

Project Description

Monkey Escape is a 2D pixel-style game with the protagonist being a monkey that starts in the monkey cage at the beginning of the game and collects keys to escape the zoo. The player uses the arrow keys on their keyboard to control the monkey as it navigates through the map. The monkey can move up, down, left, and right.

The monkey needs to get to the exit, which is initially locked, in order to leave the zoo. At a random location on the map, the monkey begins in its cage. The monkey needs to find a key that is hidden on the map somewhere in order to unlock the exit so that it can escape. The monkey must evade the zookeeper as they move, or they will lose the game.

The monkey can move one tile per turn, and it cannot move onto the same tile that is already occupied by an enemy or barrier entity. At each turn, one or more zookeepers make their way towards the monkey. The zoo keepers also get to move one tile each turn, but they cannot move onto a tile that is occupied by a barrier entity. The zookeeper can move onto a tile that contains another zookeeper, or that contains a lion pit, without being harmed. If a zookeeper moves onto the same tile as the monkey, the game is over and the monkey loses.

Scattered throughout the map are several lion pits that act as punishment. If the monkey moves onto a tile that is occupied by a lion pit, the monkey loses 150 points and a penalty of 2 ticks.

In each game, there is a key that is placed somewhere on the map. The monkey must collect the key by moving to the same tile as the key before opening the door to escape the zoo. At the start of each game, several bananas are placed down, which act as a reward for the monkey. By moving to the same tile as the banana, the monkey gets 50 points. The bananas are not needed to escape the zoo. The monkey must reach the door to escape the zoo on the opposite corner of the starting point. This leads to the next level, which gets increasingly difficult.

When a round starts, the monkey is in its starting cage, the door to escape the zoo is locked, and the bananas and keys are randomly placed on the map. There will be a random number of bananas placed each round, and the number of zookeepers spawned will be the same as the number of the level.

The game continues with an increasing number of rounds until the monkey is caught by the zookeeper or the total score is reduced to zero from the punishments.