

Game Proposal

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Game Name

Run-The-Box

Tools

C++, SFML as rendering machine

Objectives

- To apply game physics in game.
- To experiment with tuning of physics in game.
- To experiment on how game physics can improve quality of game.

Summary of gameplay

Game Type

2D platformer game

Game Mechanics

Arrow keys

Physics to be applied

Velocity, Acceleration, Gravity

Gameplay



Player will start from the left side of platform, whose goal is to use the bump in front to jump to the platform on the right. The possible challenge is to use the right velocity as there is various type of gameworld. For example, the distance between platform is longer, hence player needs to accelerate more to bump to the right platform. Player loses if the car drops into the pit.