PRISONER

A TECH DEMO PROGRAMMED BY PIP NAYLER

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Prisoner is a single player FPS; search the map for the exit whilst defending yourself against deadly guards and vicious zombies.

ABOUT ME

My name is Pip, and I'm a thirty-something male from the east of England. I would love to work on games development full time, but with no relevent qualifications or professional training, I currently work on small scale titles in my spare time as a means of developing my skills and showcasing them.

I will continue to produce such work until I'm either offered a job within a Studio, or I find my feet as an Independent Developer. I am always open to discussing new opportunities, and can be contacted at the email address above.

ABOUT THIS DEMO

This demo was written in AGK as a foundation for future FPS projects. It includes an entity system, with ammo crates, health kits, a keycard, and two different enemy types.

As AGK does not yet feature 3D audio commands, I created a simple sound system that sets the volume of sounds based upon their distance from the player.

I'm most pleased with my implementation of a dual control scheme that adapts the gameplay to suit; playing with a touchscreen will see a longer delay between enemy attacks and an increase in the players movement speed, whilst playing with a controller will allow the player to jump, crouch, and sprint.

Stylising this demo after retro titles allowed me to put my limited art skills to use, and I created all of the textures and sprites for this release.

Between writing the code, drawing the sprites, and designing the map, this demo was created in around 30 hours.

CONTROLS

Two virtual joysticks allow you to control the players movement and rotation when playing on a touchscreen, and tapping the screen will fire the players weapon. On screen buttons allow for finer aiming, pausing the game, and inverting the cameras y axis. Tapping the screen when standing in front of the end of level switch will exit the level.

When using a controller, the left stick is used for movement whilst the right stick is used for camera rotation. Pressing and holding the left stick will sprint. The left trigger will zoom, allowing for finer aiming, whilst the right trigger will fire the players weapon. The A button jumps, the B button crouches, and the X button should be used in front of the end of level switch to end the game. The start button will pause the game, and up on the directional pad will invert the camera.

Please note that this demo has only been tested with Xbox controllers.

MINIMUM REQUIREMENTS

An Android device, running version 2.3.1. On a phone, permission is needed to install apps outside of Google Play. To do this, look for the Unknown Sources option under the Security Settings. Otherwise, sideload as normal.

The game can also be played with a controller, but has only been tested with an Xbox controller at this time.

ADDITIONAL CREDITS

Thank you to Kirsty and Paul for always encouraging and inspiring me, and thank you to The Game Creators community for being a great place to learn how to code.

Sound effects licensed by TheGameCreators.

HISTORY

Version 1.0 (21-05-16)

Initial release.