

Block Boarding

The skateboarding game that will rock your blocks!

3GC3 Final Project Documentation



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Summary

This is 3D runner game made with OpenGL and GLUT. The basis of this game is a person attempting to escape a world. This game will allow the player to control a skateboarder who has to skate through an array of both good and bad blocks in their way. They have to avoid all black blocks which decrease their health, while collecting the green blocks to increase it.

Game Description

There exists are various games nowadays that take place in far off lands or depict great adventures allowing people, especially university students, to lose themselves in a virtual reality not even remotely related to their own lives. As the founders of Block Boarding, we have endeavoured to be different from such fantasies. Instead we take the university student themselves and put them inside the game. That's right, you control the student as you ride a skateboard around campus desperately trying to collect MSAFs and grace periods (green blocks) whilst avoiding obstacles like Professors and TAs (black blocks). Unlike real life though, the game can be quite satisfying because all your goals can be met and it is possible to survive for long periods of time. Come explore one long unending journey where there are all kinds of dangers, and you can ride your skateboard over the horizon. Come play a game that is not the game of a lifetime, but the game that is your lifetime in itself! Block Boarding! Not available in the App Store.

Base Features

- Lighting that emulates a sun
- Animated main character that is controllable
- Picking (clicking on a 3D object to select it)?
- Textures?
- Alpha blending - when the character's health goes below 20, they become transparent
- Particles with Collision detection

Additional Features

- On screen text displaying the player's health and score
- Realistic acceleration
- Smooth character control animations

Compilation Instructions

Clone or download the code repository. Enter in the command line:

make

Or simply click the precompiled executable block_boarding.exe.

This will create the scene. Follow the game instructions below.

Game Instructions

- Use the arrow keys or the A and D keys to move the character left and right. Avoid black boxes and collect green boxes.
- Your score is based on the distance you are able to go.
- The green boxes give you health while the black ones take away health.
- Press the spacebar to pause and unpause the game.
- The game is over when you run out of health.