

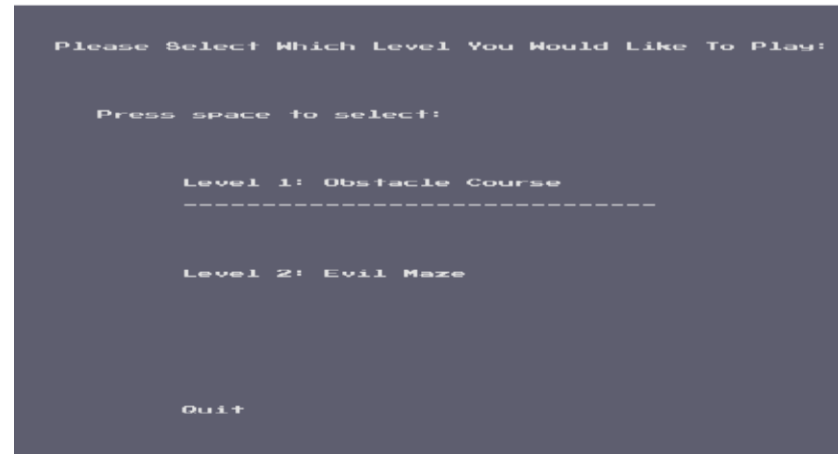
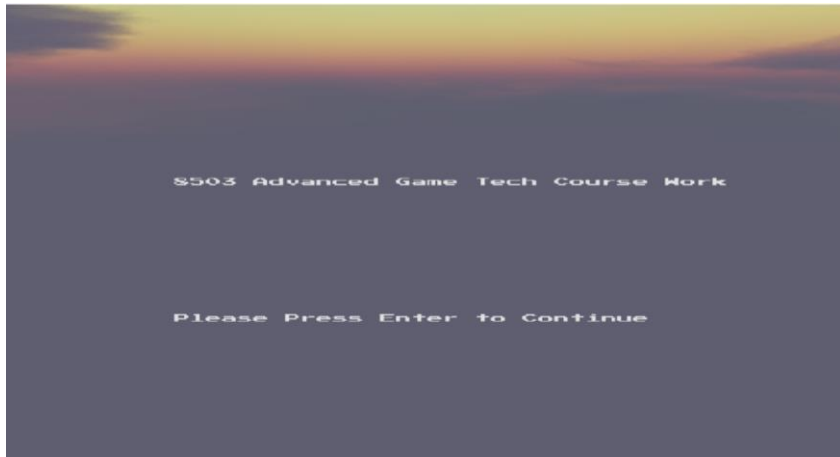
8503 Advanced Game Tech

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Controls

- Mouse turns camera
- WASD moves camera
- B activates quadtree (temperamental)
- Q for camera mode
- G for gravity
- M for magnet
- More specified on following slides

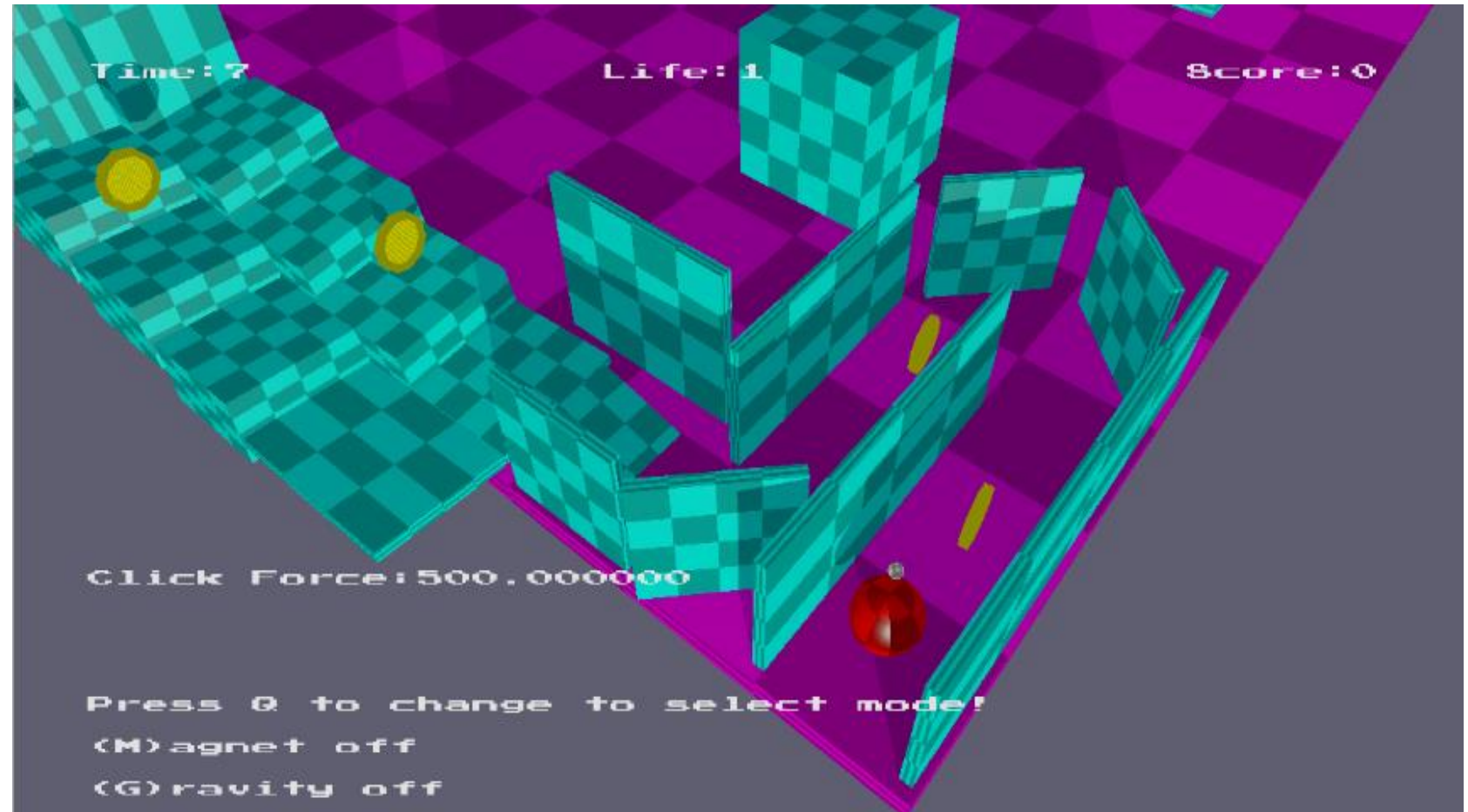
Menu



Maze Obstacle

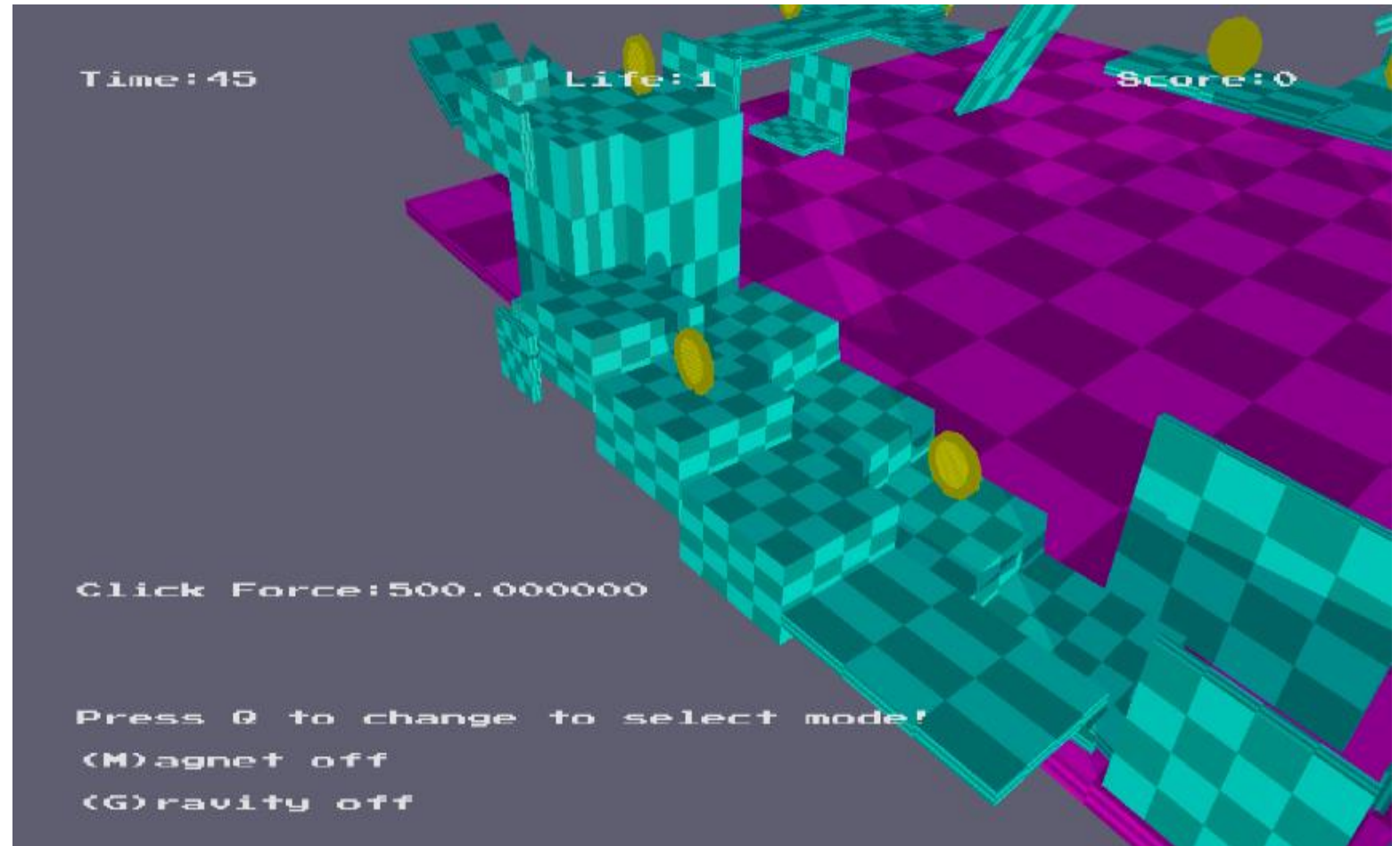
Use right
clicks to
apply force
move
through
the maze

The coins
are
collectable



Rising Platforms

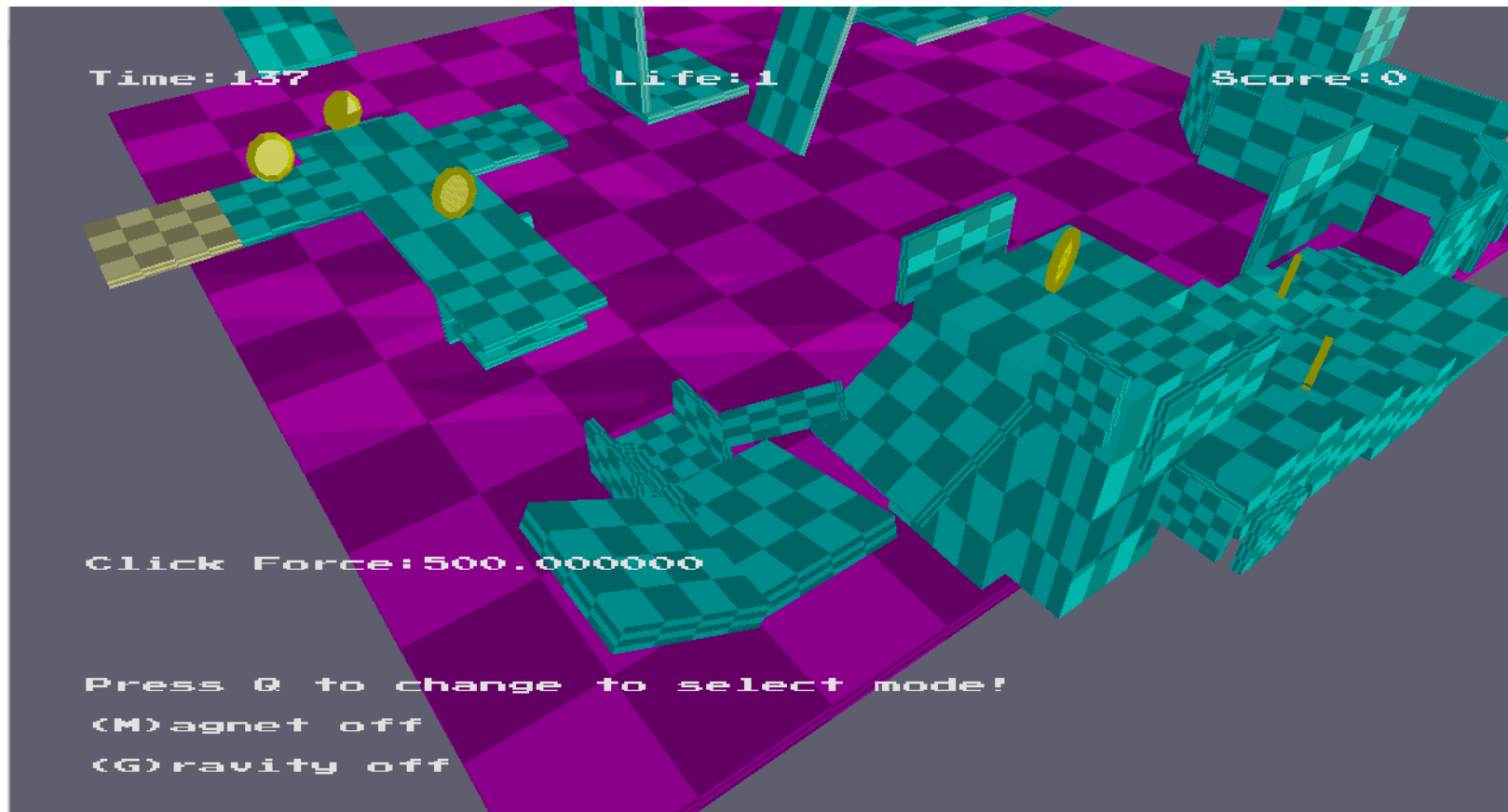
Use up and
down
arrows to
move
platform
up and
down



Slope and then 'spring' board

Roll ball
down
slope

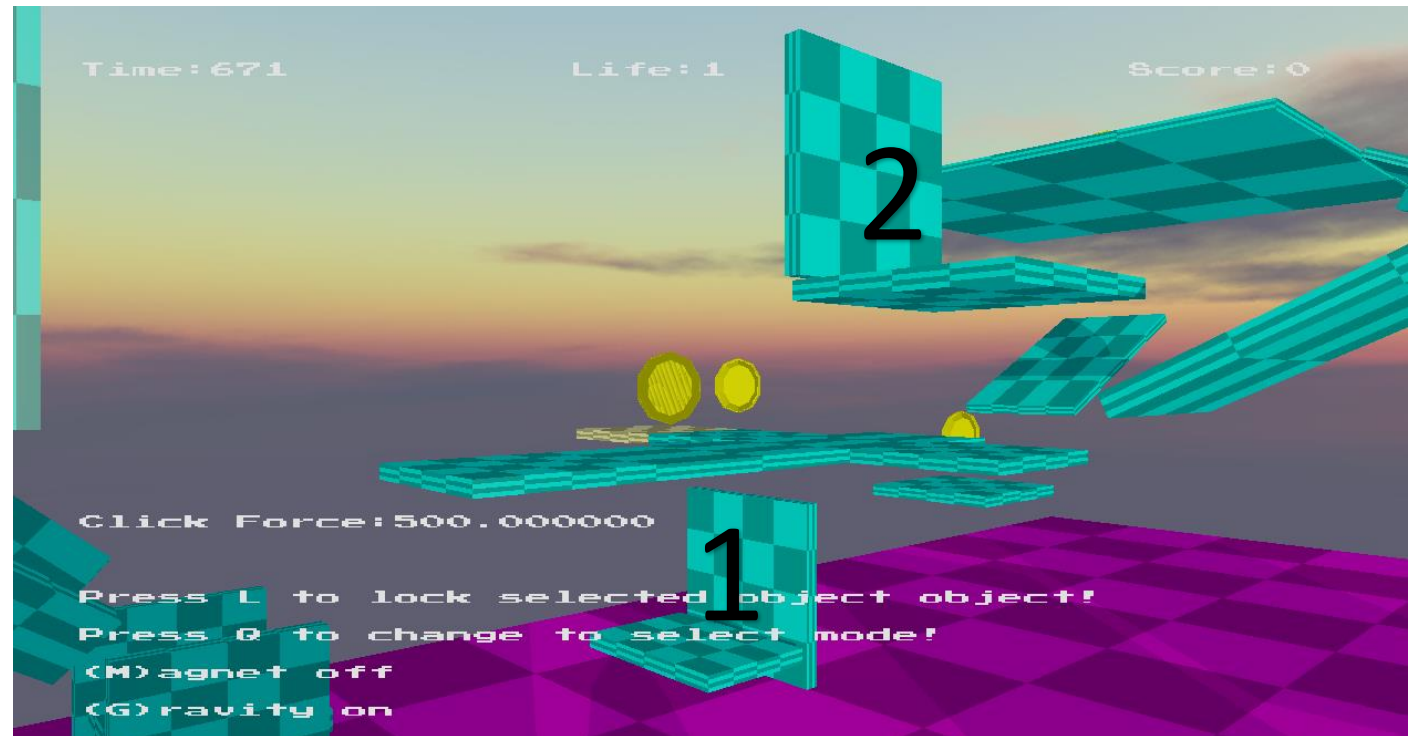
Then is
fired across
gap to
teleporter



Teleport

Use 'T' to
use
Teleports

Teleports
from 1 to 2



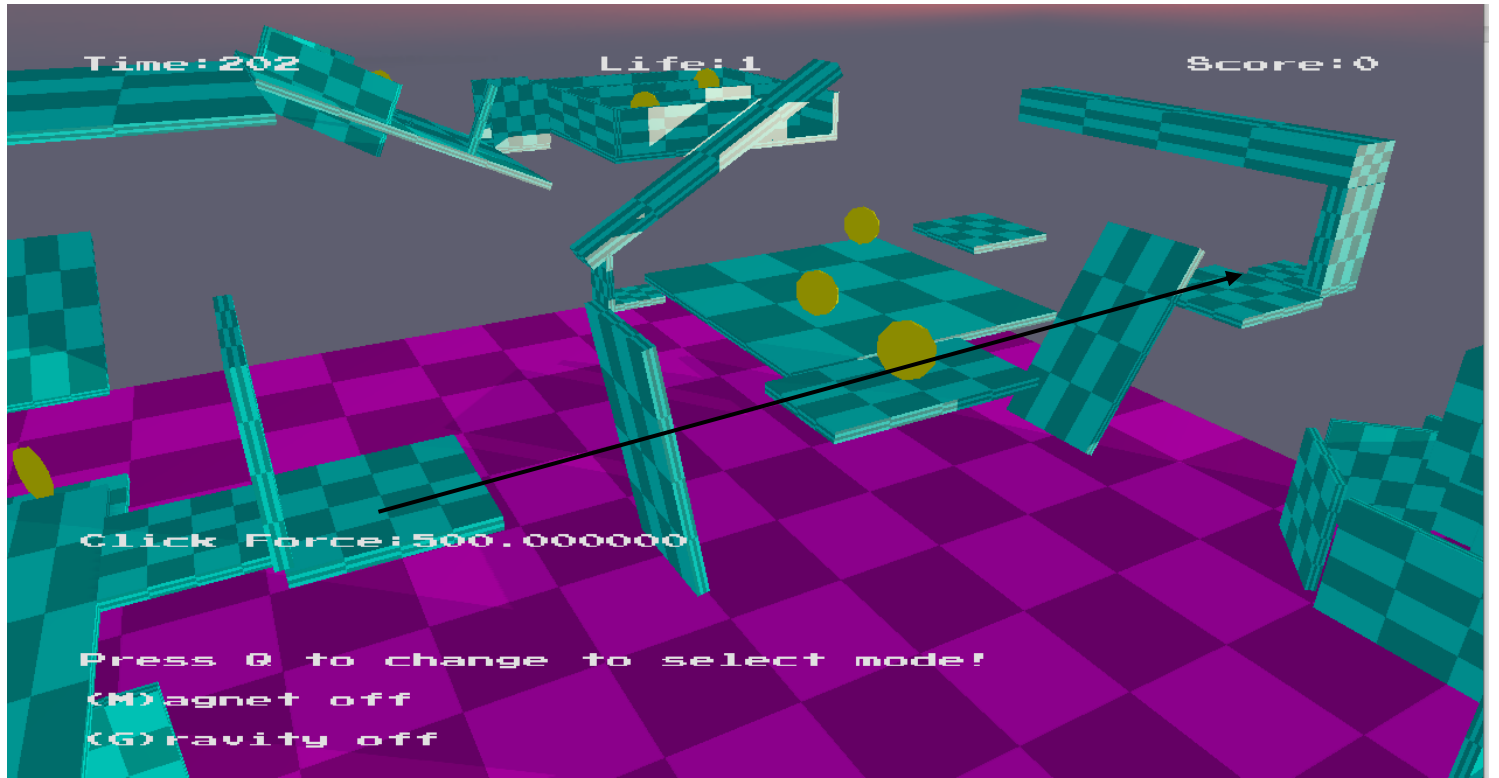
Rotating platforms

Use right
arrow to
stop
platform

Use left
arrow to
speed up
platforms

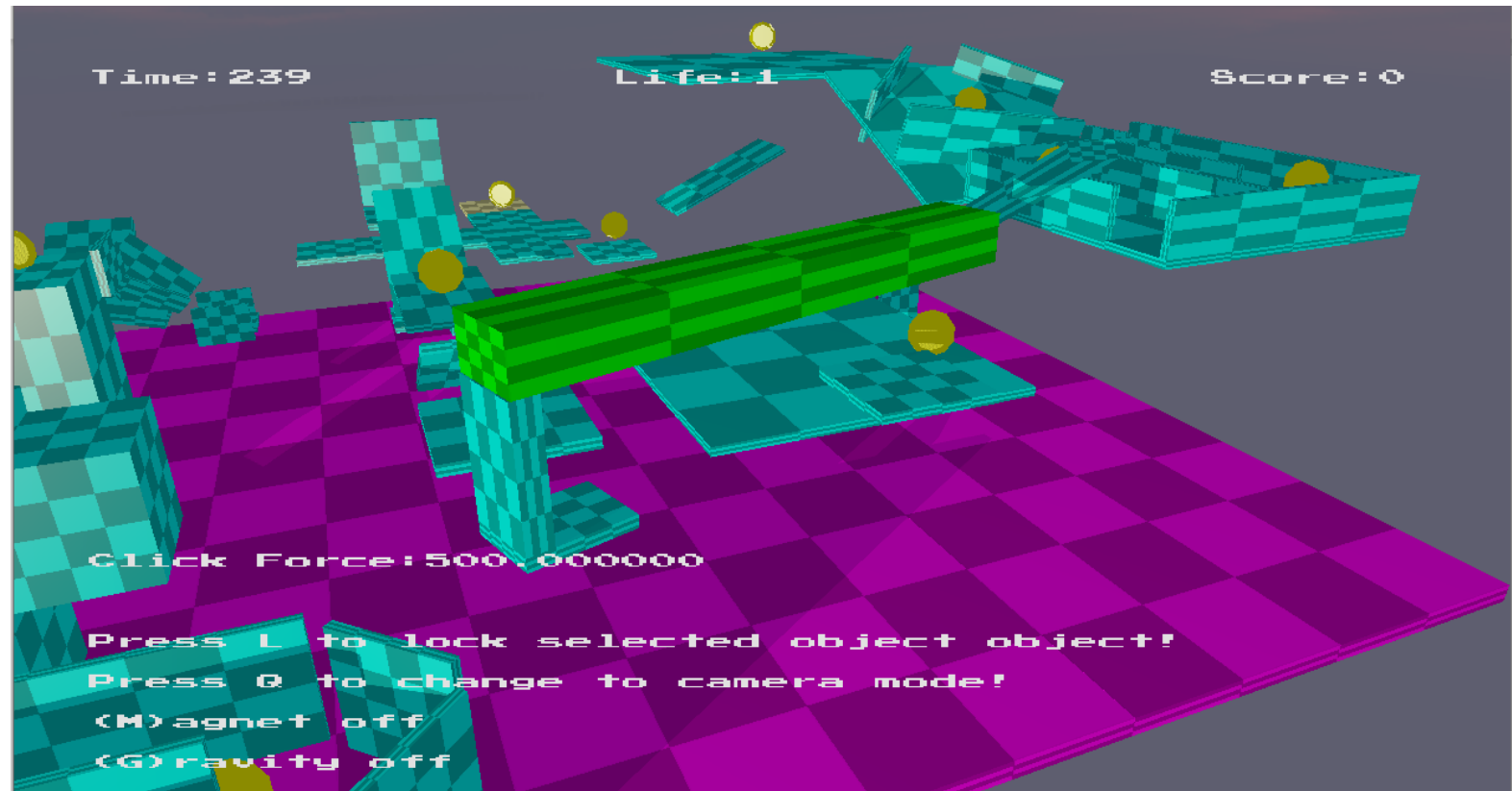
Use J to
apply force
in direction
of the
arrow

Use M to
switch on
the
magnet on
the
upcoming
swing
bridge



Swing Bridge

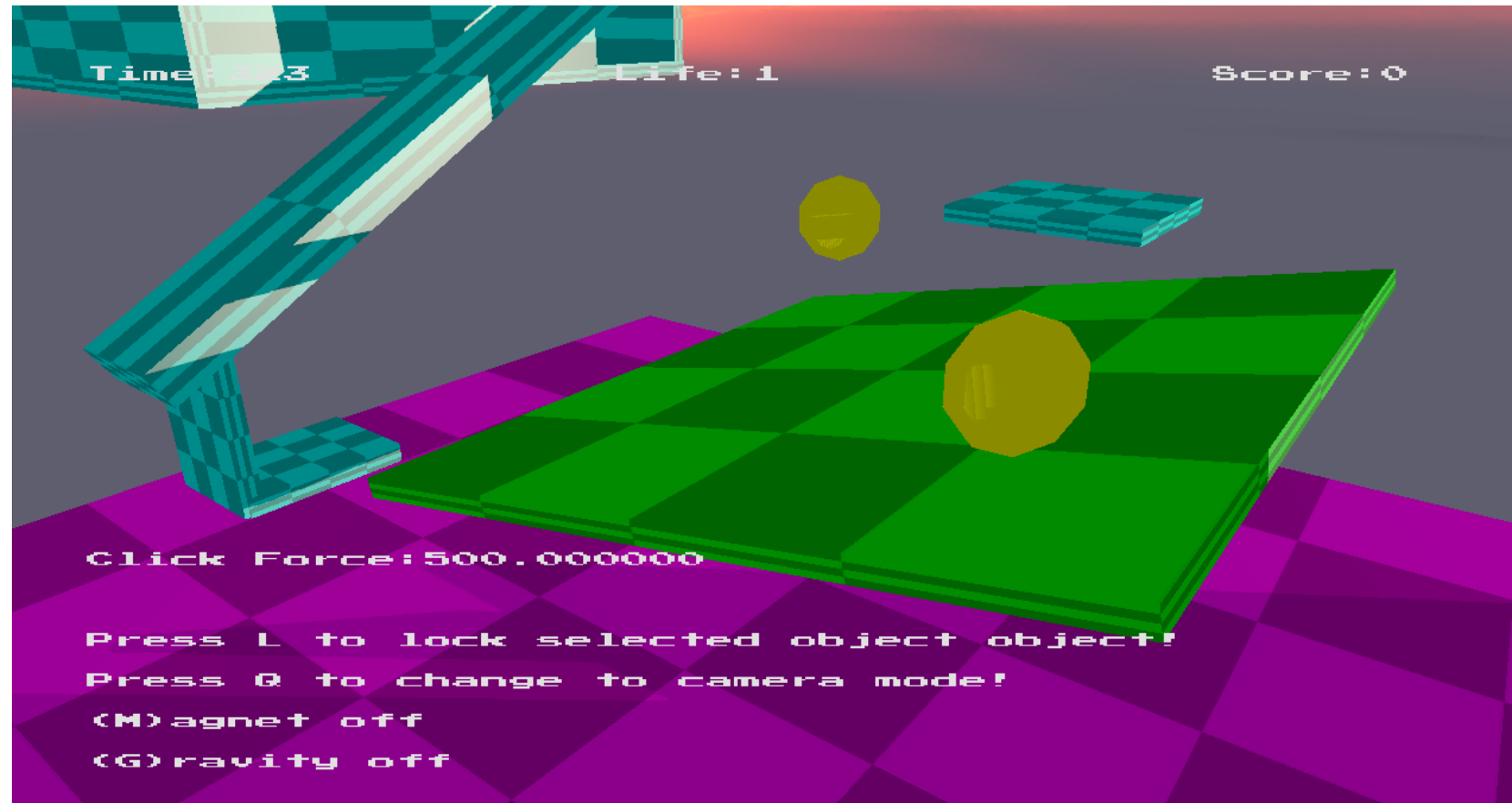
If magnet
on click to
activate
platform
and the
use left
and right
arrows to
rotate
platform



Wobble Platform

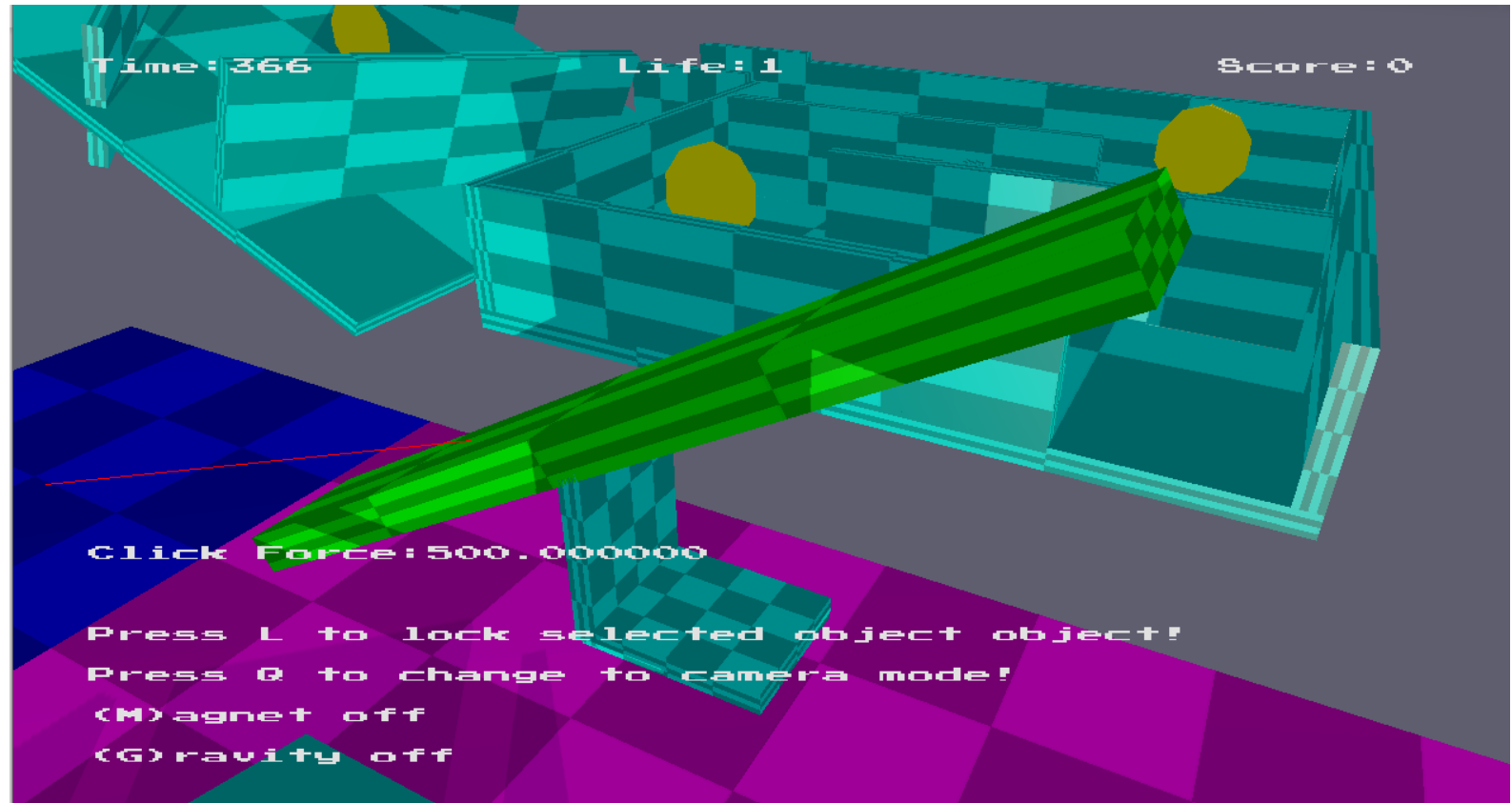
Click to
activate
platform
and then
use arrow
keys to
rotate
platform

Use M to
switch on
magnet
for the
upcoming
lift



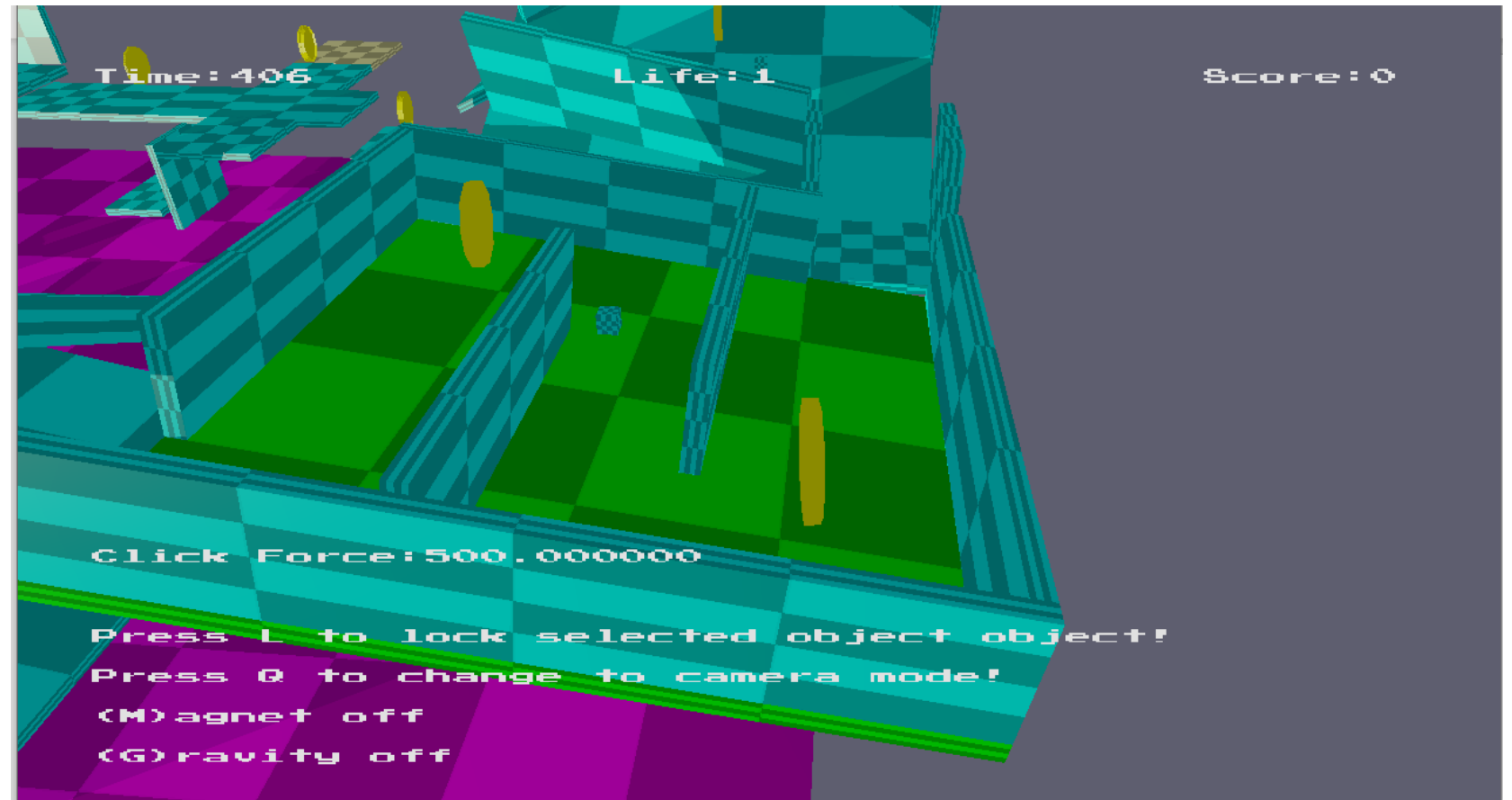
Lift

If magnet
on click to
activate
platform
and the
use left
and right
arrows to
move
platform



Wobble maze

Click floor
to activate
platform
and then
use arrow
keys to
rotate
platform

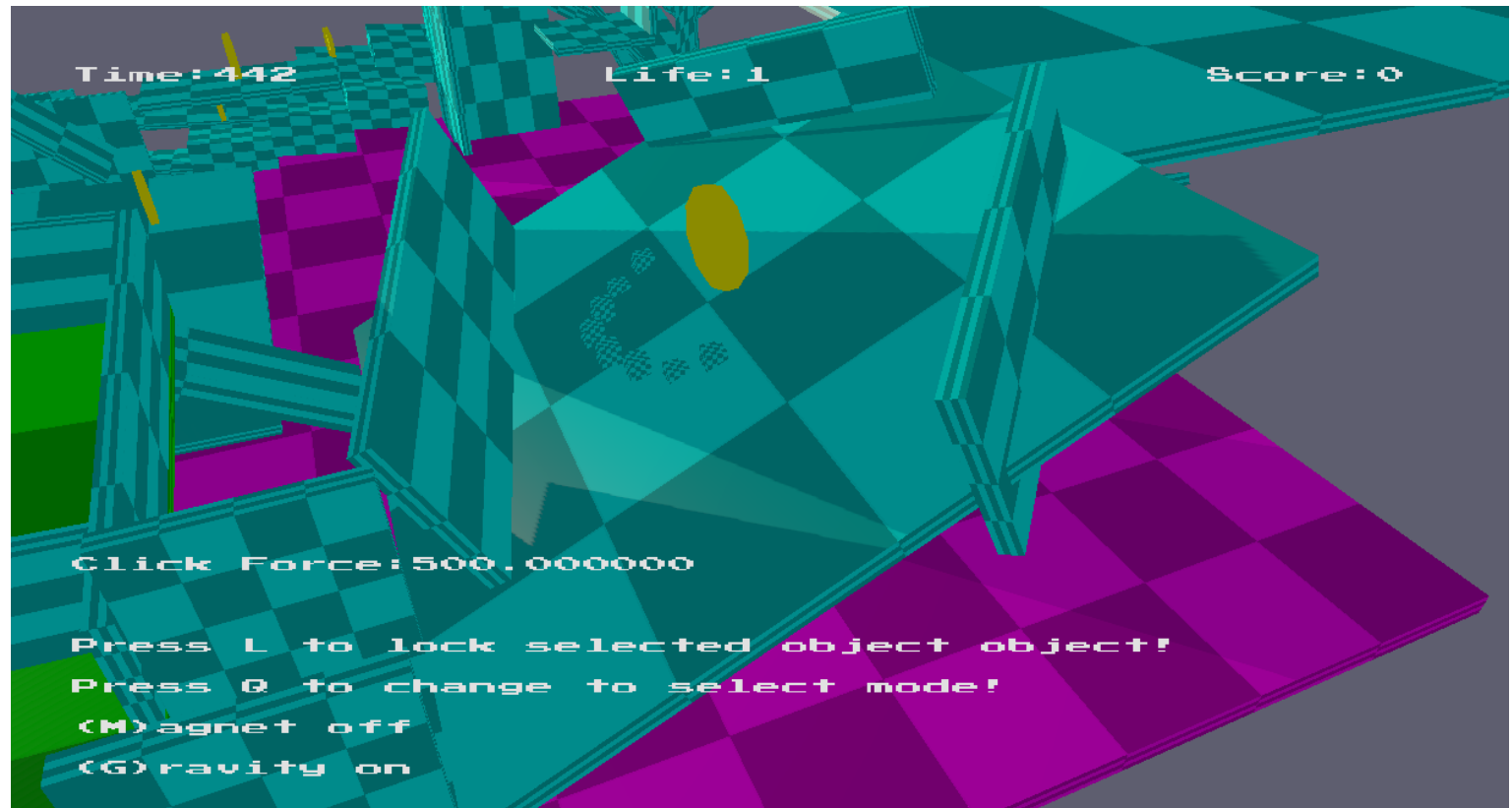


Constraint obstacle

Right click
to apply
force to
ball

Catch ball
in the
constraint
net
(awkward)

Click to fire
ball up to
next
platform

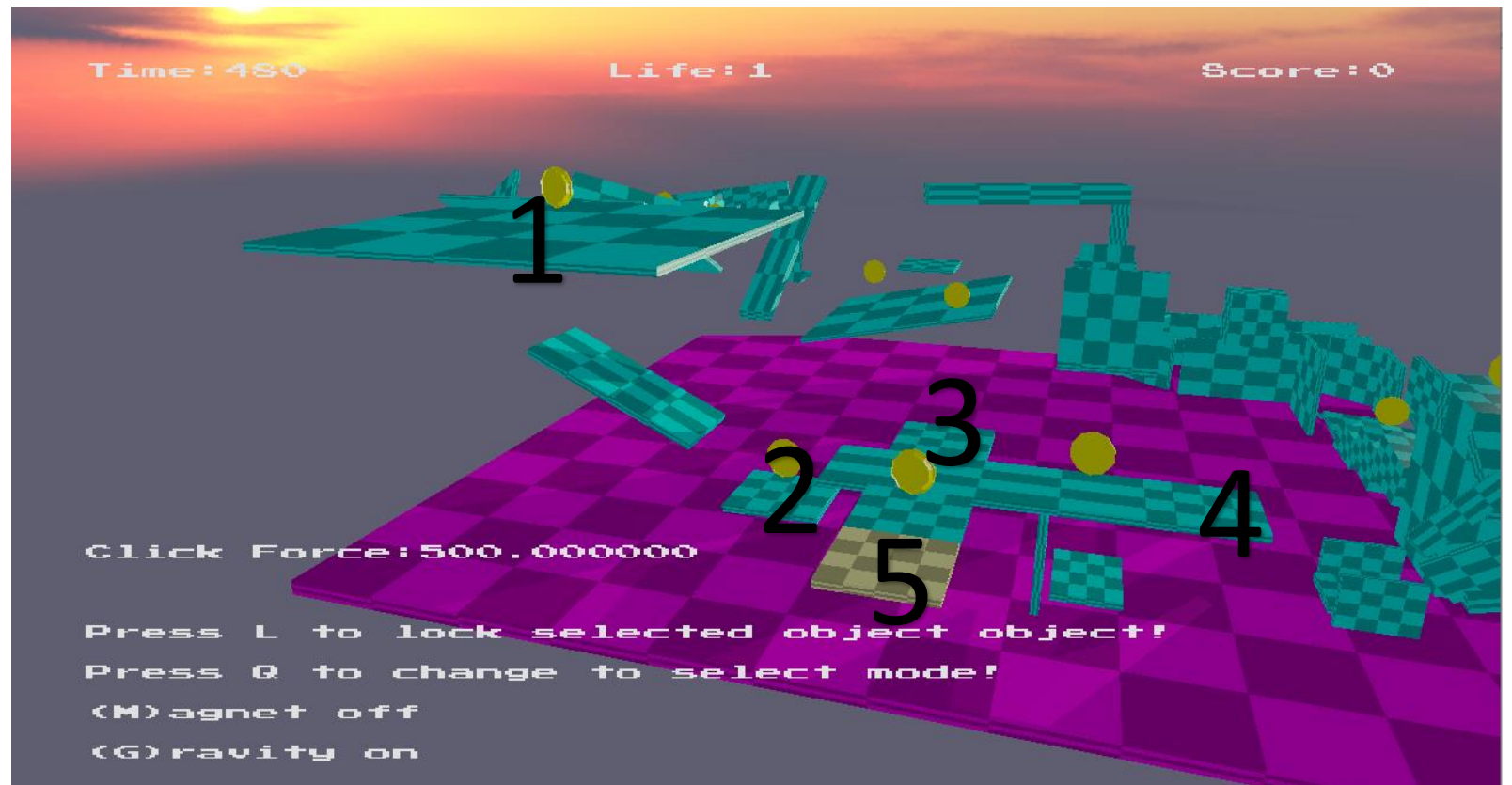


End of maze

1 is a gravity well applies force pull ball to centre

Ball then 'falls through' platform rolls down ramp bounces of 2, actual spring board, uses penalty method, onto ice (different friction and restitution)

3 and 4 are teleports activated with T and 5 is the goal ending the course



Death Screen

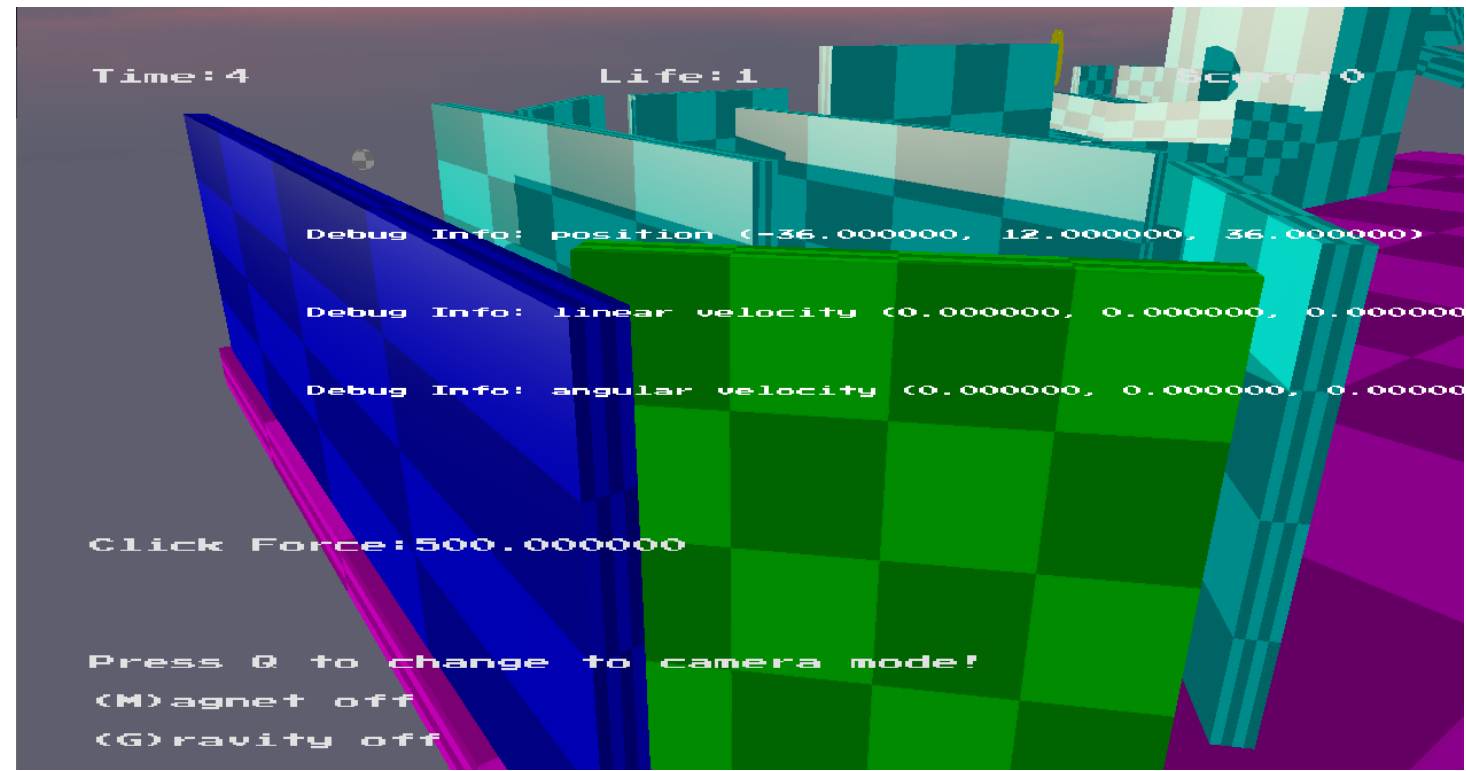
Kill plane
at $y = -100$

Kills player
is ball falls
of course



Debug

Hold left
click for
debug info



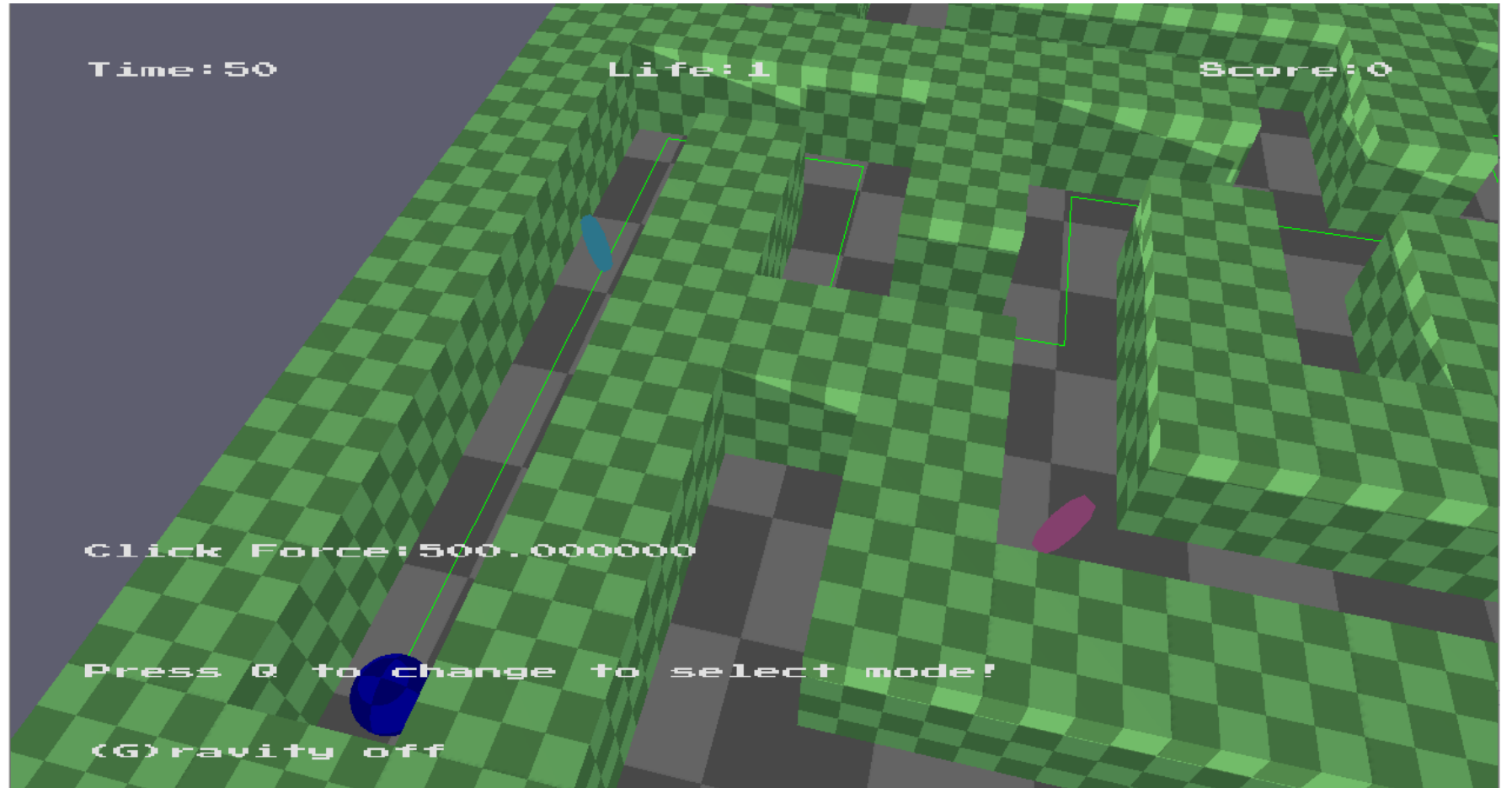
Level 1 ScoreBoard



Maze

Blue ball is the player ball, moved using the arrow keys

Coins are powerups, blue is a freeze bomb, freezes other player; pink is a shield prevents death on collision



Enemy

Red ball is enemy ball, moved via behaviour tree, yellow line is path to power up, green is to player, decides which to go for based on behaviour tree

Enemy can collect powerups

