Assignment #5 – create your own maze game (but it doesn’t HAVE to be a maze….)

I want you to use your newly-learned skills from the maze tutorial to design an action/adventure/strategy game. This could resemble anything from original Zelda to Pac-man. (the Namco game, not the Bengals cornerback. A game based on his life wouldn’t probably be Catholic-school appropriate…..) **It’s due by Monday, March 4th in class.**

**Basic requirements (that means these are… wait for it… *required*…) simply completing these earns a 70.**

* A new background that you haven’t used before, along with at least three new sprites you either drew yourself or found somewhere.
* A health/status/lives/score/ammo display
* Music, sound effects, and animations.
* A game with at least three separate levels. You must complete SOME TYPE of challenge to advance to the next level. This can be as simple as collecting all the gems, finding a key, killing all the enemies, defeating a boss, whatever. To get to the next room you simply complete the challenge and then walk/drive/skate your way to some object that sends you there.
* Your characters’ sprites must change based on direction of movement.
* At least three different types of enemies that do different things.
* At least three different ways of defeating those enemies, NO MORE THAN ONE of which may be a gun. You can use anything you like… a RPG-style sword, Castlevania-style whips, Gears-style Hammer of Dawn, God of War-style blades, Mario-style head stomping, Link’s clawshot, bow, or boomerang, a bomb like from the maze tutorial, Pac-man-style power-ups that make you kill enemies when you touch them, or anything else you can think of, and yes, there must be an animation for them.

**Advanced (5 points each) by my math, you could earn up to a 115 on this.**

* Weapon power-ups – somehow make your existing weapons more powerful.
* Puzzles that involve changing the room – moving blocks around to reach a prize, pushing rocks into a hole, blocking a fire with a movable wall, etc.
* A save/reload feature so you don’t have to completely start over.
* Some sort of pro-Oregon State Beavers or pro-Texas Longhorn feature – background, fight song, using Ducks or Sooners as enemies, etc.
* Some sort of element-based damage – tree monsters are more damaged by fire than water, water monsters hate lightning… think RPGs here.
* When enemies are defeated, they are able to drop some sort of reward – health power-ups, coins, weapon upgrades, etc. Your choice on this…
* Other features of your own design… clear it with me first. Up to 3 more at 5 pts/each.