Title of the Game: Top of the Food Chain

Name of the Group: Top of the Food Chain

TA and Section Time: Jennifer Parish, Thursdays 6:00pm - 8:00pm

Group Members: Raman Nakarmi & Sahil Singh

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1. Controls:

- Right Arrow: Move to the right of the screen.
- Left Arrow: Move to the left of the screen.
- Space Bar: Jump
- D: Shoot weapon (weapon has to be picked up first)
- S: Shoot hook beam (hook has to be picked up first)
- Q: Increases the angle at which the hook beam shoots. Hits plateau at about 90 degrees. (Tap repeatedly to increase the angle).
- A: Decreases the angle at which the hook beam shoots. Hits plateau at about -90 degrees. (Tap repeatedly to decrease the angle).
- E: To return back to level select.
- R: Restarts the room (caution, causes death count to increase by 1 when used).
2. Summary/Synopsis of the Game:

Our game, *Top of the Food Chain*, is a futuristic platformer. In this game we aim to provide a difficult experience to the player through the use of platforming challenges. The main objective of the game is for players to beat the game as fast as possible with minimal deaths. Besides jumping through platforms we also added a few features to the game. The first feature being the use of the gun. Throughout the game, in addition to the platforming challenges, there are enemies that are placed in difficult spots to amplify the challenge. The levels that do require the use of guns are designed such that the enemies need to be cleared before progressing. After the gun, our next feature is the use of a teleport gun. The teleporter is used to scale platforms that would otherwise be unreachable. In addition, the teleporter is also used to interact with boulders throughout the levels in order to give them vertical and horizontal movement. Through the combination of platforming challenges and use of enemies we aim to make a game that is frustrating but through that frustration provides the player with a high replay value and a sense of accomplishment as a player begins to master its annoyances.

In terms of storyline, we decided to aim for a game that is not hampered by its story. However, we do have a story just for trivial purposes. The main character of the game is falsely accused for practicing illegal humanoid creations. He is then jailed in an old factory. After years of living, he decides that it is impossible to plead his innocence and instead aims to escape. The boss which players face in the game is a robot used in modern day to prevent prisoners to even think about escape. Throughout the player's journey he encounters many other small time guards that make the characters journey difficult.

3. How does a person win/lose our game?
The basis of our game is very simple. Every level has a set of platforming challenges (and enemies in the later levels) that the players need to overcome to reach the end of the level which is represented by a door. If the door has a skull icon it means that all the enemies in the level need to be cleared before the player can further progress the game. Through playtesting we have realized that even the method of winning the game remains simple, it does not take away from the experience. In terms of losing, players cannot really lose the game. There are death counters and the time counter implies how well does a person perform in the game. So there is no overall losing factor, players can only get better at the game the more they play.

4. So What is the End Goal of the Game?

The end goal of the game, is to beat the game as fast possible and with the fewest amount of death. Our game promotes replays through high score displays that encourage the player to revisit the levels in order to beat them faster and with lesser deaths.

5. Credits

Sprite Artist: Raman Nakarmi

Coding Mechanics: Sahil Singhing

Work Breakdown & Paper Work - Raman Nakarmi

Level Design - Sahil Singh

Some Artwork Borrowed From: Open Game Art, YoYo game resources