

# Roll-A-Round Cannoneers Documentation

Rocky Savoeung

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## Levels:

### Main Menu

Starting level for the game, consists of 4 buttons.

- New Game – allows the player to start a new game starting them at the very first level.
- Continue – will load the level the player left from, if no save is available the button will be unavailable.
- Options – will open an options menu where the player can change sound volume, this will save the changes upon menu close.
- Exit – will exit the game.

### Level 1

This level will teach the player simple navigation.

The goal of this level is to find the exit.

The player must traverse the level, avoiding any hazards and destroying obstacles that block their path.

**Success State:** reach the exit.

**Failure State:** no health remaining.

### Level 2

This level will introduce more threats to the player in the form of simple enemies, which are turrets.

The goal of this level is to destroy all the turrets and obstacles that block the path.

All these objects must be destroyed to advance to the next level.

**Success State:** destroy all enemies / obstacles.

**Failure State:** no health remaining.

### Level 3

This level utilizes the concepts learned from level 1 and level 2, combining them into a more challenging game mode with a different goal.

The player must explore the level to find a package (pickup).

As they search for the package, there are various layouts of obstacles, hazards, and turrets for the player to avoid or destroy.

If the player does not have the package, they cannot advance to the end.

Upon completion of this level, the player is prompted with the victory menu.

**Success State:** reach the exit with pickup obtained.

**Failure State:** no health remaining.

## Audio

<b>Background Music</b> Sourced by <a href="#">bloodpixelhero</a>
<b>Player</b> <ul style="list-style-type: none"><li>- Move Sound by <a href="#">Ayliffe</a></li><li>- Shot Sound by <a href="#">Kneeling</a></li></ul>
<b>Enemy</b> <b>Obstacle</b> <ul style="list-style-type: none"><li>- Light Destruction by <a href="#">leejunip</a></li><li>- Heavy Destruction by <a href="#">Bertsz</a></li></ul> <b>Turret</b> <ul style="list-style-type: none"><li>- Destroyed by <a href="#">Bertsz</a></li><li>- Shot Sound by <a href="#">Seidhepriest</a></li></ul>
<b>Pickups</b> <ul style="list-style-type: none"><li>- Shot Pickup Sound by <a href="#">KieranKeegan</a></li><li>- Package Pickup Sound by <a href="#">Dneproman</a></li></ul>

## Effects

Fire Effect – Rocky Savoeng

Cannon Shot Effect – Rocky Savoeng

## Additional

UI Font – Crang by [Caveras](#)

Menu Graphics and Layout – Rocky Savoeng

## Systems

Added menus, save loading functionality.

Added alternative level completion conditions.

- Get to end.
- Destroy all enemies.
- Pickup package & get to end.

Added pickup base class for streamlined OnEnter functionality.

Added/modified enemy base class for streamlined reset.

Added turret enemy, minor bugs with line-of-sight logic and firing.