Rendu du Miniprojet 2

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1 Introduction

Starting with the release of Mariokart in 1992, followed by the boom of Nintendo Video Games in the 2000s, programmers have truly deployed tremendous effort to make those games a joy to play. In this Readme file, we present to you one the latest video games on Pc and Mac, The BikeGame. This game is about a biker trying to survive all the obstacles and hazards to reach safety in the finish line.We hope that you will enjoy it.

2 How To play The BikeGame

2.1 Launch the Game

In General,to launch a game, go to the class "Program.java" in the package "ch.epfl.cs107.play", in line 47 and proceed as the following :

```
Game game = new NameOfTheGameGoesHere ();
```

In our Case, the name of the complete game is PikalaGame.

2.2 Commands of the Game

We decided to keep this game very simple and realistic in terms of what the biker can do, he/she can go forwards or backwards and do flips in the air. Any special behavior such as jumping or going very fast will be realized through objects that he/she can collect on the track such as a Rokcet or falling on a Trampoline. What follows are the commands

- SPACE ␣ :Change the direction of the movement.

- UP ↑ :Speed up in the chosen direction.

- DOWN ↓ :Using brakes.

- RIGHT → :Rotates the bike clockwise.

- LEFT ← :Rotates the bike anticlockwise.

3 Description of the Game

3.1 Level 1 : HopHopLevel

In this level, our biker faces moving pendulums, she must go underneath them before the fire ball hits her in the head. then she has to sweat up the frictionless hills. At one point of the game the biker should make a good jump to fall right on the trampoline, the latter will propel the bike (possibility of making a backflip) to the road again. As a last obstacle of the game, the biker sees a frictionless descent that leads to the deadly pics, but fortunately, there's a kinematic moving planck that goes above the pics from time to time, he must take it to reach safety in the finish line.

3.2 Level 2: BowserCastle

This stage was inspired from the famous MarioKart BowserCastle race, it is known for the falling crates that the racer should avoid. He then has to take through moving pieces of land,
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