

# **TECHNICAL PLAN: MORBID LEGACY BY** **NICHOLAS COISCOU-DRAGOTTA AND** **JINEI MIDENCE**

The ultimate goal is to make the game work just as the same as the practice 2D side-scrolling games we did in class, taking the code from that and implementing it to incorporate with our final game project.

FOR INSTANCE:

We will provide the player sprites with the same collision masks and the same movement speed, combining aspects of both of our platformers (Mine and Jinei's).

We will add more animations and a boss fight, which we will code in which when the player collides with the boss entity, it will set an instant destruction on the boss and trigger the player to attack.

This game will work both with controller and keyboard (arrow keys and buttons).

When the player collides with the AI enemy (vultures in our game), the room will trigger an instant reset, signifying that the player has died. The AI enemy will have an instant kill on the player, but the player cannot kill the vultures.

For the soundtracks, we will use what Professor Leider recommended, which was [Bfxr.net](http://Bfxr.net). There will be one soundtrack that will loop for all three levels, and it will stop at the credits, and it will not be played before the level 1 room (title page before the player walks into the portal triggering level 1 to begin).

As for SFX, we will use the same website recommended by Professor Leider, [Bfxr.net](http://Bfxr.net), and we will export them into the game.

There will be a deathzone, for when the player falls (obviously).

Once all the aesthetics or assets are finished (sprites, animations, level layouts, etc), we will send each other our stuff and each of us will have our own version of the game. Ultimately, Jinei will publish the official game with the role of the publisher. Despite requiring assistance from Professor Leider during our coding portion of the final, I believe we can get it done in time for presentations on Thursday.

At the end of the game there will be a room indicating the credits. We will put who did what, with a portal teleporting to the title screen. This will require text in our game, which we will implement from what we remember from the lectures. Although, it may require assistance from Professor Leider. Finally, in the title page we will have "inspired by..." the "made by" will be saved for the credits.