

Project Title

Super Paper Frisbee Golf

Description

For my project I plan on creating Frisbee golf, but you can switch views between top-down and “first-person” views to throw the frisbee, in which case obstacles will behave differently and allow a different perspective. It is a lot like super paper mario, but you move by throwing a frisbee either top-down 2D or 2nd person 3d. Your next throw initiates from wherever your last throw lands. The frisbee will be able to curve in midair by letting the user adjust the initial velocity, pitch, and roll, allowing for cool challenges for the game involving complex throws. Obstacles like walls and trees are in the game to force the user to plan out interesting throws. I think it would be cool to add power ups and dynamic obstacles like wind and bouncy walls and other things along those lines to add to the depth of the game once I have the basic game set up.

Similar Projects

Super Paper Mario

- Perspective-based puzzle solving (2D Platformer → 3D Platformer) with 2D elements 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.