

## Destroy All Orcs (Flappy Bird Clone)



This is my Catapult Prototype which is a flappy birds clone that plays around with the unity physics engine. The game is to sling the rocks and try and hit the Orcs. The only controls of the game are the mouse to drag back the rock, mouse to click the levels, and the 'R' key to reset the game. I did not implement a reset or exit button out of the entire game. You need to just close the window to exit the game. For demo purposes go I think I works well. This game was very difficult for me to make purely on time restraints of my personal life. The game works but not the way I want to, and I do not think the puzzles are very creative. I spent a lot of time building a level select interface and the scripts than building the levels. What I tried to do to enhance my game is have different projectiles and catapult sling speeds. I tried to implement a star system, but I could not figure out a way to keep track of the orcs killed along with the amount of shots used. I also wanted to try different materials for the orc structures that behave in different ways. I want to add a lot more to this build of my game, but if I had to choose two: the first would allow the player to throw multiple balls without it resetting the level every time so you can still kill the orcs, but might not get as high of a score if you did it with one shot. The second thing I would add is the scoring system. Allowing players to get a higher score by killing the greatest number of orcs with the least amount of shots. I learned a lot from this project, the first thing that I learned was how powerful Unity's physics engine really is and how you can do some very cool things with an array of tools that are offered. I also learned a great deal about UI and Scene management. I would say that was the main focus for me when completing this project was getting a good level selection screen. I also got a lot better working my way around Unity and using more of its unique tools. I apologize for the quality of how this game is on this build. Like I said there are tons of stuff that I want to fix and add but I simply did not have the time. This was a great project that showed a lot of interesting scripting tools as well as how Unity as an engine works. Note: all orcs on all levels can be killed with one shot!