Team Identification

Team ID: 2059-901

Competitive Event: Video Game Design

Level: High School

LEADERSHIP EXPERIENCES (for Video Game Design)
- There was much collaboration between team members to make sure everything got done. (Do)
- We made steps for the game design process (base code, levels, art, transitions). (Do)
- We allowed others to test the game to ensure that the instructions were clear and that is was fun to play. (Know)

LEADERSHIP EXPERIENCES

College/Career Planning
- Each team member takes courses in school related to know they want to be when older. (Be)

STUDENT COPYRIGHT CHECKLIST
(for students to complete and advisors to verify)

1) **Does your solution to the competitive event integrate any music?** YES ✓ NO _____

   If NO, go to question 2.

   If YES, is the music copyrighted? **YES** _____ **NO** ✓

   If YES, move to question 1A. If NO, move to question 1B.

   1A) Have you asked for author permission to use the music in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission (OR use royalty free/your own original music) and if permission is granted, include the permission in your documentation.

   1B) Is the music royalty free, or did you create the music yourself? If YES, cite the royalty free music OR your original music properly in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any music into his/her competitive event solution.

   I, _____ (chapter advisor), have checked my student's solution and confirm that the use of music is done so with proper permission and is cited correctly in the student's documentation.

2) **Does your solution to the competitive event integrate any graphics?** YES ✓ NO _____

   If NO, go to question 3.

   If YES, is the graphic copyrighted, registered and/or trademarked? **YES** _____ **NO** ✓

   If YES, move to question 2A. If NO, move to question 2B.

   2A) Have you asked for author permission to use the graphic in your solution and included that permission (letter/form) in your documentation? If YES, move to question 3. If NO, ask for permission (OR use royalty free/your own original graphic) and if permission is granted, include the permission in your documentation.

   2B) Is the graphic royalty free, or did you create your own graphic? If YES, cite the royalty free graphic OR your own original graphic properly in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any graphics into his/her competitive event solution.

   I, _____ (chapter advisor), have checked my student's solution and confirm that the use of graphics is done so with proper permission and is cited correctly in the student's documentation.

3) **Does your solution to the competitive event use another's thoughts or research?** YES _____ NO ✓

   If NO, this is the end of the checklist.

   If YES, have you properly cited other's thoughts or research in your documentation? If YES, this is the end of the checklist.

   If NO, properly cite the thoughts/research of others in your documentation.

   CHAPTER ADVISOR: Sign below if your student has integrated any thoughts/research of others into his/her competitive event solution.

   I, _____ (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation.

Purpose, Description, and Instructions for Play

Purpose

The purpose of this game is to let people know about the events and activities in TSA though a RPG-style game. By having collectibles and weapons be modeled after events and symbols in TSA (such as the Catapult from Catapult Design and the Navy, Scarlet and White colors of the inventory), people who may not have known about TSA can get a glimpse about what it is all about while playing an entertaining video game.

The target audience of this game is anyone who enjoys active RPG-type video games, though others who have not yet played RPGs (or video games at all, even) can still enjoy the game.

Description

This game answers the question that nobody ever asked: "What would happen if there was a nuclear fallout during the TSA states conference?"

Find your way through the monster-infested Six Springs Convention Center and Hotel, while using TSA-related items to aid you on your quest. There are three bosses that block the path out of the hotel, so beat all three to escape!

How to Play

- **Exploring the Map**
  - <u>Use the keys WASD to move around the map, and space to jump.</u> If you would like to enter a door, move into the doorway and you will enter a new room (if the door is locked, you won't be able to enter the room).
- **The Inventory**
  - <u>Press E to access the inventory.</u> While inside the inventory, you can view your statistics, switch what weapon you are using, and view the collectibles you have found (more on all of this later).
- **About Health and Defense**
  - Health and Defense are tracked in the upper-left hand corner in the screen, next to the heart and shield symbols, respectively. If an enemy hits you, you will lose health and defense. To regenerate health, you can simply stand on a checkpoint. Defense regenerates automatically, but it will regenerate much faster if you stand on a checkpoint. If both your health and defense drop to 0, you will go back to the last checkpoint you touched with full health and defense.
- **Using Weapons**
  - Throughout the hotel, there are a number of weapons that you can find. To pick one up, just walk into it and it will automatically go into your inventory. <u>To use the weapon you are holding, you can either press the M key or just click anywhere in the game.</u> Certain weapons (like the pencil) can only hit monsters that are close

to you, while others (like the catapult) launch projectiles at monsters in the way you are facing. You can switch what weapon you are using in the inventory by navigating to the weapons page and clicking on the weapon you want to use.

- **About Collectibles**
  - There are also a few collectibles you can find in the hotel, and you can pick them up by walking into them. Each collectible you find will increase your maximum health or defense, so they are pretty valuable things! To see more information about the collectibles you have found, find the collectibles page in your inventory and hover over the collectible you would like to know more about.
- **Monsters**
  - There are a bunch of different types of monsters that inhabit the hotel. Each one has slightly different attacks and health values, so the best way to learn about them is to observe their actions. To defeat a monster, simply attack it with any weapon and it will eventually vanish.
- **Bosses**
  - Bosses are large monsters that guard the checkpoints that allow you to advance in the game. They can be defeated just like any other monster, but they have a lot more health and stronger attacks. There are three bosses in the game: defeat all three to escape the hotel!

TECHNOLOGY STUDENT ASSOCIATION
PLAN OF WORK

	Date	Task	Time involved	Team member responsible	Comments
1	9/11/2018	Brainstorming Ideas	2 days	2059-010 2059-015	Thought of many ideas for video games, and decided on the current idea.
2	10/6/18	Music Creation	50 days	2059-010	Created the music files to be used in the game. Multiple loops were made so the team could pick the best ones to be in the game.
3	10/6/18	Game Engine Design	86 days	2059-010	Designed the physics, player, and health engines to be used in the game.
4	12/11/18	Art/Graphics	31 days	2059-015	Art and graphics were created for the player, enemies, map, etc.
5	1/3/18	Art Implementation	8 days	2059-010	Using the art and the game engines, the hotel map, items, and enemies were implemented into the game.
6	1/8/18	Documentation	3 days	2059-010 2059-015	Finalized documentation for the project, including the creation of a website so the PDF binder and game could be easily accessed.

Advisor signature _____