Example – Ball Game

The basic concept of the game is simple.

You move the ball around by applying forces to the ball as a result of pressing the arrow keys on the keyboard. Clicking the left arrow will make the ball accelerate to the left, right key to the right, up key up (or away from the player) and down key down (towards the player). Targets will appear.

Every time you hit a target you score a point and the target disappears. Every time you hit the right hand wall (as seen from the player view) a new target will appear.

There should be a countdown timer and a penalty will be taken off for every target still on the board when the time runs out.

Difficulty level of the game can be adjusted by changing the amount of time before countdown, the size of the applied force and the number of targets generated.

The targets will appear randomly around the board and a difficulty level could be increased by making sure the target spawn a minimum distance from the ball.

You should help each other as a group to think up ways to make the game more difficult and can help each other to code.

When you think it is worth playing you can get lab assistants to evaluate the quality of your game as players. (This may not get finished in one day so don’t worry. Go at your own pace.)

The score and clock should be made visible via text boxes attached to a UI canvas and other sounds can be added to make the game more entertaining.

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| Use case being tested | How to test and what to expect | Actual Outcome |
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