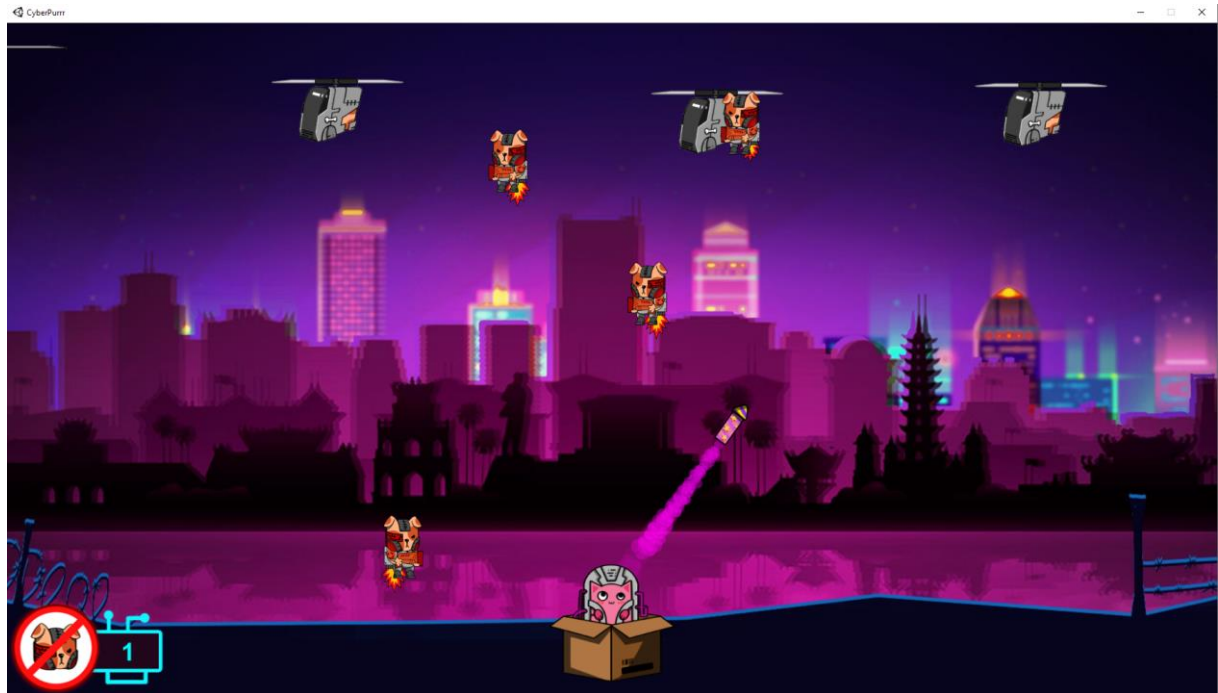# HAN PRG Game Programming Contest

In 8 hours, your team's task is to complete the gameplay of a mini game - CyberPurrr.

Please run the demo (**Demo\CyberPurrr.exe**) for reference. Here's a screenshot:

I.   Gameplay:

Helicopters are spawned from the top left (or top right) of the screen and fly toward the left (or right). They will drop dogs randomly to evade the Cat's base (our main character).

The Cat will use its turret to defend the base from the incoming dogs. 1 point is scored whenever a dog is eliminated.

When a dog reaches the ground, it runs toward the base and when it reaches the base, the base will explode and it's Game Over.

II.   Given assets:

All necessary assets will be placed in **Assets** folder.

III.   Your task:

Your team's task is to complete the game as shown in the demo.

Your submission will be evaluated base on the following criteria, so pay attention to it:

Main task	Detailed task	Points	Total
Helicopters	Helicopters fly on top of the screen, from left to right and vice versa. Helicopters' sprites show correct directions	5	17.5
	Helicopters drop dogs randomly	5	
	Exploded when being hit by a bullet, breaks into small parts and fall down	5	
	Has animation: flying	2.5	
Dogs	After being dropped by helicopters, dogs fall down gradually to reach the ground	5	17.5
	When being hit by a bullet, dogs are pushed away then fall down and be eliminated	5	
	When a dog reaches the ground, it runs toward the base	5	
	Has animation: falling down, running toward base	2.5	
Main character	The cat's base is positioned at the bottom center. The cat's gun follow the mouse's position. The gun cannot target dogs on the ground	5	20
	Use mouse left click to shoot, hold down to fire automatically	5	
	Limit the fire rate of the gun (i.e. do not accept incredibly fast click speed)	5	
	The base exploded when a dog reach it	2.5	
	Has animation: explosion	2.5	
Bullets	Explode and destroy helicopters on hit	5	15
	Not explode but push and eliminate dogs on hit (be able to go through multiple dogs)	5	
	Has smoke behind while flying	5	
Menu & UI	Have Main menu & able to start game	2.5	10
	Has UI to display current score	5	
	Has Game Over screen & able to replay game	2.5	
Innovation	In addition to the basic functionalities, implement more features that suitable for the game	10	20
Game feel	How the game feel to users (smoothness, responsiveness, user experience, ...)	10	
		Total	100

IMPORTANT NOTE:

- You will submit your code and builds to your team's repository on GitLab.
- Scoring criteria are divided into main tasks so you're recommended to commit your code after finishing each main task.
- If there are 2 or more teams with the same score, the Jury Board will decide the winner based on the following extra criteria (ordered as their priorities):
  o The total number of completed game features (main tasks)
  o The final submission time

IV.   Timeline:

Venue: Gameloft HAN Studio

Time: 28-Dec, 8 hours from 1 PM to 9 PM

V.   Submission format:
- Your final submission should be placed in a folder named **Final_Build** in the root folder of your project.
- Make sure that your game is playable at average 30 FPS or above. Too lagging and unplayable submissions may be disqualified.

If you have any problems, feel free to contact the Organizers:

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