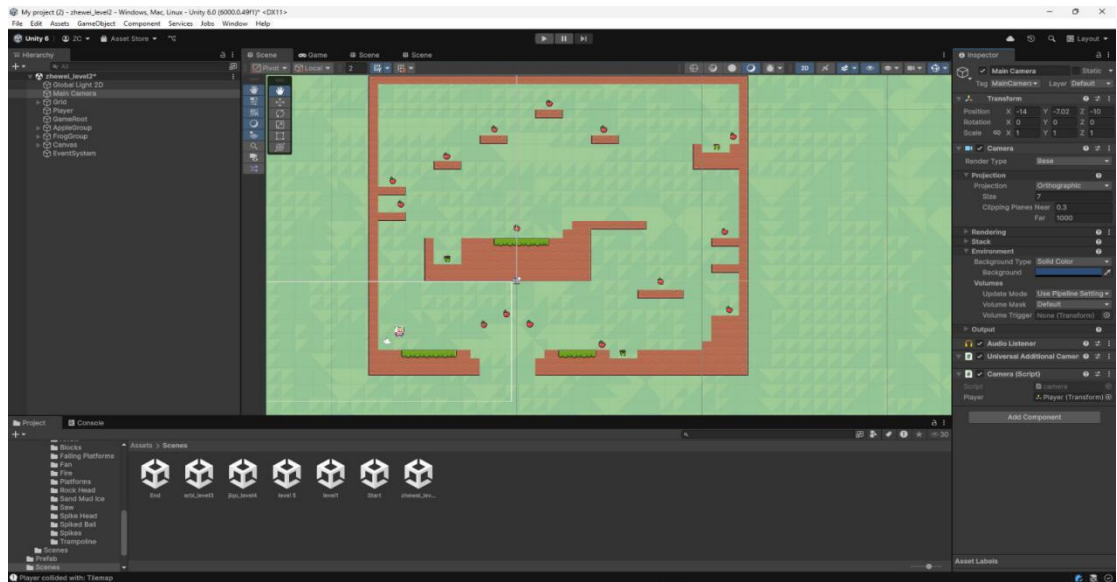
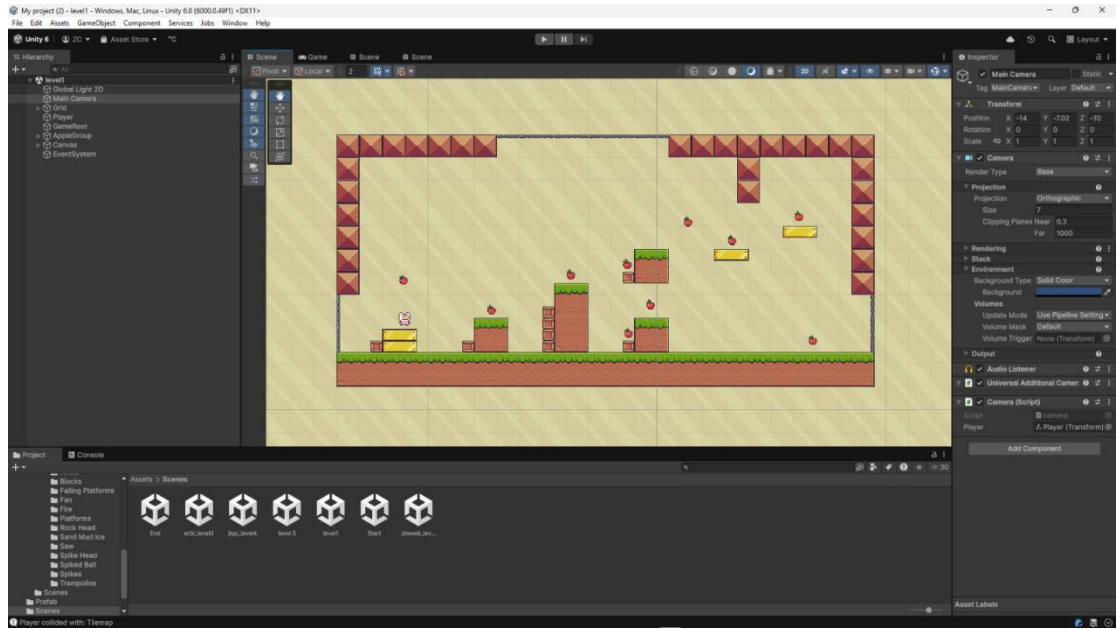
Your mission is to complete all five levels, overcome the unique obstacles, and restore the power of the **Great Apple Tree**. Can you master every challenge and bring magic back to Orchardia?

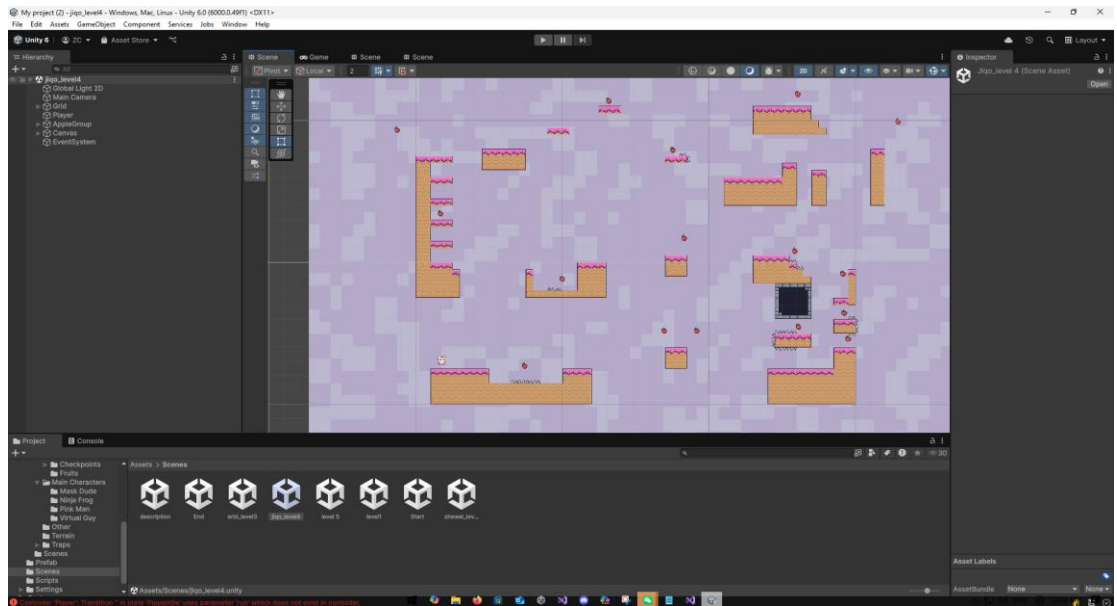
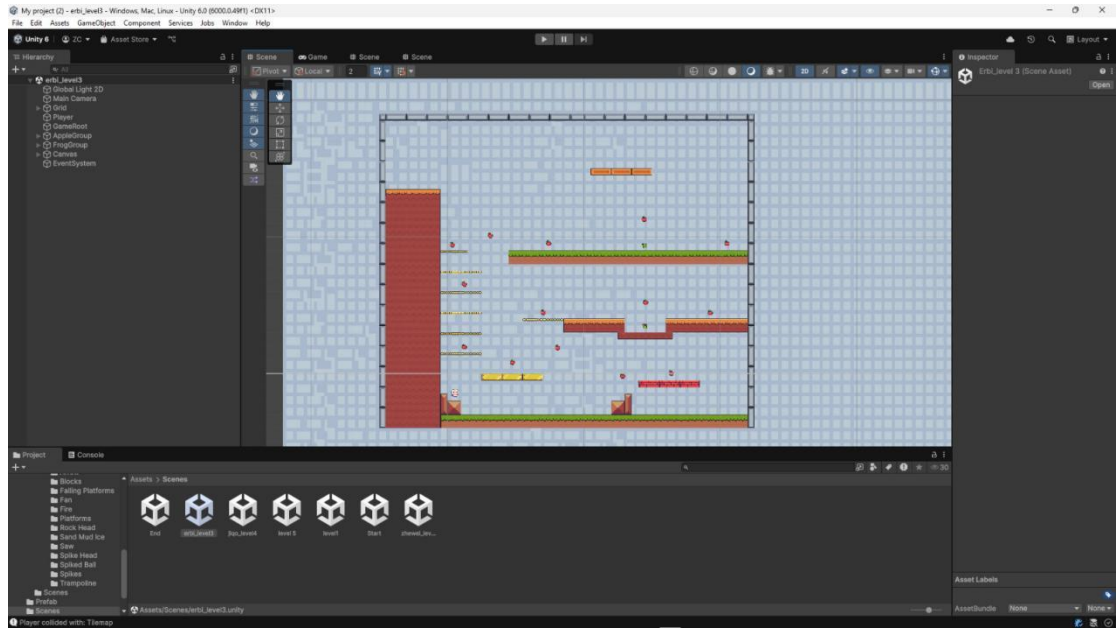
Team organization and contributions

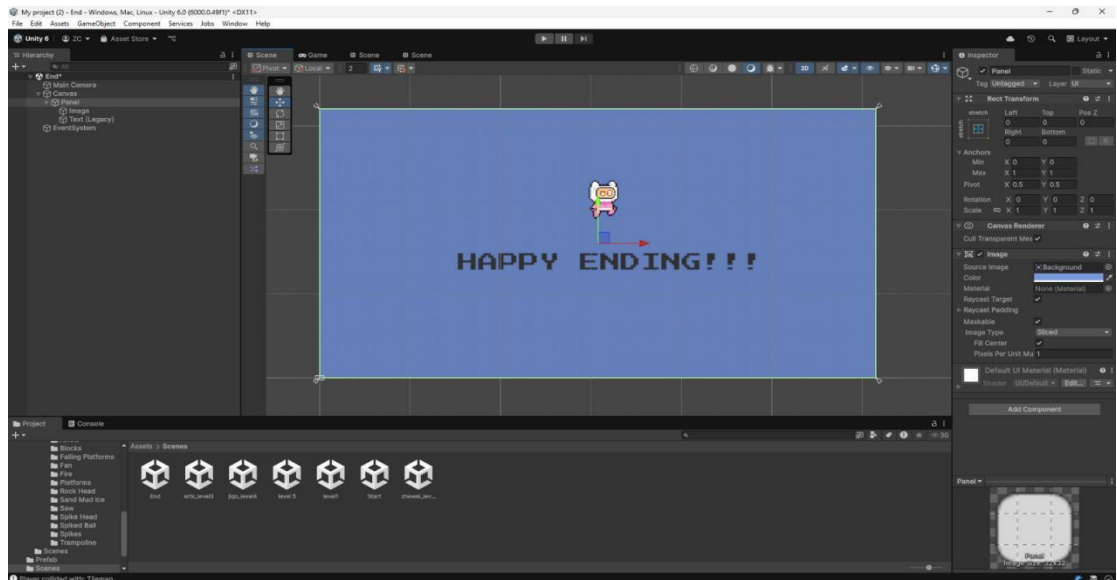
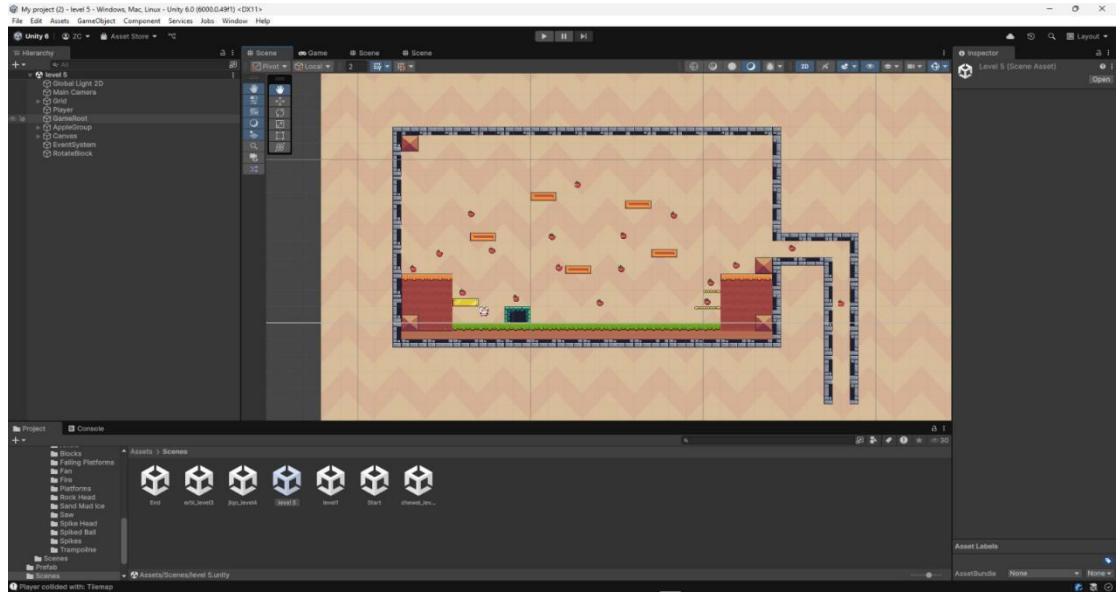
| Name | Contribution |
|--|---|
| Ch'ng Zhe Wei | <p>Design and build the map layout for Part 2 and Part 5. Build the Tilemap for Part 1. Final adjustment for the game. Record video and upload them on YouTube. Uploading codes to GitHub. Writing and completing Documentation. Completing UML diagram.</p> <p>Implement and integrate the following C# scripts: PlayerMovement.cs FrogNPCMovement.cs ItemCollector.cs DieMapArea.cs</p> |
| Zhi Siyuan | <p>Design and build Tilemap for Part 3. Modify Tilemap for Part 1. Implement character actions (pickup, damage reactions, etc.) Develop the Start Screen and End Screen UI (buttons and layouts) spike trap code part 4. Writing and completing Documentation.</p> <p>Implement and integrate C# scripts: RotatedBlock.cs StartMenu.cs EndMenu.cs MovingBlock.cs</p> |
| Muhammad Hariz Haziq Bin Mohd Shahrudin | Design and build the Tilemap for Part 4. |

Screenshots

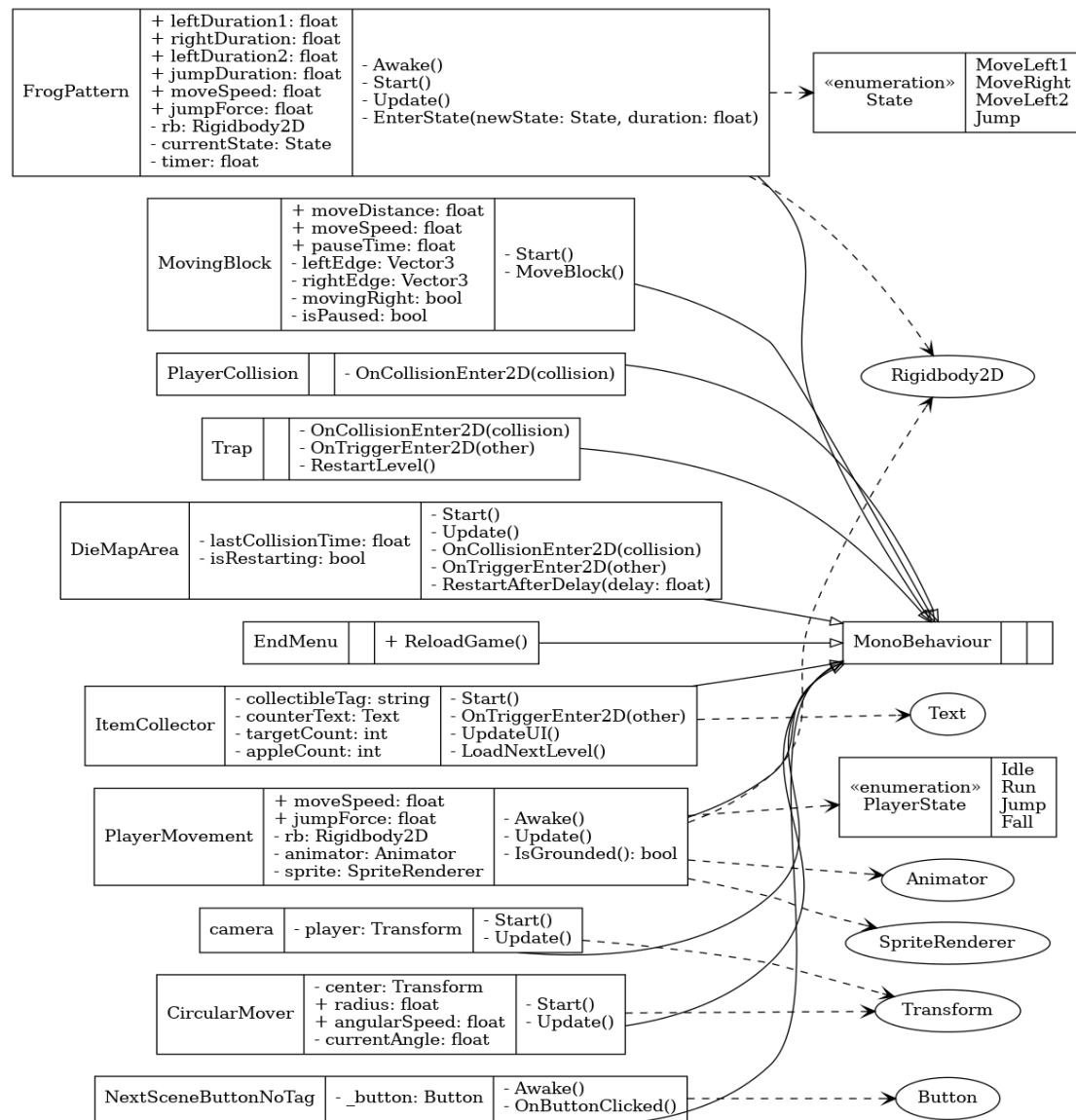








UML DIAGRAM



LINKS

GitHub link:

<https://github.com/scip32/OOP-Game-Project>

Video capture link:

<https://youtu.be/wJaSEyFGyag?feature=shared>