

# **COMP 3609 - Game Programming**

## **Assignment #3**

### **Final Report**

#### **Group Members:**

Johnathan Girod-Williams - 816004809

Amelia Lalla - 816021543

#### **Game Concept:**

Lillia wakes up and looks around at her unfamiliar new surroundings. The last thing she remembers is drifting away while in Champ Select. She had just locked in as Lillia, her namesake and new favourite champion, but somehow, she was transported into a hut that smelt of urine, feces and dried hay. She looked around while it dawned on her that she had never seen hay and should not know what it smelt like.

As Lillia leaves the rickety shed that she woke up in, she finds herself in a village that is completely new to her. Despite this, she notices that she doesn't feel uneasy or surprised in the least, which is somehow more shocking than her new world. After spending some time in the village, Lillia decides she has had enough of this Alice in Wonderland nonsense and makes her way home. However, reaching back home is not going to be an easy thing to do, as this new world she has landed in is not entirely friendly and safe.

## **Game Play Video link:**

<https://youtu.be/dyQHumqgK5Y>

## **Link to GitHub repo for code:**

<https://github.com/wustyle/Game-Programming-Assignment-3---Project.git>

## **How to Play:**

### **Controls:**

#### **Keyboard:**

W or Up Arrow - Walk Up

A or Left Arrow - Walk Left

S or Down Arrow - Walk Down

D or Right Arrow - Walk Right

E - to switch between targets/enemies

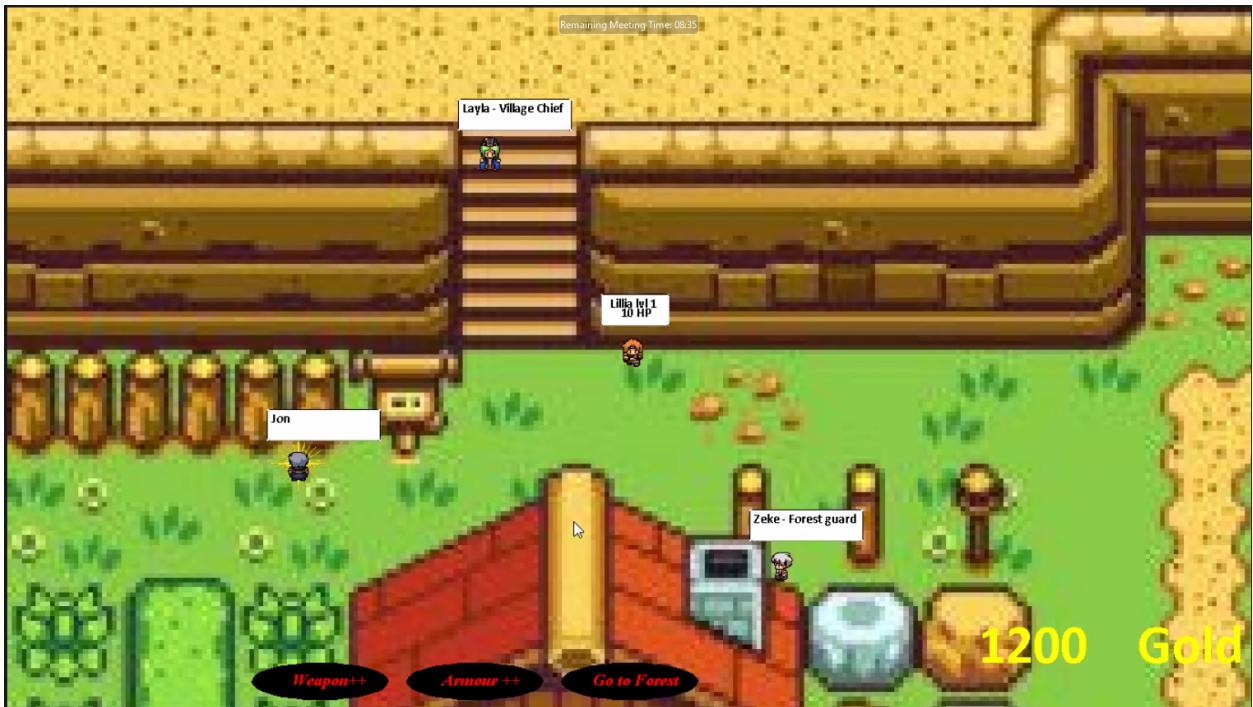
T - to talk to NPCs (you must use E to switch between which NPC to talk to)

**Mouse:** Left-click to select buttons on screen.

Level up by gaining experience from killing enemies.

Win the game by defeating the boss.

Village screen:



Weapon++ button - Upgrades weapon, each weapon upgrade costs 500 gold.

Armor++ button - Upgrades armor, each armor upgrade costs 500 gold.

Go to Forest - takes you to the Forest screen.

Forest screen:

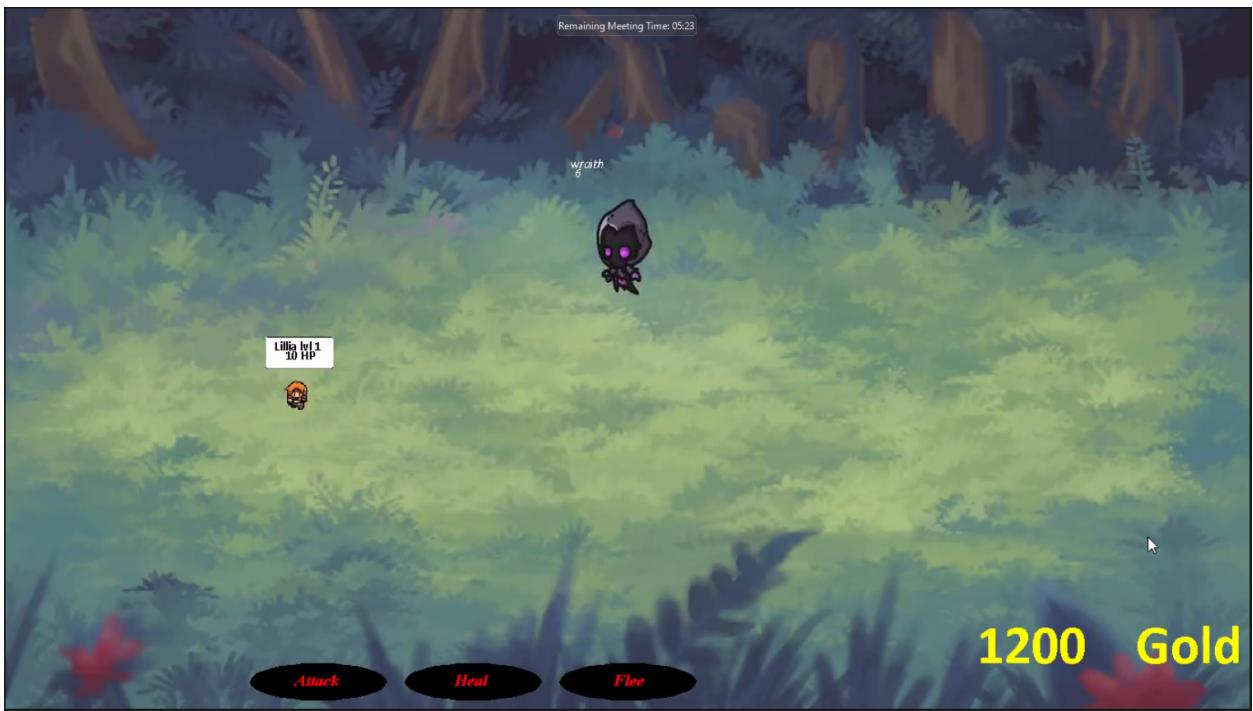


Force Combat button - Even though enemies spawn randomly while in the forest, you can force an enemy combat if you want.

Meet Boss button - To win the game, you must defeat the Boss. The Meet Boss button forces you into combat with the endgame Boss.

Go To Village button - Takes you back to the Village Screen.

Combat screen:

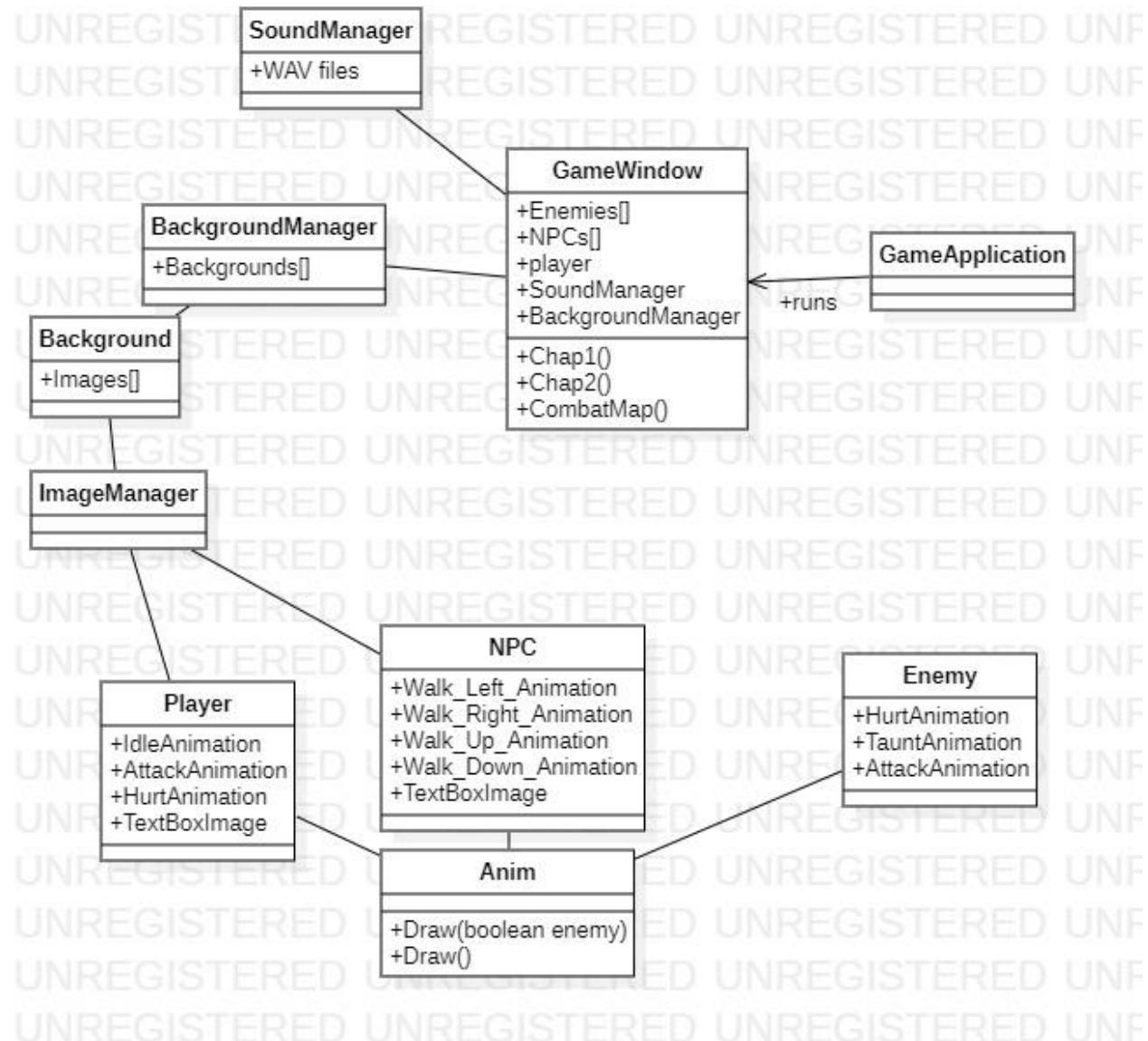


Attack button - Attack an enemy selected

Heal button - Heal your character

Flee - Flee combat

## Class Diagram:



## **References:**

Weapons pack - <https://babysamurai.itch.io/super-epic-fantasy-weapons-pack>

Items (Potions) pack -

<https://craftrix.net/freebies/free-paint-pixel-art-icon-pack/?num=1&count=287&sq=items&pos=4>

Monsters used:

Wraith -

<https://craftrix.net/freebies/free-wraith-tiny-style-2d-sprites/?num=1&count=3&sq=wraith&pos=2>

Fallen Angel - <https://craftrix.net/freebies/free-fallen-angel-chibi-2d-game-sprites/>

NPCs - <https://neo-game.itch.io/100-fantasy-rpg-npc-sprite-set>

Main Character:

Attack animations: <https://www.deviantart.com/xuweisen/art/Sailor-V-sprites-sheet-269922056>

Walking animations: <https://neo-game.itch.io/100-fantasy-rpg-npc-sprite-set>

Backgrounds:

Forest - <https://www.deviantart.com/phyromatical/art/THE-Safari-Zone-430866110>

Combat - <https://opengameart.org/content/backgrounds-3>

Village - <https://thegameassetsmine.com/product/pixel-art-town/>

Tasks done by each member:

**Johnathan:**

- Combat gameplay
- Main Character
- Leveling
- Changing Screens
- NPCs
- Talking System
- Enemies

**Amelia:**

- Story
- NPCs
- Animations
- Sounds
- Images
- Sourcing
- Documentation

Signatures:

A handwritten signature in black ink that reads "Amelia Calla". The signature is fluid and cursive, with "Amelia" on top and "Calla" below it.A handwritten signature in black ink that reads "Johnathan Girod-Williams". The signature is cursive and follows the name.