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| **Special Features** |
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| Software Design with Artificial Intelligence for Cloud Computing  Semester 2 Year 1 |
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| Bonus Levels There are two different bonus levels in the game:   * Pink Cloud - brings the player to a level where he becomes a cloud object and needs to collect fruits.   + There are also obstacles like falling rocks which need to be avoided   + Instead of background horizontal speed, clouds were created that re-appear from the top once they reach the end of the room   That level randomly creates various instances that are falling from the top of the room and are also created randomly on an x-axis.   * Blue spinning portal – brings the user to a level where the timeline has been used to create waves of enemies. In the end there is a main boss that needs to be defeated (hit 30 times)  Object-Parent I have used parent object quite a lot for the objects that act the same. Game System Overall  * Pipes created in an equal spacing (done through script) along with invisible scoring pass-point that couts the score * Scoring system:   + Points counted as we pass through the pipe   + Previous score: once dead, goes to the top   + Extra points: these are gained in bonus levels, once finished, they are added to current points   + I have also created sprite for scoring system and created a font out of it * Used a mixture of script and drag/drop |  | • • • |