**Computer Graphics**

**Report Final Project**

**Ball Hunter - Alexandre Sachs**

**How to play?**

Open the project on visual studio and launch it.

To link the project with the dll, includes… follow the tutorial.pptx.

Also, everything is explained in the readme.md

Once launched, click on play/pause on the bottom right of the window to play the game.

When you click on this button, it resumes the game if it is paused OR pauses if it is resumed.

To quit the game just close the window.

When the game start, a timer will be launched on the top middle of the window, once this time is equal to 60, the game will restart.

On the top left corner, a score will be displayed, it is your current score, just below it, the best score you have done will be displayed, if you beat it, it’ll be replaced.

To gain points, just pull the hunting ball attached to the anchor, and launched it against the movers on the scene. The more movers you it, the better your score is.

To reload your hunting ball, just click on reload on the bottom right of the window.

To restart the game, just click on restart on the bottom right of the window.

**Technical challenges**

* Texts: very hard to implement, but our professor helped us during the project.
* Timer: I had a hard time with it.
* Handling the hunting ball: reload mechanism, prevent the player of taking it when it is detached, giving it the right properties to make it realistic…
* Saving the scores.

**Missing features**

No missing features.

But there is a bug, some collisions between the ball and the other movers are not detected… I’ve no idea why.