

Project Title

Super Paper Frisbee Golf

Description

This is a frisbee golf game where you can switch between multiple views for a different perspective on each shot. Every hole except the first one is randomly generated, the first one is random, but uses a set seed so you start with an easier hole.

There are 4 different types of obstacles, walls, trees, bouncy walls, and geysers. Basic walls and trees will stop the disc mid flight (as if you hit a wall or a tree), while bouncy walls will reflect the frisbee with the same speed. Geysers are intermittently active and when active, will blow the frisbee strongly upwards.

When preparing to throw a frisbee, you have control over the forwards power, roll, pitch, and upwards power. You can adjust all of these to try and perfect your shot, and settings will save between shots. Every throw is recorded and added to a count, once you finish the hole, it will add your score based on the par to your total score for the course. Once you complete 9 holes you have completed the course and your final score is displayed.

Switching between the 2D and 3D perspective allows you to see that some obstacles are short enough to throw over, while others you may need to curve the frisbee around. Fun interactions can help or hurt you, like throwing into a geyser with the right pitch can get a lot of distance, but the wrong pitch or wind could leave you in a worse position than you started in.

Similar Projects

Super Paper Mario

- Perspective-based puzzle solving (2D Platformer → 3D Platformer) with 2D elements in a “3D” world
- Graphics are ‘paper thin’ essentially all 2D sprites displayed in a 3D world

Disc Golf Valley

- Frisbee golf
- Disc curve/power control

Portal

- No weapons for self-defense (movement/puzzle based)

Pixel Pro Golf

- aesthetics!

Version Control

Github - <https://github.com/LukeCogswell/SuperPaperFrisbeeGolf.git>

Tech List

Using Gimp to draw assets and Microsoft Sound Recorder for sound effects.