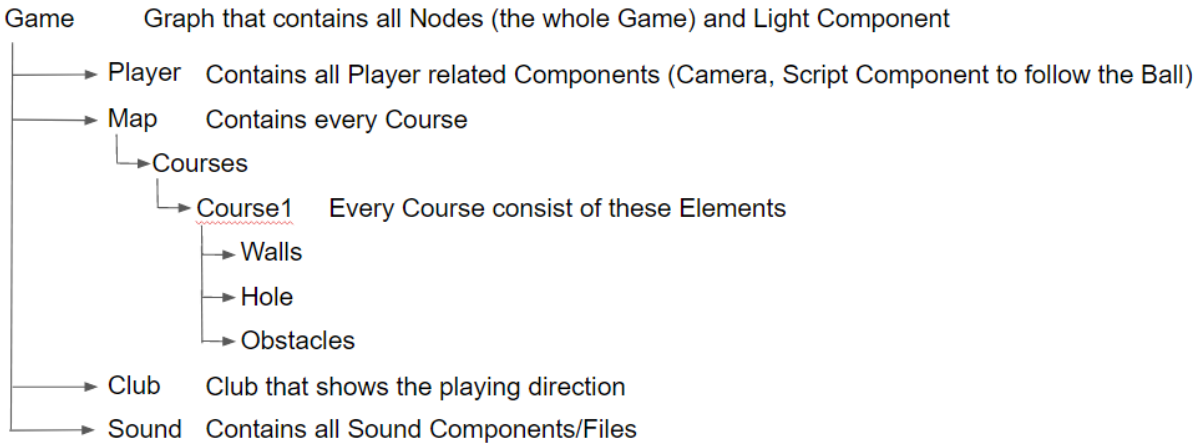
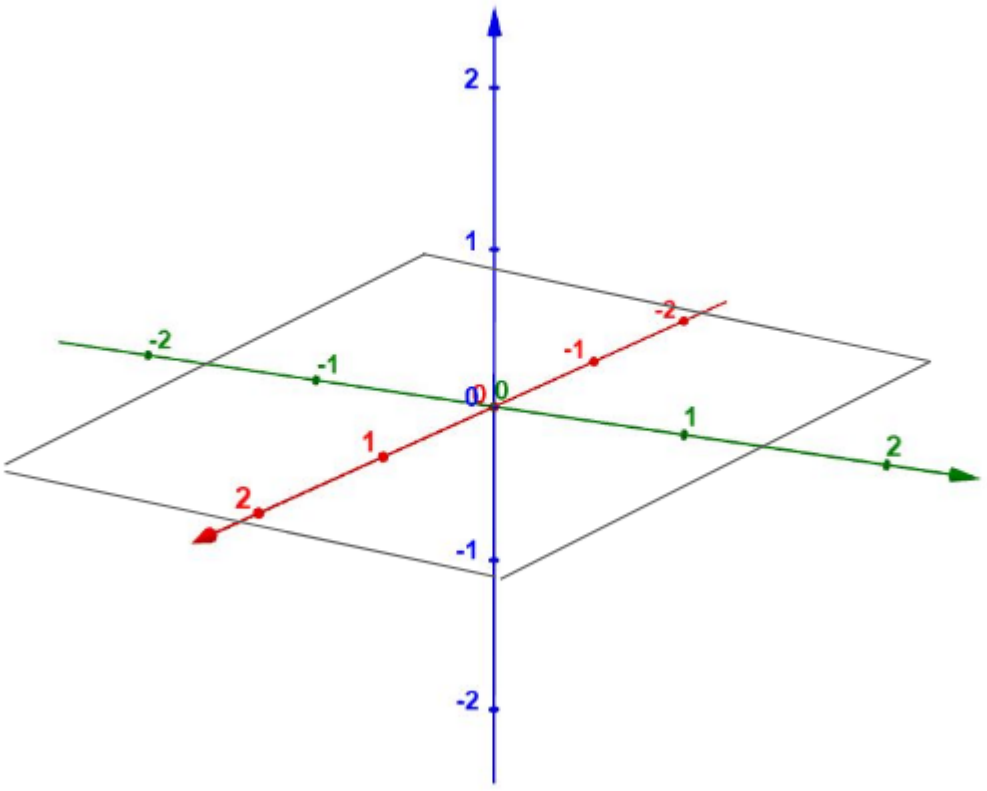
PRIMA DESIGN DOCUMENTATION

Graph Setup:



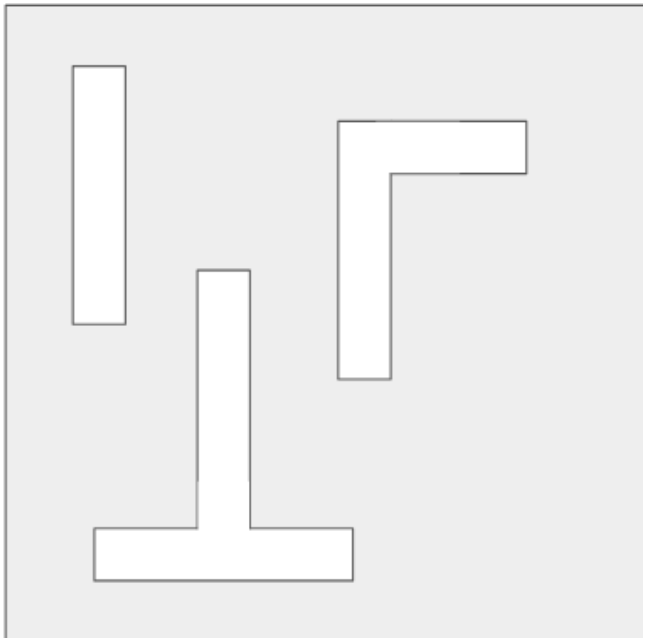
Coordinate System:

→ The Game plays in the x, Axis to guarantee correct Physics and real world application



The Playing Field

→ Every Course will be on the same field and the Player will be moved between them (currently only one Course)



Assignment Criterias (as described in Readme File)

Nr	Criterion	Explanation
1	Units and Positions	The Game is played on the x, z Axis for functioning physics. 0 is in the middle/origin of the coordinate System. 1 is one meter (also for physics)
2	Hierarchy	The Game is set up in one Graph called "Game". (More information in the Design Document)
3	Editor	Course creation and World building is done in the Editor. The Golf Ball gets created in the Code to enable Customization
4	Scriptcomponents	Script Component is used for the Camera following the Ball. It could also be done without a Script Component however this could be useful for future things who also need to follow the Ball
5	Extend	The generated Golf Ball extends f.Node. This helps with creating and adding the Ball to the Graph after reading the custom properties
6	Sound	All used sounds are placed in the Sound-Node. No sound comes from a specific direction. There are three sounds (Background Music, Hit sound, Win sound)
7	VUI	The Interface is used to display general Information about the current game. (Timer, Hits, Max. Hits)
8	Event-System	The Event-System is used to detect the Ball coliding with the Finish-Flag and to play a sound after finishing the Map. This would be difficult without Events
9	External Data	Following Parameter can be changed in the config.json file: MaxHits for finishing the Map, The strength of every hit to the Ball.The Ball Size and Color. These Parameters can be used to create a different playing experience and could be used to enable user created content
A	Light	One Ambient Light Source is used for this Application. The aim is to provide realistic lighting from one Source to simulate Sunlight
B	Physics	There are Rigibody Components used with nearly every Mesh to guarantee "Real" Physics and Collisons for example for the Ball colliding with the Walls. The Ball is played via Forces to simulate the Hit given to the Ball
C	Net	Not implemented
D	State Machines	Not implemented
E	Animation	The Animation System of Fudge is used to realize moving Obstacles on the Course

Custom Objects

→ Custom Object created in Blender to do faster modeling