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CART 263

ReadMe File

Fun Interactive Game: The Monkey Game

We decided to create a game using controllers as our central interactive aspect for this project. Using the controller inspired us to create a game that was familiar to the audience. Hence we created a two-player shooting game called The Monkey Game. The game's purpose is that each player is a monkey, and each player has to protect their banana while trying to steal each other's banana. There will be three different courses, and whoever wins the most rounds will win.

Some of the game features: you are able to shoot coconuts at each other and have obstacles that'll prevent you from moving forward.

How to Get Set:

In order to get the game working you will need 2 controllers, in the case of production 2 PlayStation 4 controllers were used (one controller also works however the second player will not work), and have them connected to the device, with a cable or through bluetooth. The in game instructions will teach you the rest. The intended start screen is by using the index.html file in the primary folder, the interactive game (the game itself) folder will be excessed once the play button is pressed.

CHALLENGES:

On the programming front, there have been several difficulties throughout the process. Thankfully the p5.play library greatly facilitated the functional parts of the game. It allowed for seamless interactions between different sprites allowing for the creation of a very simplistic physics engines. The greatest issue however was getting the controllers to be able to functionally do something inside of the game. The p5.joystick library did not have documentation that was easy to interpret so it made it difficult to get the controls working intentionally. Thanks to the help of the P5.play discord server with the creator of the library as a part of the community, he greatly helped with any difficulties that we had throughout the coding process. The most difficult part of the entire project for us was what exactly to do with the movement of the characters. Sure it was easy to get the characters to move across the screen, but once they move what can they do exactly. Maybe they could dash, maybe they

could have a shield, maybe they could get some power up, maybe they should respawn. There were many directions to take the project with infinite possibilities that it became difficult to decide on which to implement but that is the fun of creating games after all. Once you get started you want to add so many things and so many different mechanics to make your creation truly stand out above all other games there and this game was great experience to begin delving into the game development process and is a project that we will greatly value for the experience it has given me throughout its creation.
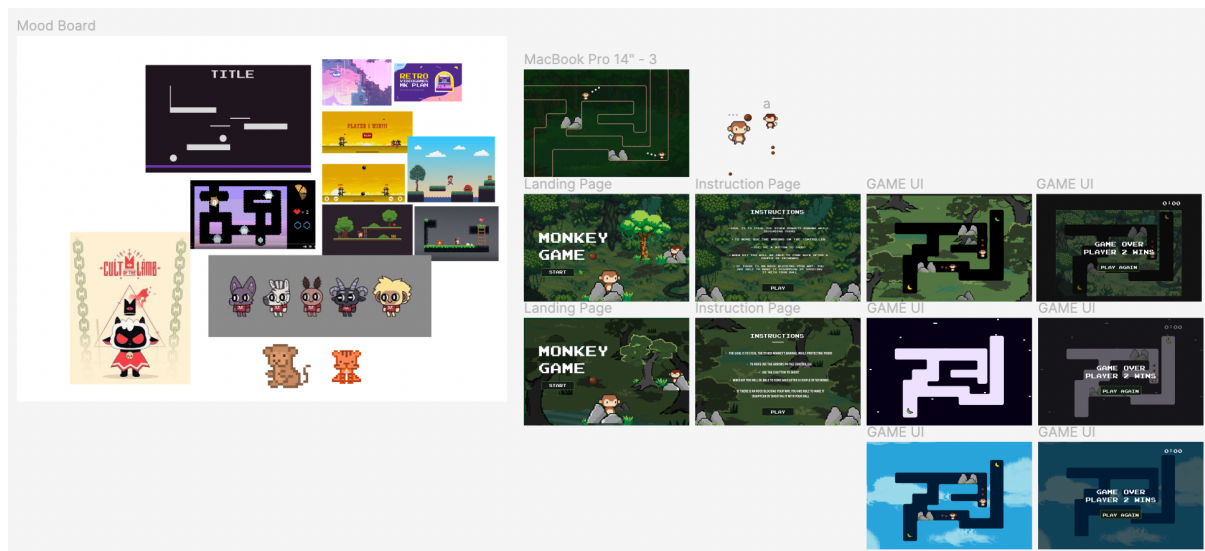
CONCEPTUAL IDEA:

The objective of this game was to make something fun and light to play. Using the controllers would give a sense of familiarity to the players. We played around with different sorts of obstacles and features that we could implement in the game.
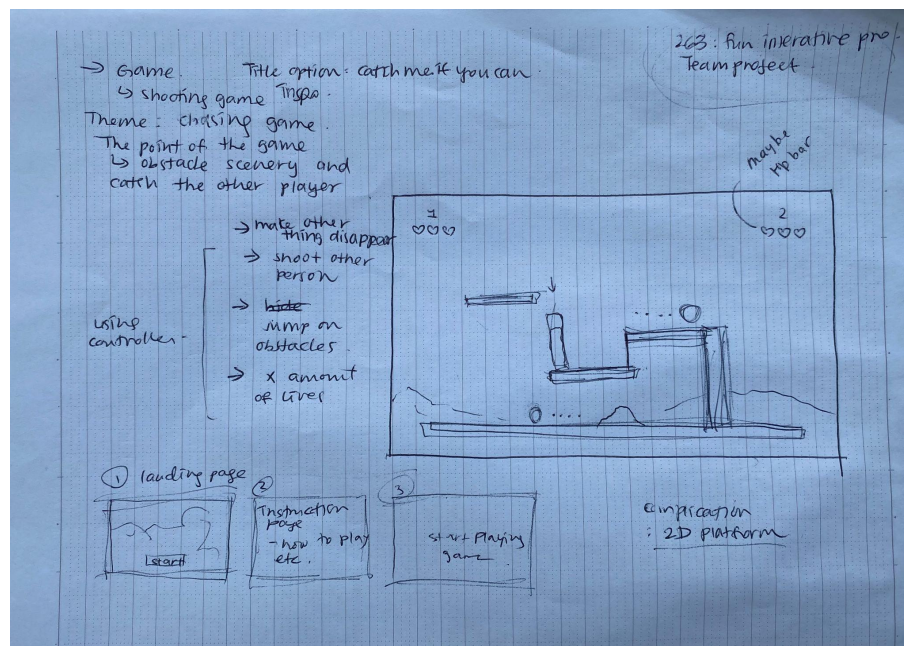
- Notes and feedback from the playtest
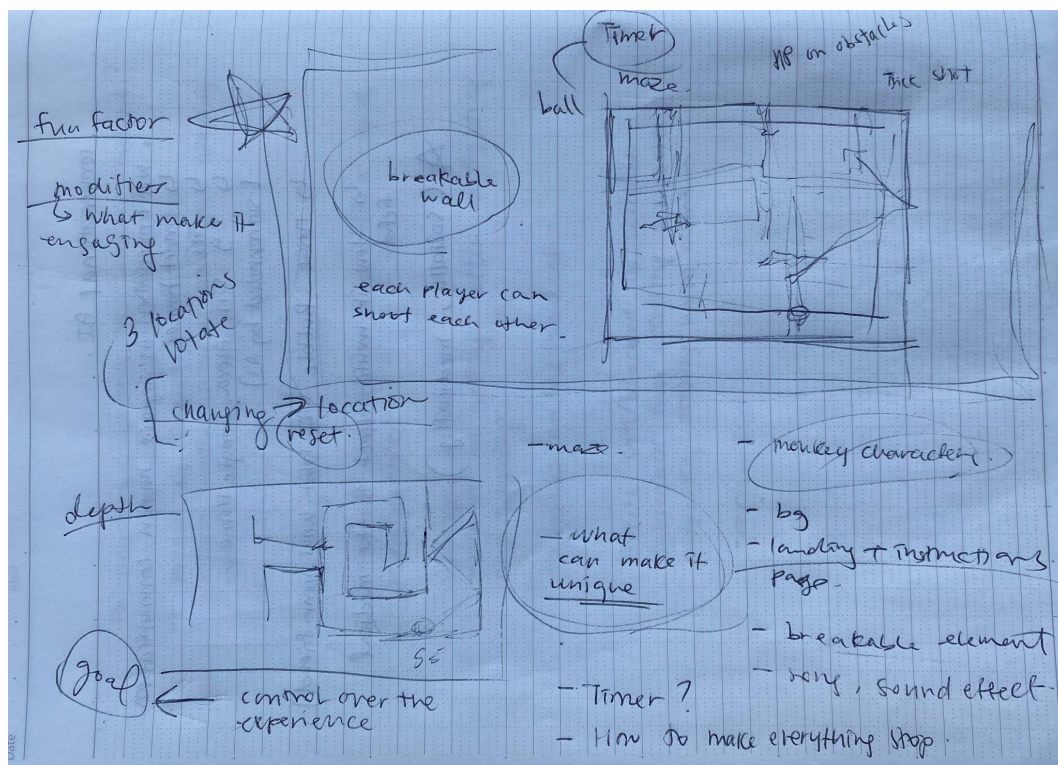
- Mood board, inspirations and UI

Overall, this was a successful project, and we were able to create our game as planned. We would've loved to add some minor details to our game, but maybe we'll be able to revisit this project in the late future and implement those details.