



Final Presentation

- Recreation of Windy Woods
- December 11, 2024
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Project Summary

- Game Concept: Recreation of “*Windy Woods*” and added more things to it
- Goals: Enhance the game and made it better to play and explore the game by adding a incentive to look for secrets and coins to spend in the store

Features and Gameplay

- **Store:** Added a store for players to buy items with coins they find in the level. Everything bought in the store is only active for that current level
- **New Enemy:** A zombified version of the normal mushroom, which deals 2 hearts instead of 1 and has a much smaller hitbox making it harder for players to kill it
- **Powerups:** Added 2 new powerup, A shield powerup which allows the player to not take any damage (and deal damage) for 5 seconds. The second powerup is a star powerup that makes enemies drop coins when killed during its duration (5 seconds) alongside a speed boost. (also a health pickup to allow the player to replenish their health if they find one)
- **New environments:** Added more sprites to the environment to change the dynamic of the game, from being a peaceful platformer through the woods to a journey through the descent of hell.



Development Process

- Key Stages: Having to learn how certain things work in the game was the first key stage because anytime I added something to the game it would almost always lead to a issue in the game
- Design Decisions: Changing the atmosphere of the game to be different from earlier levels.
- Challenges: Adding more features always lead to things breaking in the game
- Changes: Couldn't add a map

Lessons Learned

- **New Skills:** Learning to read game code and edit it to add more features.
- **Strategies:** Learning how to effectively add systems to games
- **Future Projects:** Be more efficient with adding more game elements