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Red Ball Run PDF

Resources and skills learnt and used to create this game provided by Lucas Haley and Mereana Johnston.

As well as Youtube Videos, primarily Brackeys. Any specific scripting references found within corresponding scripts.

Video time-stamps

\*Health displayed top left, along with score(currently buggy)

\*Bullets can collide, can be used to ease through the game, not recommended, may change to uncollidible

0:06 – Fake Wall Secret + Hp pickup

0:12 – Primary + Secondary Fire

0:16 – Pitfalls. Teleport back to start

0:25 – Turrets. Reds are invulnerable but only shoot in a fixed direction.

0:30 – Breakable walls are orange

0:45 – Room Type: walkway

1:17 – bgm ends due to songfile (the second half of the song is silent for some reason), loops eventually

2:00 – green turrets are the same as reds but with faster bullets and longer reloading

2:35 – Level 2. Start gives the choice of three rooms to traverse

2:40 – Left room incomplete

2:45 – Right Room Type : walkway

3:12 – Halfway point. Blue cube will be a pickup that unlocks Secondary Fire (the rapid fire)

3:20 – Mid Room Type : Reds. Complete with moving platform

3:38 – Second Left Room Type : walkway + turrets

4:23 – Brute minor boss fight, incomplete

4:35 – Scoring will probably be removed, bugged system currently

4:50 – pitfalls past the mid point will teleport back to mid

4:53 – Second Mid Room Type : Reds + Brutes, incomplete

5:05 – Second Right Room Type : Blues (smart turrets) + walkway (pitfalls)

5:40 – secret walls with pathways that connect end to mid and mid to start. In case someone is having a hard time / want to take it easy.

Third level Boss Fight incomplete.