"Project NX – Please Understand"

Joe Yates, Victoria Lang, Reid Mather, and Alondra Sandoval.

For our project, we decided to make a 2D platforming game. Our game aimed to create a fun and challenging scene for the user and for us. The setting is at the bottom of a deep sea. The game is based on purely platforming through the environment without the aid of any weapon or power-ups.

We were able to create a blue background that served as our start-up for our underwater adventure. With several obstacles around the screen that blocks the scuba diver's path, such as rocks and sand, while at the same time avoiding underwater animals such as whales, sharks, rays, and fishes. The scuba diver is a human being in a gold suit with a single life that is initiated at 100% and once all the health reaches zero, the game ends. The enemies swim around the screen at random speeds and directions without trying to follow the main player. The game

consists of three levels that progressively get harder as the player continues with more obstacles and more enemies to avoid. As mentioned, the player has no power-ups and cannot restore any health unless the game is restarted. Once the player reaches the end of every level, a new window pops up displaying the new level. In level 3, the player is to avoid the main enemy, Kevin Bacon, whom can track the Player from a certain distance. If Kevin Bacon is able to detect the Player, the user loses automatically because Bacon is deadly.

Initially, our game concept was very specific and with a lot of details. Our initial idea was to create a 2D platforming game setted in the deep blue sea with a retro scuba diver. Our scuba diver would be able to find and collect power-ups, chests, health along his journey through different levels. Another one of our ideas was to create the secret doorways that would lead the player into mini games and other activities for more powerups and health. The Scuba Diver would be chased by another scuba diver to make things a little bit more fast-paced

and interesting. Of course, have the enemies floating around each level, obstacles for the player to avoid and a health that would keep the player going.

Although many of our ideas were unable to be completed, we created a lot of what we did want to achieve. We were unable to create mini games for the player, power-ups that allowed the player to continue through the levels, have more levels (not just three), and implemented the scuba diver that would chase the main player to make the game more fast-paced.

Despite, the things we were unable to do, we are satisfied with what we completed.The main idea was the 2-D platforming underwater blue adventure which we were able to implement the way we wanted. We were able to create the enemies the way we wished with the random speed and direction. A health bar that determines the player's availability to continue though the game. Finally, have a big final with an enemy that would be deadly.

We worked together as a team. We got together within the first couple of days after our groups were assigned to start developing our project idea. We were able to come up with an overall project idea along with weekly goals. After setting these goals, we were each able to get assigned each a task. Reid created the first test world of our game. He made the JFrame, background, basic obstacles. Reid also worked and developed a huge part of the project which was obstacle detection. This allowed our game to work and run smoothly. Reid created all the obstacles in each of the worlds. Joe worked on enemies. He colored them, scanned them, and loaded them into each of the levels. He was also able to apply Reid's obstacle detection to his enemies in order to deduct health from the. Victoria was in charge of all the textures of our class. She created the sand and rocks from our world. She also commented the code. Alondra worked mostly with the player. She drew and loaded in the player. She was able to make the key input work with BufferedImage. She was also able to create the player's health bar and

create methods to be able to subtract from it when the player touched any enemy. Overall, we worked as a team. Put our heads together when things were not working or had questions. We are proud of the outcome we were able to create.

rr