Role Specific Training Assignment 2 : Marble Course Documentation - Ruben Geerts - 359131

This document will describe my game, and the interactive elements in the game.  
  
The marble will take 52 seconds to reach the end if you mash the button.   
If you do not mash the button, and just wait until the boll is rolled out, then the game takes longer than 60 seconds.   
  
I made every interactive element have its own colour. So every time you are on a different colour than grey, you are able to interact with the game.

The 5 interactive elements in my game are (all using spacebar):  
Destroying an obstacle so the sphere can continue when the player is next to the yellow area.  
A hinge joint which turns down when the player is above the red area.

A blue field where the player can turn off the lights.

A spring joint (bouncing up and down), and the player can destroy the joint and the orange block to fall down.  
A pink finish line, which makes a “Tadaa” sound upon reaching its destination.  
  
The first element is quite easy. A separate hitbox above the designated area, and if the player enters that specific area, and presses spacebar at the same time, the obstacle is removed from the game scene.  
  
The second element was more difficult. I froze the hinge joint, and put a hitbox above the red area. If the player is in the hitbox, and presses spacebar, the joint unfreezes, and spins around, so the player drops into the next section.

The third element is my favourite. You can turn off the lights when you are in the blue area, and turn them back on if you are fast. It was quite the pain to get it to work because I have not used Unity before this year, but I got it to work.   
  
The fourth element is a spring joint. The spring joint is already bouncing when the game starts (I could not figure out a way of activating the joint upon reaching). So I simply added a Destroy function to it, so you can wait for the joint to end, hit spacebar and the game will destroy the block, and you can continue.  
  
The last element is the finish line. Before the finish line you drop down into it. Upon landing, you hear a “Tadaa” sound effect. I find this quite funny, and it has the same properties as previous elements: add a hitbox, when the player enters, play a sound.  
  
  
  
  
  
I did not understand what was meant by the deferred renderer, so I just put a ton of lights in the game, so the course is fully lit up, and I made the background completely black (light intensity = 0).   
So if there were no lights in my game, you could not see anything. I did not know what was meant by a functional HUD with a marble course, so I simply put the sphere in the center of the camera, and at the menu I have a small text saying: use the spacebar to play at other colours than grey.