

A1

2D Game Engine Development

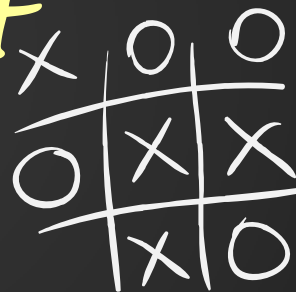
Have fun!!!

CHEN
ZHENGANG

ZHANG ZIYI

GROUP 3

JIANG XINYUAN





FLYING PIECE



Level 1

Level 2

Level 3

SHOP

How to play

About us

Main menu

How to play

Return to main menu

Enter the SHOP

Flying up



Choose

Slow down

Accelerate

About us

MADE BY

WUMING GROUP:

CHEN ZHENGANG

ZHANG ZIYI

JIANG XINYUAN

Many thanks to:

KELVIN SUNG

CHEN ZHENGHAI

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Level 1



A monster is chasing
our hero. And then
the hero fly away.....

Level 1



Small monsters will stand in the way....

The monster will shoot you...

Try to escape them and own your treasure.

Level 2



A small panoramic camera

There are many stone pillars...

Level 2



A spot light following the hero.

Congratulation: Your score: 8404

[B]: Buy your Pirate Ship

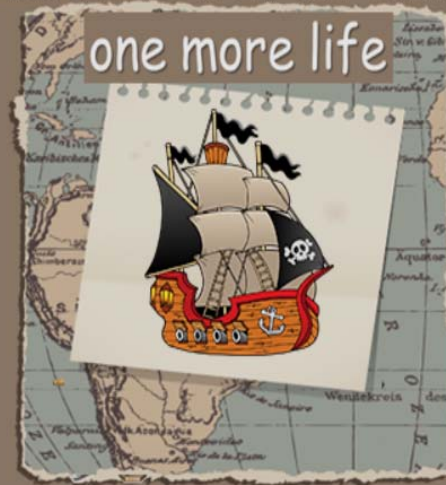
[Q]: Return to main menu



300

SHOP

In level3, click [Space] to shoot.
Click [Q] to exit.
Click [Space] to buy your ship.



Only when you pass the level, you can own your money.



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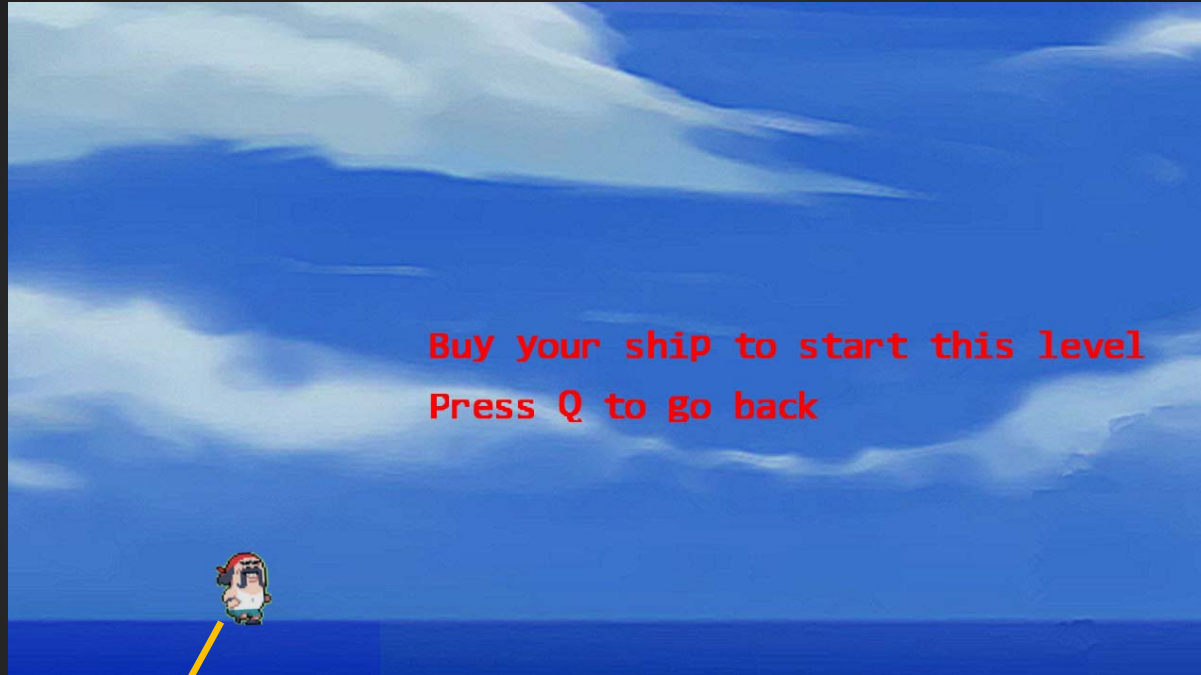
SHOP

In level3, click [Space] to shoot.
Click [Q] to exit.
Click [Space] to buy your ship.

you can buy
different
ships,
but every
different
shape once



Level 3



If you don't buy a ship,
it's really a sad story...

Level 3



The ship you bought in the shop. (click space to choose)

Level 3

Life: 3 Money: 300 Score: 4876



You can shoot the
monsters!

Technical Requirements

Different Scenes

- MyGame(Main menu)
- Level1
- Level2
- SHOP
- Level3
- How to play
- About us

Camera View

- Main View
- Panoramic View

Game objects

- Hero
- Monster
- Coin
- Ship
- Different Obstacles
- Treasure

Technical Requirements

Behavior

- Hero different Behavior(Free fall and Jump)
- Monster different Behavior(Chase and Shoot)
- Collision with Hero and Monster/Obstacle/Coins
- Bullet in level1 has a pseudo-autonomous behavior: chase Hero
- Bullet in level3 hit the Monster

Technical Requirements

Lighting

-Spot light:

The Hero in level2 will have a spotlight

-LightRenderable:

The Column

The Treasure

The Bg

Echo of game status

-Background music

-Select

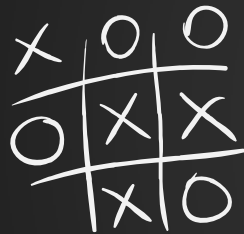
-Monster

-Jump

-Collision

-Get diamonds

-SHOP



THANK
YOU

