

CMPS 80K  
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Jones Mc. Woo in: “The Caverns of Pixelated Pandemonium”

Made by “That Guy?” Software (Kyle Barrowman)

The Concept behind this game was a driving, fast paced throwback to 2-D platforming games that really helped to make video games fun. As proof of the legitimacy of this technology, I point out that Capcom's Megaman series has been going strong for more than fifteen years and is still selling in its umpteenth incarnation. Also SNK's "Metal Slug" series can still be found in arcades today. I think that half the appeal of these games, comes from the fact that they are inherently simple, "easy to learn, hard to master", and don't require a time commitment. As a college student, lacking sufficient time and effort to put into games, I find myself drawn to those that lack a huge need for time, games that I can pick up and put down at my leisure.

From this, The idea of Jones McWoo was born. However, The execution of said game has left much to be desired. I've never really programmed anything before, so I pray that you'll be forgiving on my first venture into game making. The rooms themselves have become, levels, each one a short

easy room. I intended there to be more of them, but sadly I had a hard time programming enemies; and felt that any more levels would be mindlessly easy and unenjoyable. There is a scoring system which creates some motivation for the players, along with a high score table.

Also I think the most engaging level, and my favorite is the falling level. The player must guide Jones down a rapidly falling cavern, dodging fatal bricks as he does so. This level is possible to beat (slowed down the level and Jones can fit through the openings of the correct path) but is rather hard. However I must add that due to my inability to make a health variable work for the Hyperpede, the boss is indestructible.

The other levels are hardly worth mentioning, a trifling exercise in failure at worst, and a learning experience at best. The whole of the game should be used in further teaching of examples of unengaging gameplay.

The controls are simple: Left and Right Arrow keys: Move Jones Left/right.

Shift: Makes Jones Jump

Space: Shoot (tap repeatedly to fire quickly)

The object of the game is to make it all the way into the bottom of the cavern and defeat the evil Hyperpede and gain access to the world's largest diamond. Any contact with an enemy, or the evil red bricks (they're really hot) is fatal to Jones and will cause him to lose a life, which are precious. The stop sign at the end of the level grants him access to a deeper area of the mine. Collecting money will increase Jones' score, along with killing enemies. If you can defeat the Hyperpede, victory is yours.

Jones McWoo, A good old fashioned American hero. He's poor, and scrappy, trading in his clothes for two pistols (the trade was made over a LOT of tequila) he's gone into the caverns of Pixelated Pandemonium in search of The lost Diamond of Xiblahbla. And he's gonna get it, or die trying (over and over again)>