

SGI 2024/2025 - TP3

Running the program

After downloading our program folder and opening it in your preferred IDE simply run "index.html" as a liveserver in order to start the game.

Menu

In the initial menu you have a sequence of steps you must follow in order to start game.

After clicking play, you must choose which balloon you want to use and which balloon the computer will use. You will also type your username on your keyboard and choose your starting position. After that you can start playing the game.

Objects Movement

In order to move your balloon you have use the wind.

To catch the wind movement you must use the W and S keys to increase or decrease the altitude of your balloon.

As written in the project requirements, the air is divided in 5 horizontal layers, each one having wind in one direction: Layer 4: (highest layer) wind moves to West
Layer 3: wind moves to East Layer 2: wind moves to South Layer 1: wind moves to North
Layer 0: (lowest layer) there is no wind

The current wind movement is displayed in the bottom right of the screen in a compass.

The race track contains obstacles and power ups in order to turn the race more engaging and complex. The power ups give the user a voucher and the obstacles take away a voucher or paralyse the user if he has none.

Final Menu

After either of the balloons crosses the finish line the user will be shown the final screen.

Here the user can see relevant information such as the winner's name and the time spent in the race. Two buttons are available if you want to restart the race or go back to the initial menu.