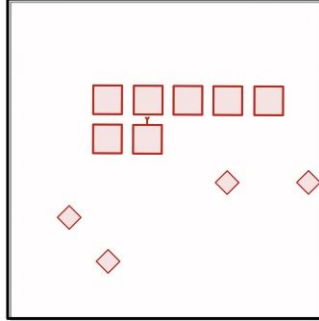
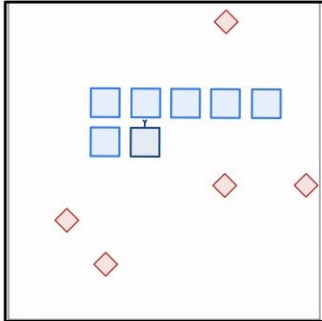
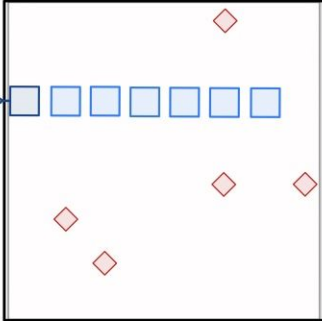
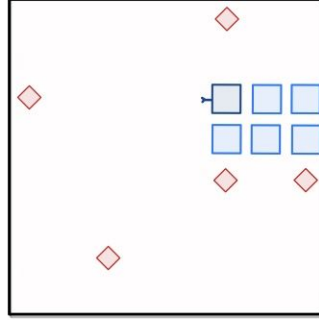
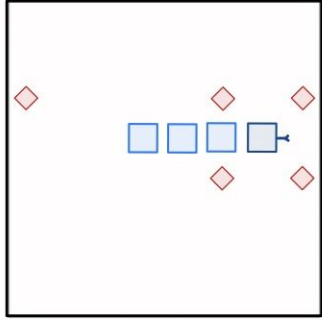
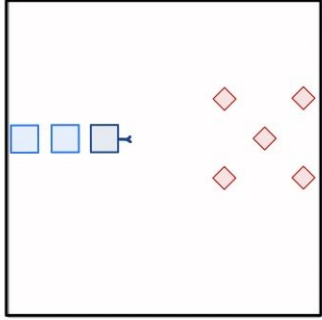


# Creative Coding RoundTable Presentation

Christy Lin

# Snake



## Notes

Multiple fruits

WASD Keyboard interaction

Win when you fill up the space

Lose when you hit yourself or the walls

New generated fruits cannot collide with the snake

## Notes

If snake makes contact with fruit:

relocate fruit

snake.length+=1

If snake hits self or snake hits wall:

End game

Keyboard inputs

W-Up

A-Left

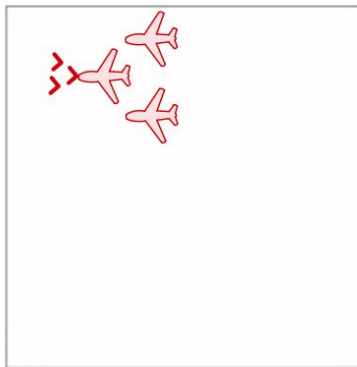
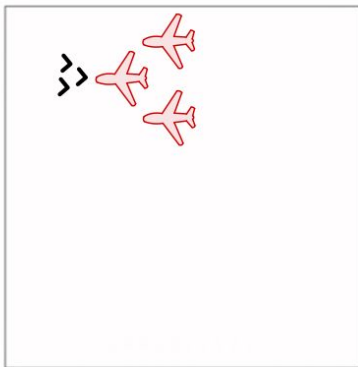
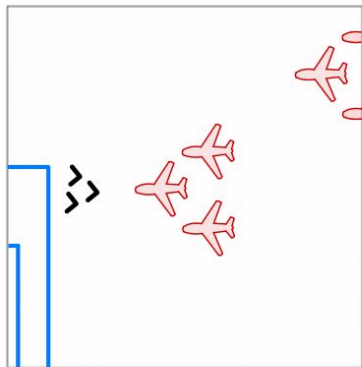
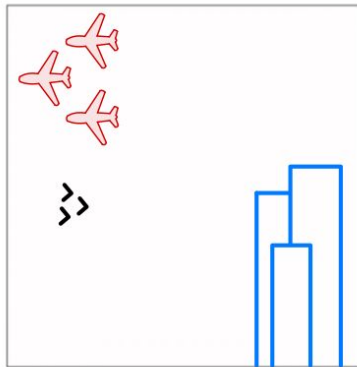
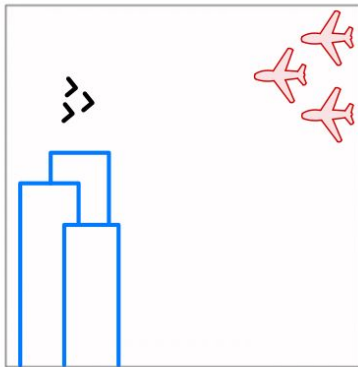
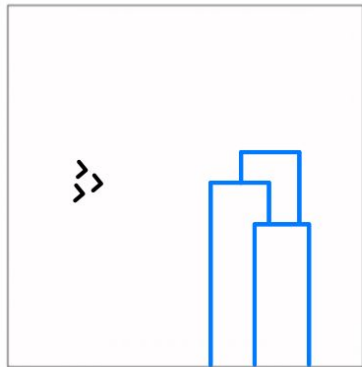
S-Down

D-Right

Snake head's coordinates are passed to the cubes making up

body (moving mechanism)

# Flappy Bird: City Edition



## Notes

Arrow Keys Interaction: ^ Up v Down

Genre: Endless Round (Play for a high score)

Game ends if the birds hit the planes or buildings

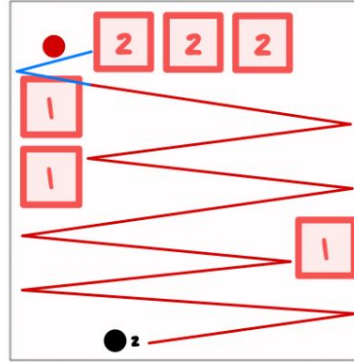
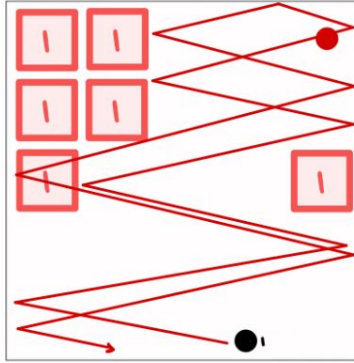
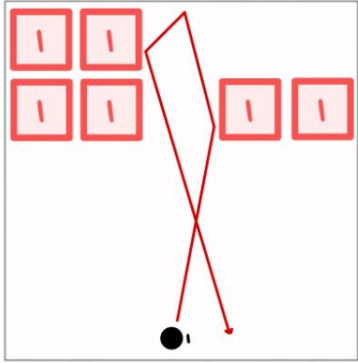
Player can only move up or down as the map and obstacles are moving towards the left

## Notes

Similar to Flappy Bird

Except the player won't need to worry about falling off the map, only dodging the obstacles

# Ballz



## Notes

Mouse used to drag and launch projectiles  
 Projectiles must destroy the square tiles before it reaches the bottom of the screen (end game)  
 Player can collect more projectiles by hitting them  
 Square tiles are destroyed when they run out of health

Power Ups- Allow projectiles to deal  $\times 2$  damage for a short period of time

Explosives- Deals damage to surrounding/all tiles

If projectile hits tile:

$\text{tile\_health} -= (\text{damage} \cdot \text{multiplier})$

If projectile hits wall:

calculate angle at which the projectile bounces off with

If  $\text{tile\_health} \leq 0$ :

move tile to the first row with new health

If projectile hits power up

$\text{multiplier} = \text{power up for } x \text{ seconds}$

If projectile hits explosive:

for tiles surrounding explosive position:  
 $\text{tile\_health} /= 3$

Derived from original mobile game Ballz

*Thank you*