

Video Game Design

Beaver Falls, PA

2022

1053-903

As you might know nazis tried to take control of a lot of places. One of those places was Copenhagen Denmark and they succeeded. Copenhagen was a weak place a small army and navy but they saved the Jewish people from nazis. They did this in many ways the final way was using boats to bring them to Sweden which was not and would not be under control of the nazis. We took this story of strong and brave men and women of Copenhagen. And wanted to bring this to people some people don't know about it and that makes me very sad because a lot of brave people died to save other people. My group was inspired by Number the Stars a book about the events in Copenhagen so we made escape from Copenhagen a game where you sail a boat moving the Jewish to Sweden when your ship hits a rock everyone on it still survives but they either get picked up or swim you can restart you use the arrow keys to move up and down I would also like to mention someone who the rescue would not have been possible without him Georg Ferdinand Duckwitz was a German soldier who tipped the Danes of the Nazis plans

Game Title Escape from Copenhagen

Team Number 1053-906



Clip Title: Leaving the dock

Notes

This is the beginning of the game. It is kind of easy at the start, but more rocks will come soon.

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Script

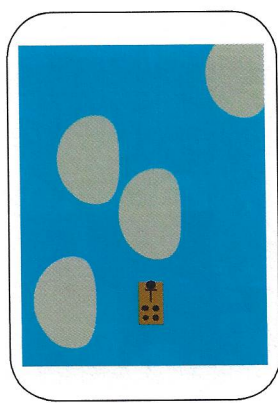
You leave the dock and start sailing. It is smooth for a little, but soon, you reach rocky waters. You evade them, but that is only the beginning.

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Clip Title: Level 1

Notes

This represents probably how most captains felt sailing over to Sweden

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Script

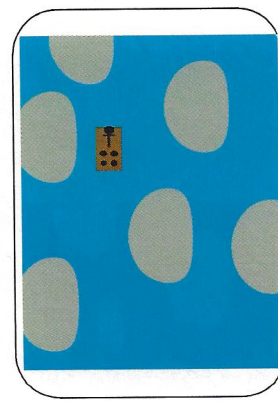
You are sailing to Sweden you're almost there hoping you won't get caught, you're terrified what if they see you what if they find who's under the floor boards of your boat what if you crash its quiet not a single bird no fish flopping around, this may have been the scariest moment of your life

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Clip Title: Level 2

Notes

Our levels are sometimes hard sometimes easy how I would imagine the sailing to Sweden

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Script

You're almost there its still night you dont know what time it is you can see Sweden clearly. You not far you sail for 30 minutes 30 minutes later your there the people are moved off the ship into Sweden you did it you really did it but now its time to go back home

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# Plan of Work Log

Date	Task	Time Involved	Team Member Responsible	Comments
12/2/21	Coding	1 hour	T. M. 1, T. M. 2,	Coding background and sprites to work
12/7/21	Fixing	30 min.	TM. 3	Fixing the code
12/14/21	Story	35 min.	TM 1, TM 2, TM 3	Brainstorming ideas for story
12/17/21	fixing	45 min.	TM 1, TM 2, TM 3	Fixing glitches
1/4/21	coding	45 min	TM 1, TM 2	Making levels more difficult
1/6/21	Tested	15 min.	TM 1, TM 2, TM 3	Tried out the game

Advisor's Signature: *Burt E. Linderhimer*

# STUDENT COPYRIGHT CHECKLIST (for students to complete and advisors to verify)

**STUDENT:** Answer question 1 below.

- 1) Does your solution to the competitive event integrate any type of music and/or sound?  YES  NO

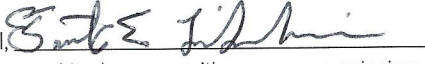
If NO, go to question 2.

If YES, is the music and/or sound copyrighted?  YES  NO

If YES, move to question 1A. If NO, move to question 1B.

- 1A) Have you asked for author permission to use the music and/or sound in your solution and included that permission (letter/form) in your documentation? If YES, move to question 2. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 1B) Is the music/sound royalty free, or did you create the music/sound yourself? If YES, cite the royalty free music/sound OR your original music/sound properly in your documentation.

**CHAPTER ADVISOR:** Sign below regarding your student's answer(s) to the use of music/sound in his/her competitive event solution. Even if your student answers "NO" to question 1, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I,  (chapter advisor), have checked my student's solution and confirm that any use of music/sound is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no music/sound included.

**STUDENT:** Answer question 2 below.

- 2) Does your solution to the competitive event integrate any graphics/videos?  YES  NO


If NO, go to question 3.

If YES, is(are) the graphics/videos copyrighted, registered and/or trademarked?  YES  NO

If YES, move to question 2A. If NO, move to question 2B.

- 2A) Have you asked for author permission to use the graphics and/or videos in your solution and included a permission (letter/form) in your documentation for graphic/video used? If YES, move to question 3. If NO, ask for permission and if permission is granted, include the permission in your documentation.
- 2B) Is(are) the graphics/videos royalty free, or did you create your own graphic? If YES, cite the royalty free graphics/videos OR your own original graphics/videos properly in your documentation.

**CHAPTER ADVISOR:** Sign below regarding your student's answer(s) to the use of graphics/videos in his/her competitive event solution. Even if your student answers "NO" to question 2, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I,  (chapter advisor), have checked my student's solution and confirm that the use of graphics/videos with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have no graphics/videos included.


**STUDENT:** Answer question 3 below.

- 3) Does your solution to the competitive event use another's thoughts or research?  YES  NO

If NO, this is the end of the checklist.

If YES, have you properly cited other's thoughts or research in your documentation?  YES  NO

**CHAPTER ADVISOR:** Sign below regarding your student's answer(s) to having integrated any thoughts/research of others in his/her competitive event solution. Even if your student answers "NO" to question 3, please sign below noting that you have evaluated the competitive event solution and the student answered the question(s) accurately.

I,  (chapter advisor), have checked my student's solution and confirm that the use of the thoughts/research of others is done so with proper permission and is cited correctly in the student's documentation and/or the solution has been found to have all original thought with no use of other's thoughts/research.