

DCL Final Project

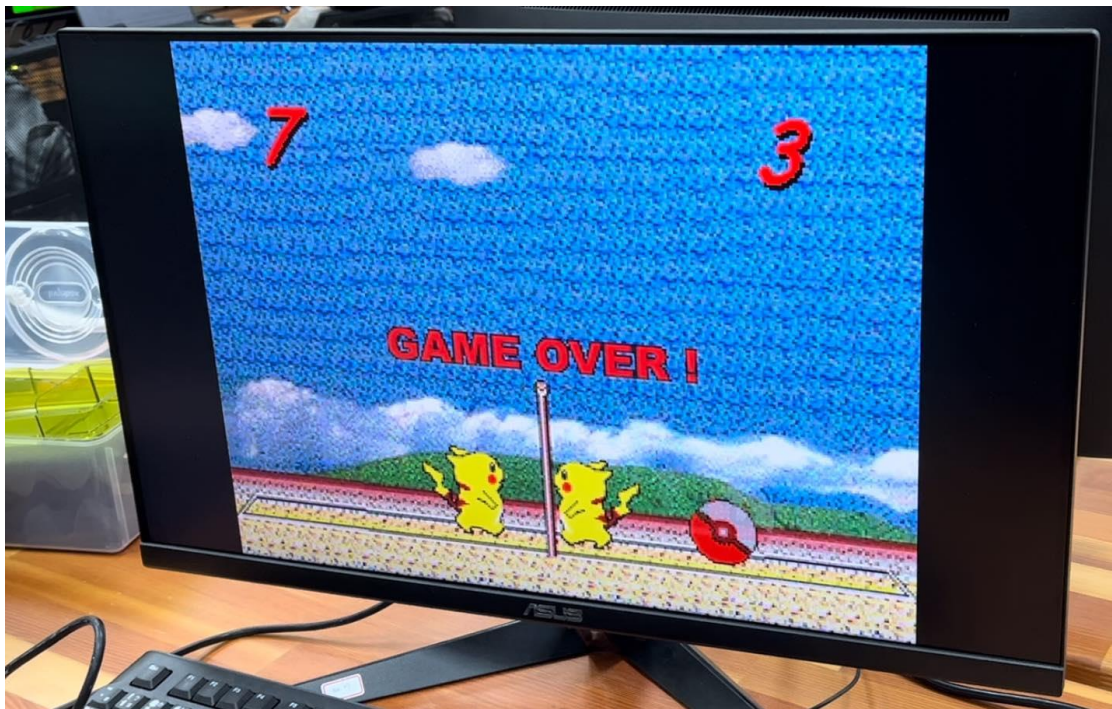
1. Introduction



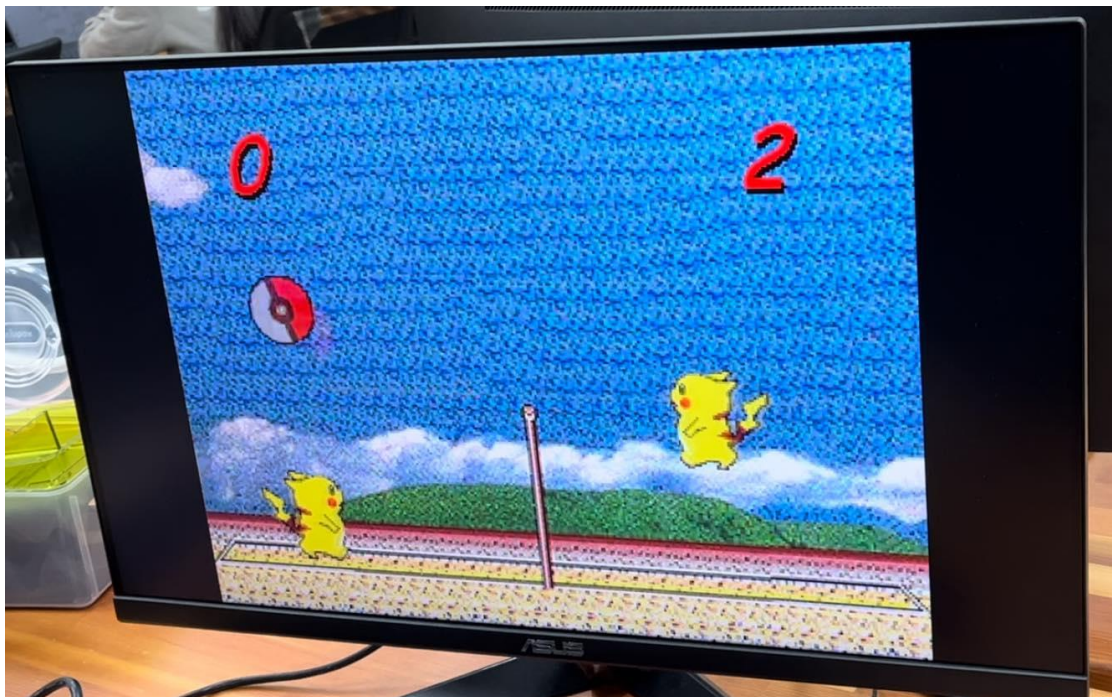
Game screenshot. (Press any button to start the game.)



Game screenshot. (when the ball falls, it will count the score)



Game Over. (Bot got 7 scores first.)



Game Screenshot. (jumping)



You win. (Player got 7 scores first.)

2. How to control

Use button to control:

Move Left(btn2), Move Right(btn0), Jump(btn1), Power Hit(btn3) ;

Use switch to control:

1. Turn on cheating mode-1(switch0), which enable the player pikachu to fly.
2. Turn on cheating mode-2(switch1), which can stop the bot pikachu.

3. Functions

Basic Functions:

1. Draw one Pikachu
2. Draw another Pikachu
3. Draw one ball and net.
4. The player and ball cannot go through the net.
5. The game scene has the boundary
6. Use button and switch to control the game and interaction.
7. Design a scoring system.
8. While the player hits the ball, the ball will be returned in parabolic way.

9. Design the player can jump.
10. Design the player can smash with faster ball speed.

Additional Functions:

11. Player can turn on fly-mode.
12. Player can turn on bot-no-move-mode.
13. Ball will spin with its moving direction so it looks more smooth.
14. The screen will say “You win” as soon as you get 7 score and will say “Game over” as soon as the robot get 7 score earlier than you.