

Mad Maxim



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CIS 487
11/15/2005

Executive Summary

Abstract of Game Story

The story starts out with our hero Mad Maxim; he is the craziest and most brilliant professor that the University of Michigan Dearborn had ever seen. He peril is that his genius is constantly under attack from the mind numbing stupidity produced in his student's work. Every day he must face defend his genius from student design documents, the students themselves and worst of all the final projects which are monstrous heaps of papers and incompetence that may destroy his very mind while trying to understand what on earth his students were thinking.

You join our game as Mad Maxim, and you must defend his genius by destroying the foes previously mentioned before they have a chance to reach Mad Maxim and destroy his genius.

Game play and Appearance

The game is a top to bottom type of game, meaning that our hero Mad Maxim can move up and down vertically at the left side of the game screen. He can shoot out little mid bullets of genius to attack and kill his enemies. The enemies move in different patterns. The design documents simply move from left to right in straight horizontal lines. The students move in a wave like fashion, moving up and down while traveling left to right. The final projects also move in waves but they make it difficult for Mad Maxim they shoot out bullets of stupidity while they move.

The main character, Mad Maxim, is actually just a picture of Dr. Maxim's head and the mind bullets are just small round yellow circles. The students come from a random picture that I found. The design documents are creations of my very own as are the final projects and the bullets from them are similar to Maxim's, but are red in color. The background is just something that I found that seemed fitting.

Development Specification

Implementation Details:

I used tutorials to learn how to make flash game and create the interface. I used functions that came with the software to develop the actions that take place in the game and also used the software to create some of my characters.

Development Environment:

The game was developed using Macromedia Flash MX 2004. I've worked on this game with my desktop which is a 1.8 GHz Athlon with 1GB of RAM and a ATI Radeon 9700 Pro and a 19in monitor.