



Project NX- Please Understand

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Project NX- Please Understand

- + 2D Cave Crawler
- + Takes place in deep sea environments
- + A fresh take on the 2D Cave Crawler genre by placing the entire game underwater rather than just mere sections.
- + Similar to a Metroid Plaformer but there is no combat

Project NX- Please Understand cont.

- + 3 full levels
- + Includes various deep sea creatures
- + Includes: jumping, obstacle detection and enemy collision mechanics
- + The worlds are all drawn in JFrames and use the Java swing and java awt libraries

Goals Achieved

- + Player is a diver
- + Overall visual goals were met
- + Levels are playable
- + Variety of enemies are capable of being put in the worlds
- + Main antagonist works properly
- + Typical platforming mechanics are being implemented

Goals left Unachieved

- + Actual story was not included
- + Power ups were not included
- + Collectable items were not included
- + Different level themes were not included
- + Number of goal levels was not achieved
- + Enemies do not have diverse behaviors
- + Gravity

Problems in Development

- + Coordinate System
- + Jumping Mechanic
- + Obstacle and Enemy Detection
- + Player Movement
- + Gravity

Questions?