

IF THE GAME DOESN'T WORK ON YOUR BROWSER!

**) Go the Mozilla FireFox -> type in url "about:config" -> search for "privacy.file_unique_orign" -> turn to value to "false" by clicking on the right hand button*

**) The open the index.html link again and should work!*

Description:

*) This game is single player RollABall game where the player can roll the ball to collect the objects around in 2 minutes!

*) Collect as many point you can in 2 minutes!

Credit:

*) This a tutorial game on unity.com and YouTube.com/unity

Interface:

*) The game starts with a start scene where it describes on how to play the game, and a start button!

*) Once the button is pressed it will take you the game screen

*) To make this game interesting I download

-) Assets from unity.com/unitystore (soccer ball)

-) Pictures of grass and brick wall from pixie.com

-) The objects that are to be collected are always rotating so it is always attractive to go and collect them

-) And also made invisible HIGH walls to make the game interesting

How to Play and Game Details:

*) You can use arrow keys or "W A S D" keys to move around the game area

*) You can use "spacebar" or "J" to jump [The reaction time of jump is pretty good! It works.]

-) The code works with a bool variable where every time you jump the jump keys are disabled, and every time there is a contact with the ground the jump key is enable

- *) The score board is on the top-left of the screen
 -) The score updates every second
 -) Anytime the player collects the object in the field the object disappears and players get +2 points(yellow box), +3 points(red box), +4 points(blue box)
 - +) The object appears back after 10 minutes

- *) Anytime the player hits the wall the player losses -1 point or some box that are triggerBoxes player losses -1 point
 -) The points will never go NEGATIVE it will ALWAYS stay at 0

- *) There is a Timer on the top-right corner so you can keep track of time
 -) The timer will not start until and unless you don't start moving the ball
 -) The timer will automatically stop once it get to 0.00

- *) There is a BANNER that POPS ON THE SCREEN and POPS OUT OF THE SCREEN

-) The banner will show 3 times during the game with a message!
 - +) "Use Commands To Move" —> The Timer won't start without this
 - +) "One 1 Left" —> Heads up on half time has passed
 - +) "Times Up" —> Will automatically stops the game, however keeps the ball rotating to confuse player if they can still move! HOWEVER THEY CANNOT!

This a link to my game which you can access online:

- *) <https://sharemygame.com/@krushn786/roll-a-ball>

EXTRA CREDIT:

Given by Prof.

- *) I followed the Roll A Ball Tutorial, however I ended up making my own script for player.cs because I didn't wanted to copy the code. And wanted to do something unique!

*) I added textures to wall and the ground to make it look little realistic.

*) Add fancy colors to the collectable objects

*) After 10 sec of the box disappearing the box appears back

*) Limited time to 2 minutes so the game doesn't run for infinity

*) Collision reduce point and the collecting object gains point

*) Display score on screen

WAS NOT ABLE TO ACHIEVE

*) **Multplayer(Actually this game was done on Sunday however I thought Multiplayer part of the game was important so I never end up submitting)**

-) I recently talked to TA on (9/18/2020) and he explained that it was just a extra credit feature!

-) **Sorry for the inconvenience!**

My idea(Out of the Box)

*) I made the banners appear and disappear!

*) Rather than just using colors and textures on the sphere, I went on unitystore and downloaded an asset that was a soccer-ball!

*) I added a bounce material to the field and walls so there would be the real life effects

*) I added 2 scenes to make the game user friendly!

*) Added different kind of box that will give different kind of points

*) Some yellow boxes, red boxes and blue boxes will reduce 1 points.

This is to trick players on collecting and losing points!