Assignment #5

2D Game Engine Project

Pinball

Process Work:

Game play

- ball is propelled into game, where it bounces off various obstacles for points
- ball hits lights, bumpers, ramps, and spinners
- Score points by hitting targets
- Shots with flippers before ball is lost
- ball is lost, game over, show score
- Goal is to try getting highest score

Design of Game

A - Flippers use left and right arrows to control each flipper

B - Space bar to eject ball into game

C - Hits long arrow, ball slows in speed

D - Hits arrows on path, speed of ball increases
   ↳ 200 points when ball goes into area

E - Spinner (new version) if ball lands in area, it will spin ball around (couple sec.) and then shoots out
   ↳ 500 points
   ↳ lights up when ball is in spinner

F - Ball will ping off (collision)
   ↳ 100 points each
   ↳ lights up when ball hits

G - Ball will ping off fast and into different directions (collision)
   ↳ lights up when ball hits
   ↳ 50 points

Assets

- music playing when game is started
  ↳ Thunderstruck   OR
  ↳ Highway to Hell
- Theme art
  ↳ Thunderstruck Song
- Dark colours with gold and silver
- Lightning Bolts
- Clouds
- Storm theme

  ↳ Highway to Hell
- Red and Silver /Gray's
- Roadway ?
- motorcycle theme

* Changed B
  ↳ instead of just pushing space bar to eject ball,
    decided to make spring button
  ↳ hold down space bar and when you let go spring
    pushes ball into play

Pinball
Game

Collision ball
will hit off
fast

Ball will
ping off

Hits arrows
and do ball
goes faster
around

Slows down
+ drops back
down

Spinner

flappers

Flappers-
push buttons
to move flappers
and hit ball

left   Right

push Botton to
push Ball into
play