

ICoop – Evgeny and Andrea

Description

The goal of our game is for the two players to cooperate to complete a series of challenges before facing off against the final boss.

To do so, the players must first collect their respective orbs, then, using the power granted by those orbs, they must survive the maze. By finding the two keys, they can get access to the boss.



Add-ons

Behaviors:

MAECellCollisionFix

Perhaps the most useful quality of life fix done. This fixes the issue in the game engine where MovableAreaEntity can enter onto each other then get pushed out and prevents this from occurring. Without it, if two entities attempt to move onto the same cell, they will be allowed to until one arrives, at which point the other calls abortCurrentMove, and they are pushed out, creating an annoying effect.

Pause

The ability to pause the game has been added with the key “P”.



Fadeout

After defeating the boss or during the transition from the manor the game will fadeout



Actors:

Boss

The boss features multiple different types of attacks and 2 phases. It can shoot spiral fire (red), tracking fire (blue) and fire walls (solid line of fire). It also has a shield during the first part of each phase. To defeat the boss, the shield must first be broken by activating all four levers in the corners striking the boss with lightning. The rocks around the arena provide health for the players to keep on fighting even after taking some damage. After the boss drops to half health, it starts defending again, and the levers reset.



Character

A non-hostile non player character that populates the outskirts of the Sanctum.



Lever

Seen in the boss room, allows for damaging the boss by interacting with it.

Path (for Projectiles)

Projectiles can accept a custom function for their path of flight, allowing for custom patterns like those seen cast by the boss of the game.

Maps:

BossArena

This is the area where the players fight the boss, seen above

SanctumEntrance

The outskirts of the Sanctum, also seen above

Sanctum

The inside of the Sanctum allows players to grab the orbs if they missed them before fighting the final boss.



Small changes

- Frame rate adjusted to 60 frames per second
- Death animation for player
- Player running out of items displayed with transparency
- Entities will be pushed away after being attacked by the sword (knockback)
- Projectiles have an animation when despawning
- BombFoes prevented from seeing through walls and will attempt to sidestep obstacles



5 Projectiles despawning



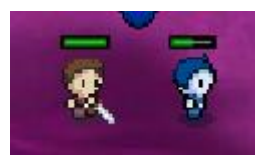
4 Player death animation



3 Transparent items if they ran out



2 Bomb exploding



1 Getting pushed after sword hit