

Stickman's Escape

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Ludum Dare 48 - #14 Advancing Wall of Doom

Genre: Jump'n'Run/Puzzle

Goal: Reach the door to the next level before the wall of doom reaches the bottom.

Language: Object Pascal

Tools I used:

FreePascal 2.2.2/2.2.4

ElySIONLegacy (self-made framework based on SDL)

Geany

Notepad++

GIMP

MS Paint

Gameplay elements:

Player cannot jump

Player warps space to transport between different portals

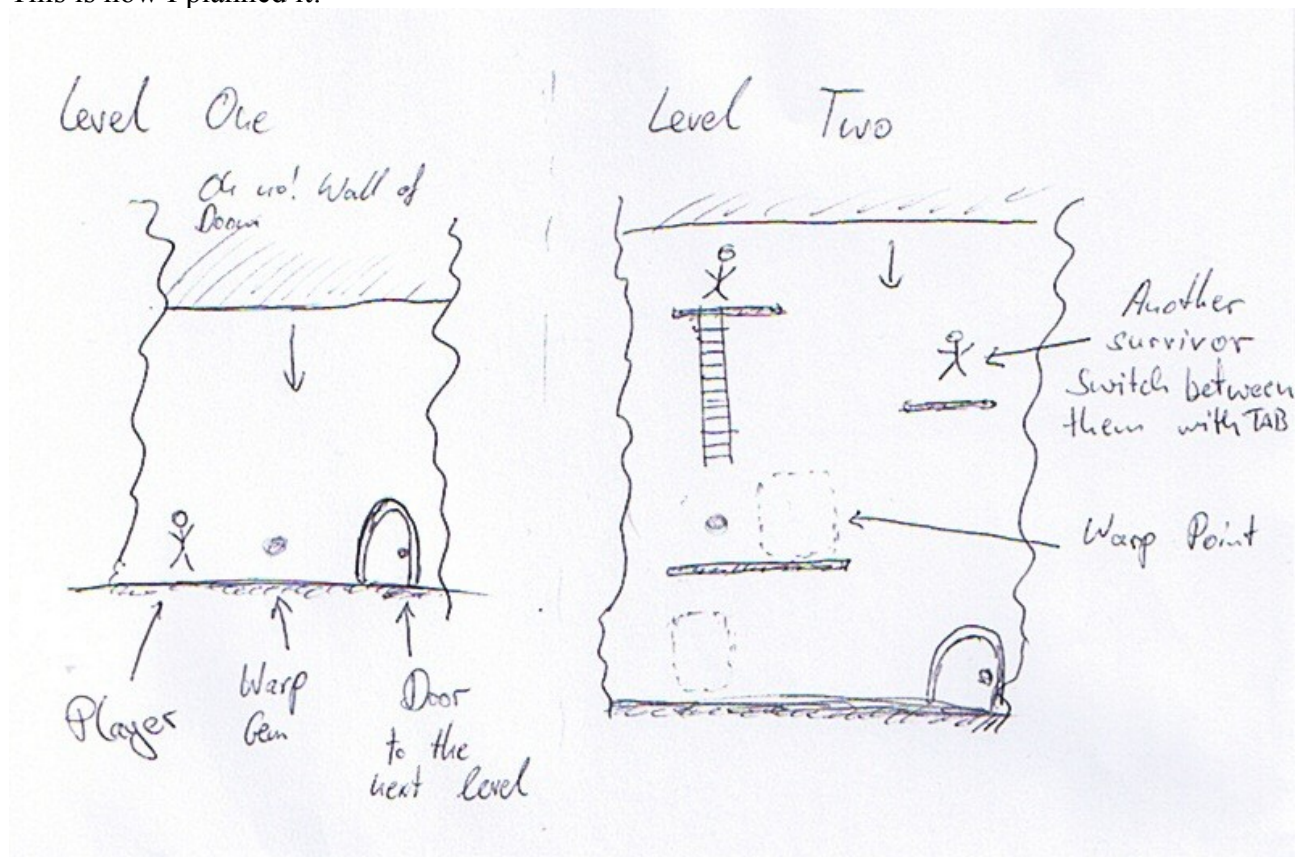
Features that did not make it into the final release:

Player could switch between different survivors

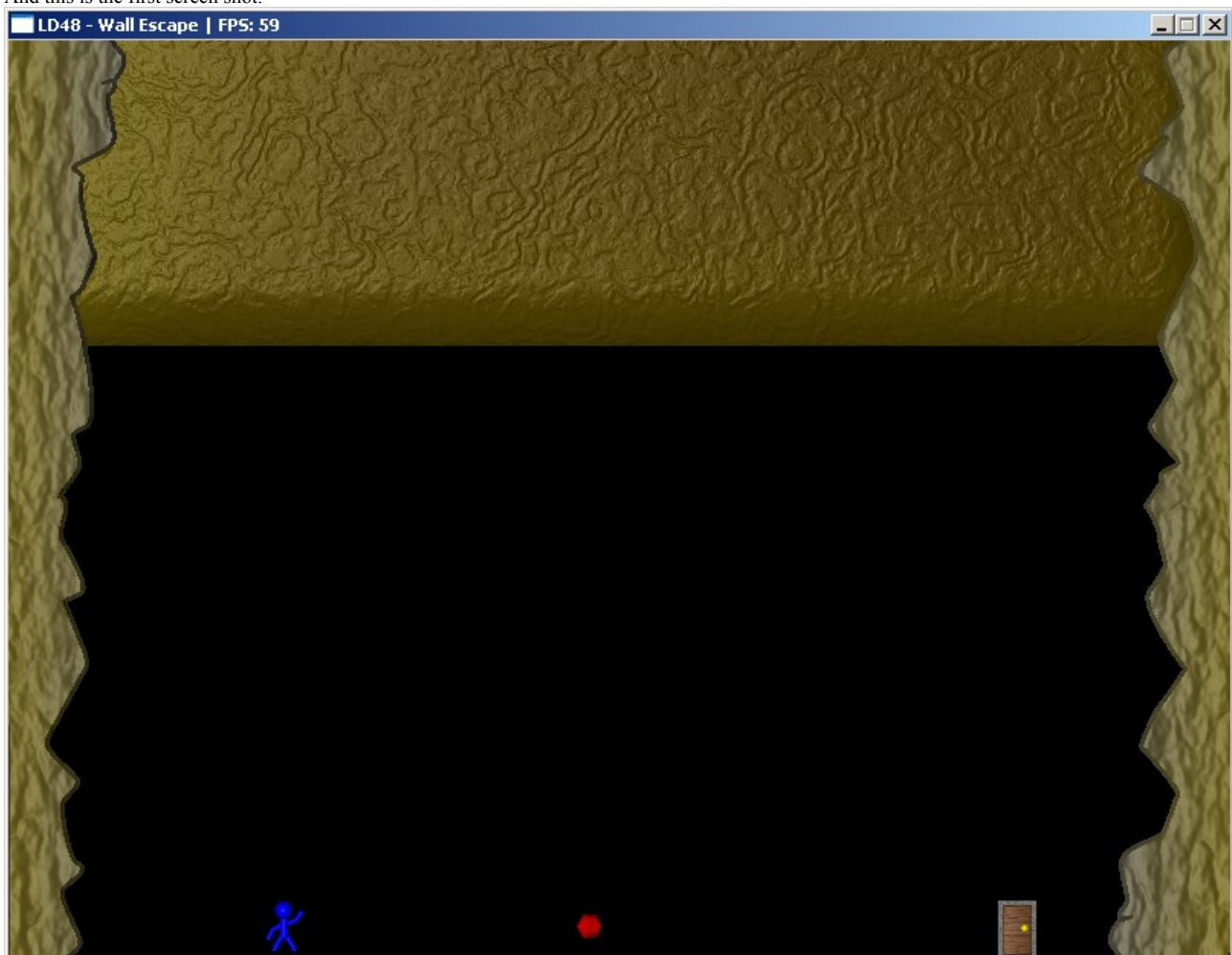
Ladders

Five levels instead of just three

This is how I planned it:



And this is the first screen shot:



Final screenshot of the game:

