

Lab 06 – Small game 2

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier

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29. 10. 2020

Next deadline
15. 11. 2020

Submit idea pitch

Split into groups

- Same groups as last time

Task – Pac-man

- Movement – keyboard arrows/WSAD
- Collectibles
 - Normal – pick up when close
 - Powerup – speed up movement for several seconds
- Maze – obstacles
- Win condition – when you pick up all normal collectibles
 - Show win message
- If you have time
 - Traps – spikes that appear/disappear on a timer
 - Enemies – they try to catch the player

Challenge Task – Block RPG

- Top-down or isometric view
- Block moving to mouse click position
- Camera follows block
- Add obstacles that the player block will avoid
- Add collectible items
- Add and show health
- Add hazards (enemies or traps) that decrease health
- Show game over on death and allow restart
- Show winning message after collecting all items