# Sumo Wrestling

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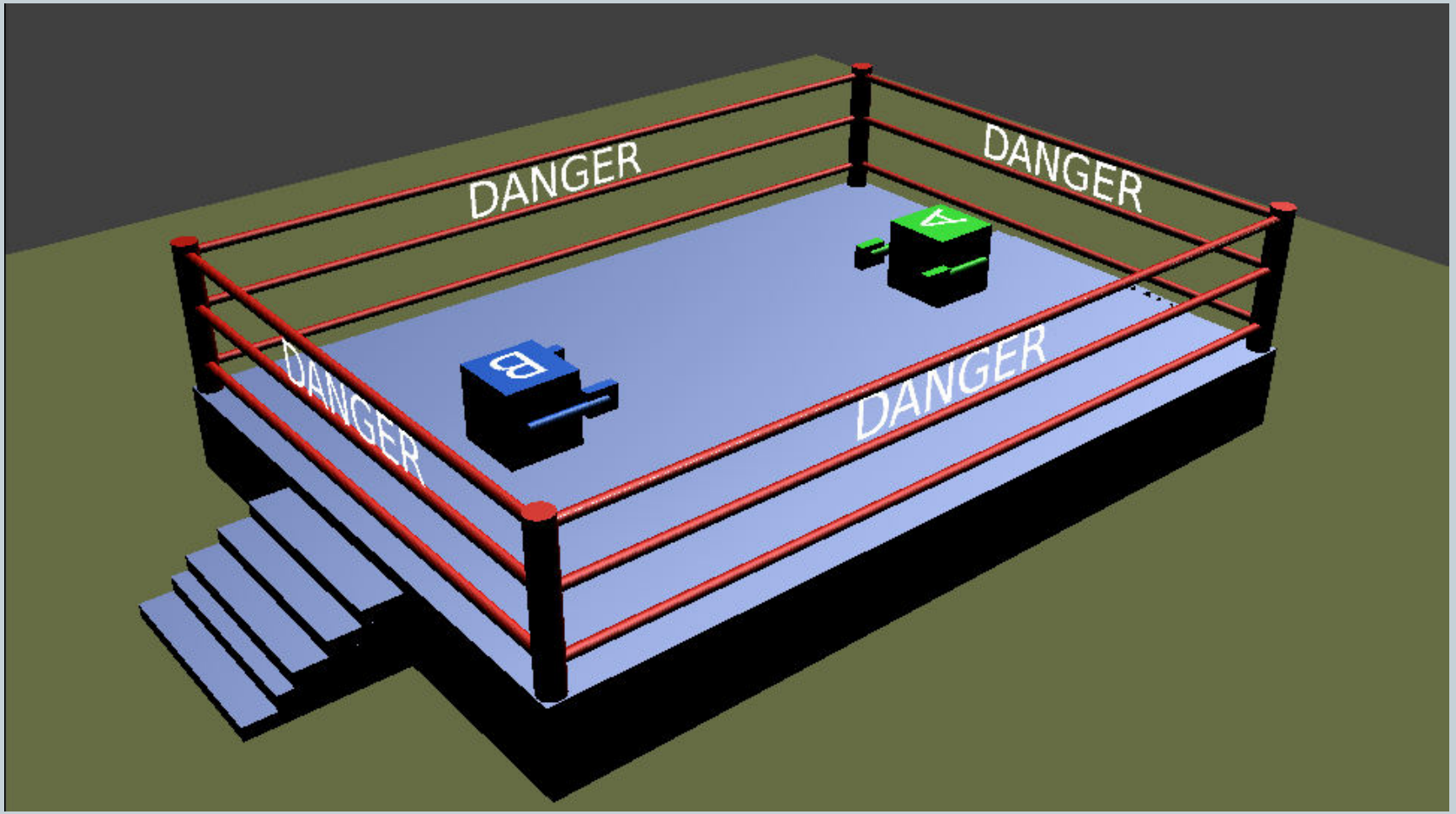
# Sumo wrestling



# Introduction

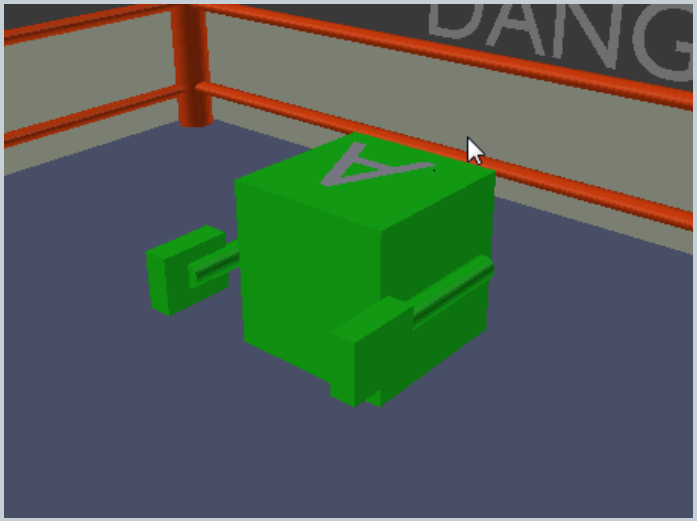
- This is multiplayer Sumo wrestling game. The main objective of the game is to make opponent touch the ring and throw outside the ring to win.
- The player who touch the ring first loses.

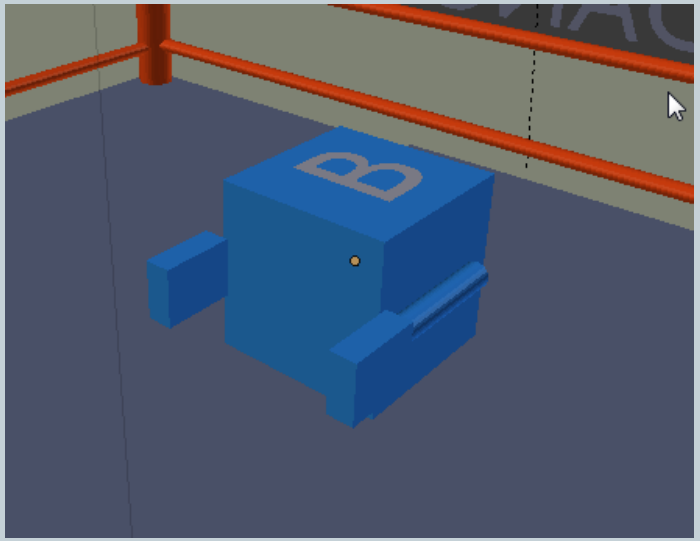
# Models

- Player A & Player B (Robo)
- Floor
- Ring
- Ground

# Player

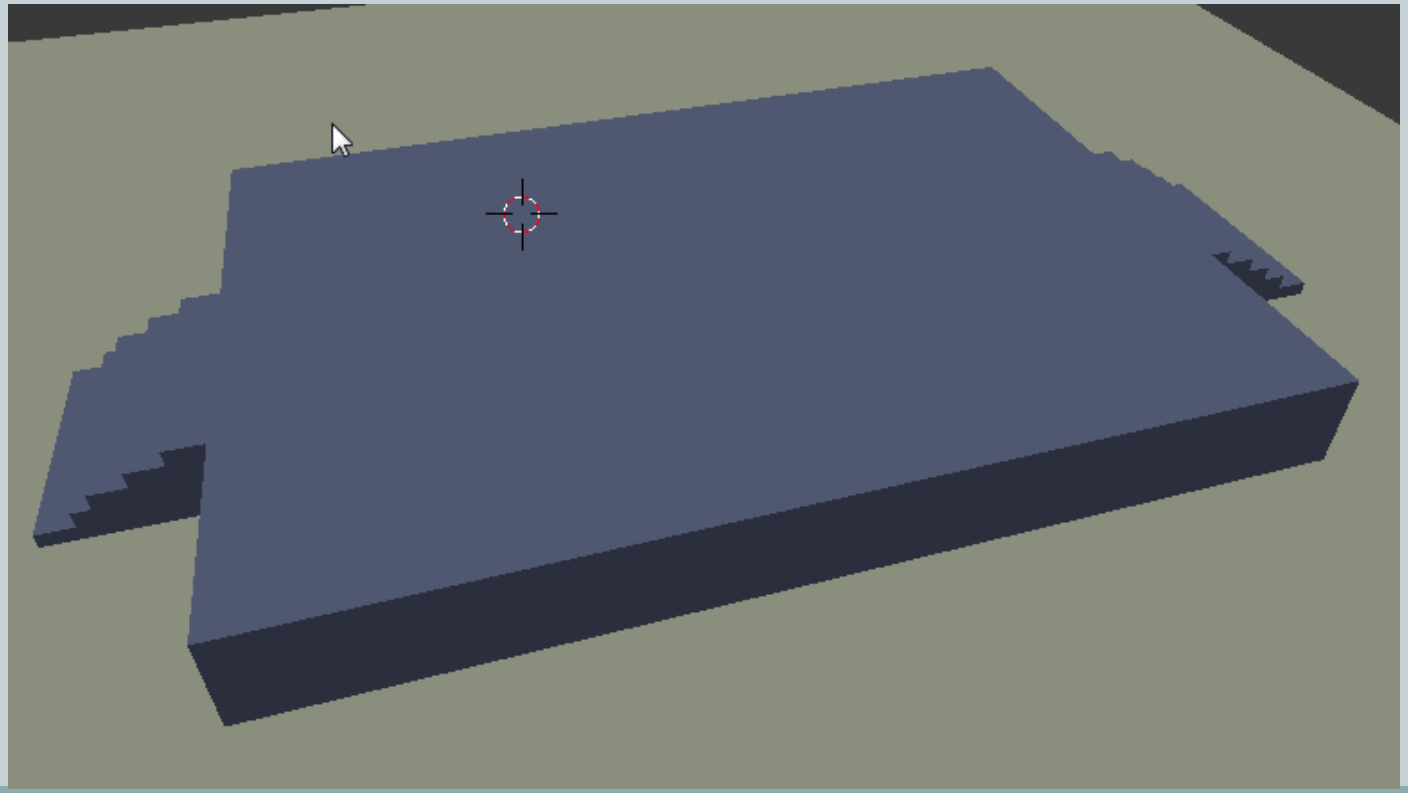
- Game has two players i.e Player A & Player B
- To make player(robo) take a cube object and modify it to get shape of player(robo) and also give naming to players respectively.



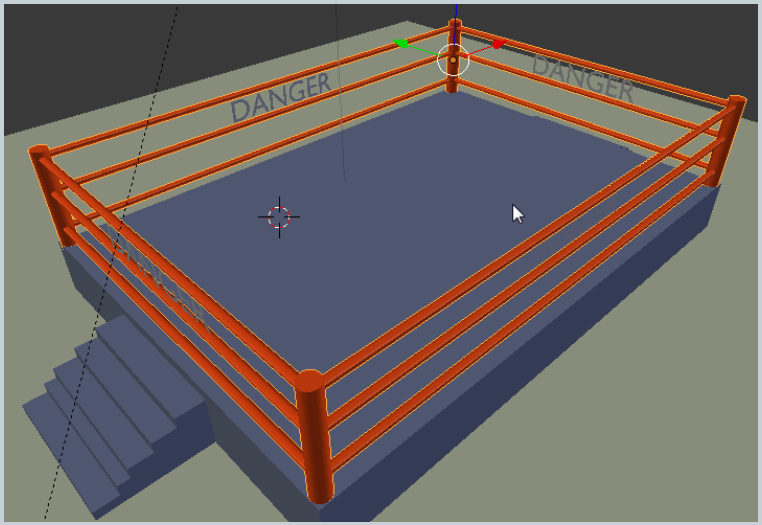
# Floor

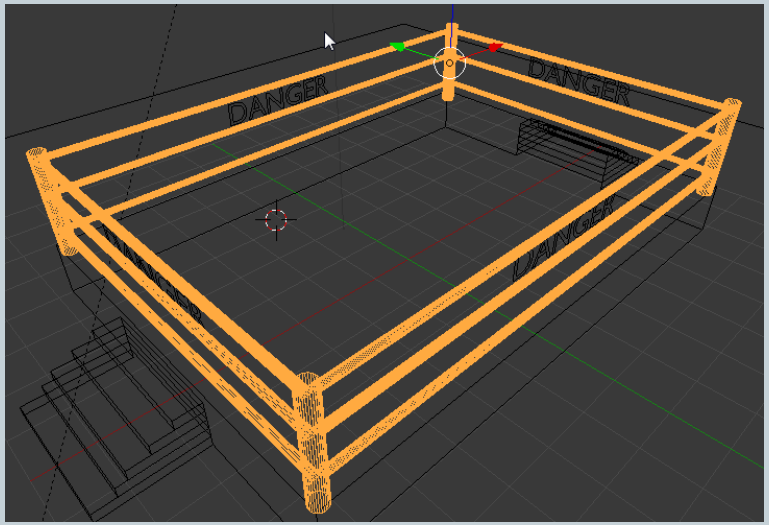
- Make a floor by taking cube object and modify it to get desired shape of floor.



# Ring

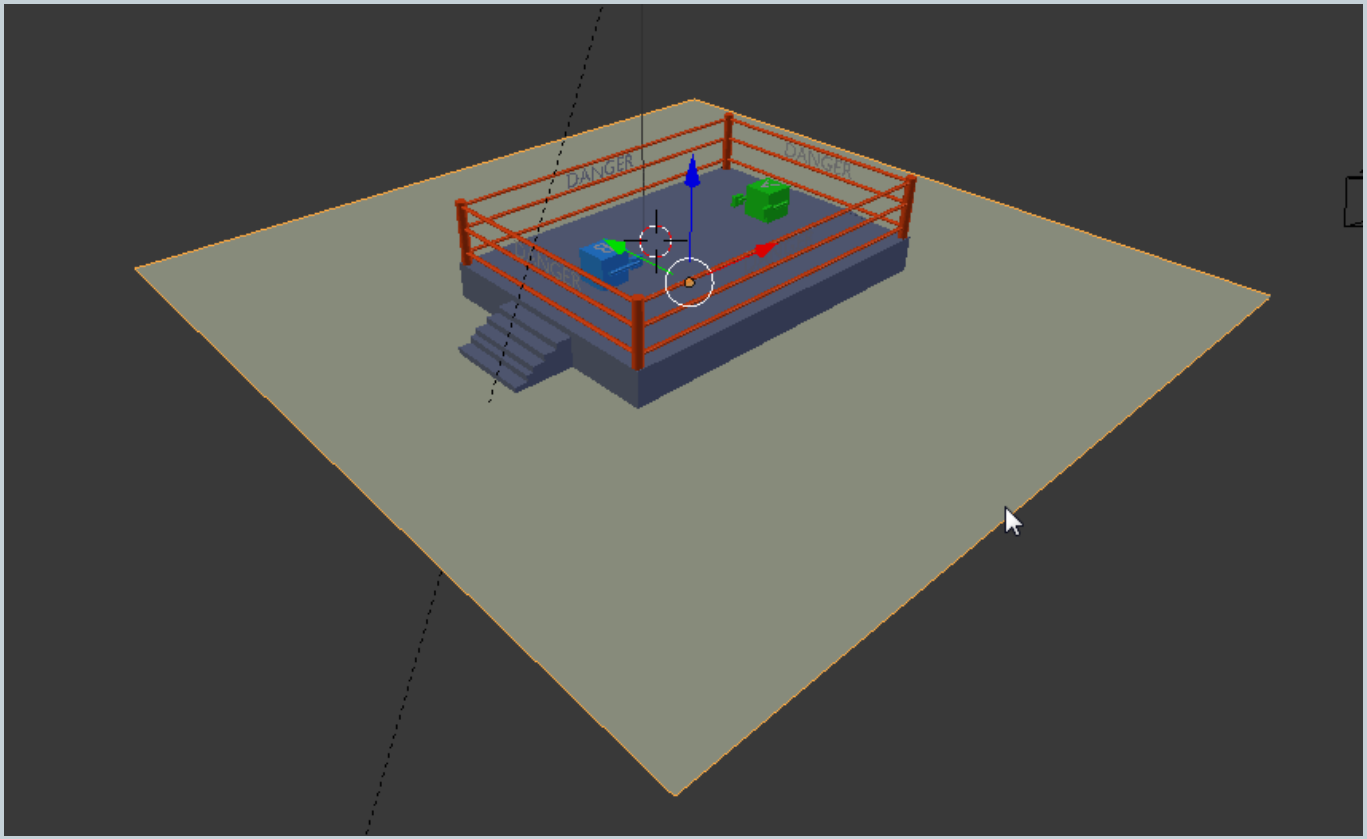
- To make a ring use cylinder object and scale it to get shape of ring.



# Ground

- Take plane to make the ground below the floor.



# Keyboard keys to Play?

## Player A keys:

UP ARROW: Move forward
DOWN ARROW: Move backward
LEFT ARROW: Turn left
RIGHT ARROW: Turn right
ENTER: Jump

## Player B keys:

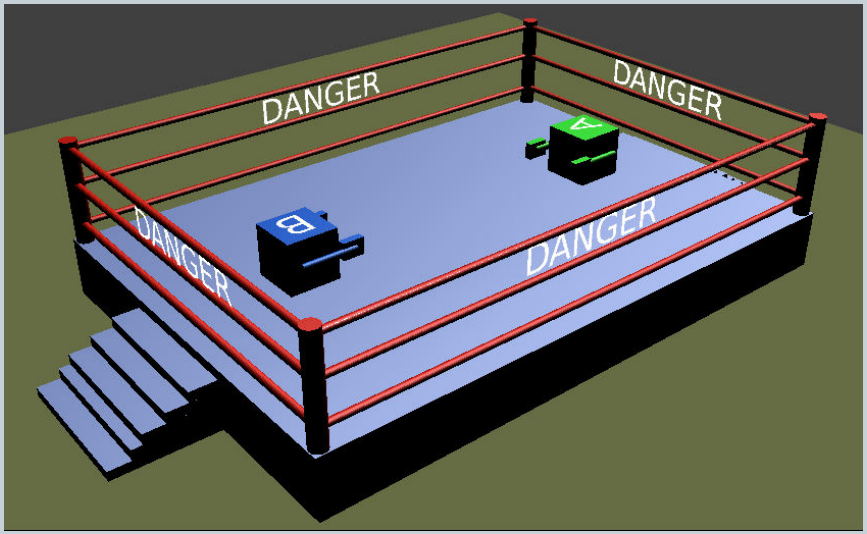
W: Move forward
S: Move backward
A: Left arrow
D: Right arrow
SPACEBAR: Jump

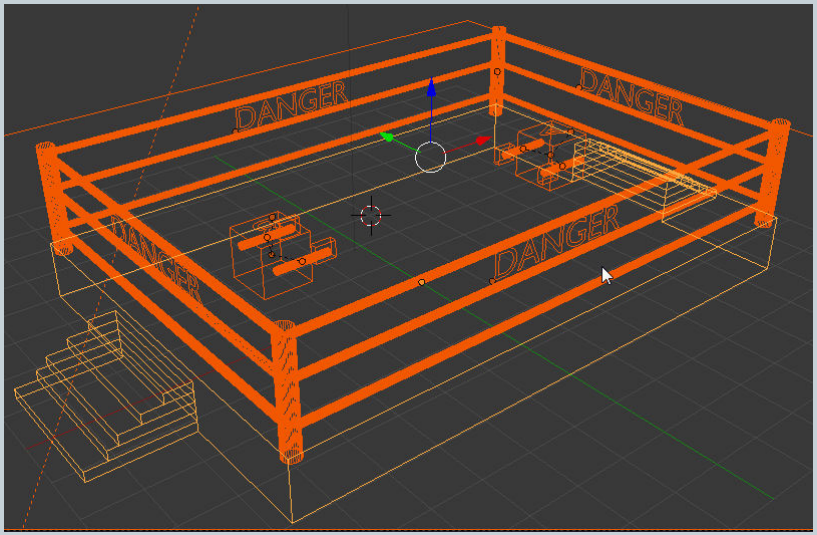
# How to Play?

- Make the opponent touch the ring by pushing each other.
- The player who touches to ring and go outside the ring first loses.

# Making of Game?

- Game is build in Blender Game engine.



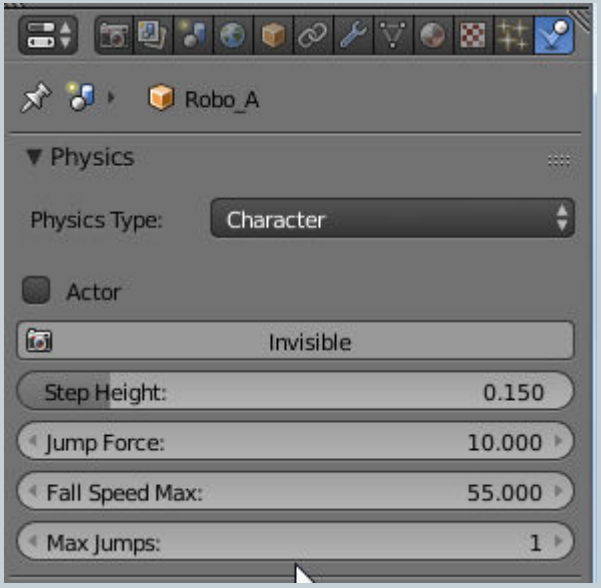



- Making of game started by making platform(wrestling ring) for objects i.e Player A & Player B.
- The wrestling ring has ring, floor and ground below the floor.
- The ring is made by taking cylinder object and the floor by taking cube object and last is added ground below the floor by taking plane.
- The player(robo) is made from cube object and give desired shape to look player(robo) by adding hands and naming to players respectively.

- After done from modeling of game i.e Player(robo) ring, floor, ground. Now time to give controls and physics to the game.
- To give controls to game to play the game blender has programmable logic brick i.e Logic Editor
- So go in Logic Editor to give sensors and actuators to play game.

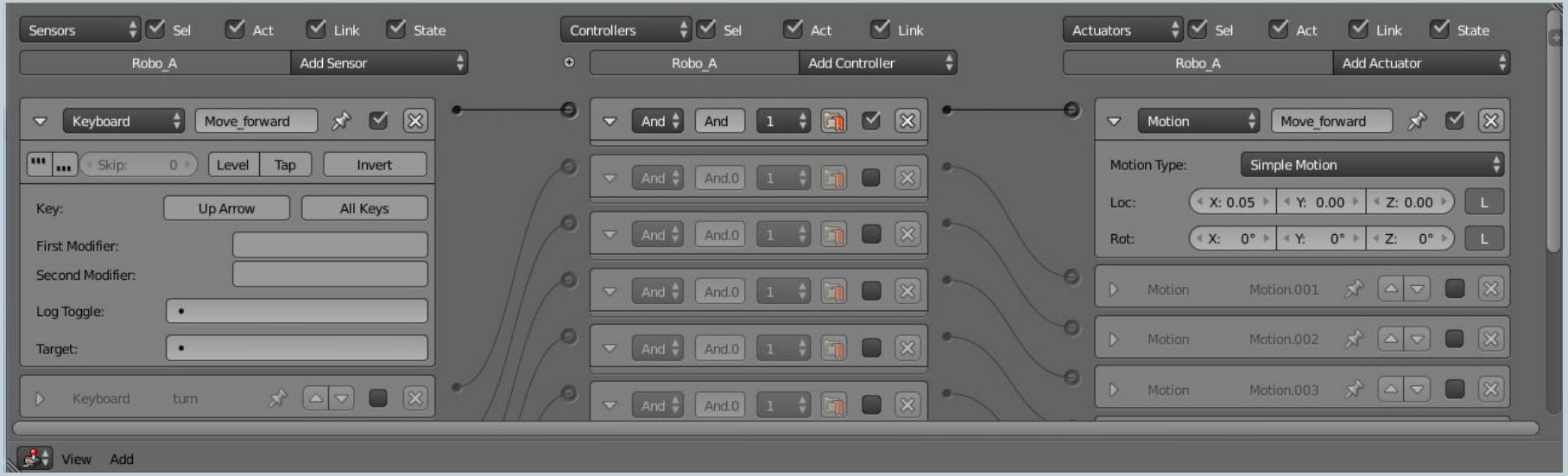
# Player A Controls

- First have to add physics to Player A(robo A).
- So select the player A and go to properties window and give physics type is character.



# Player A Controls: Move Forward

- To move Player A forward add keyboard sensor in Logic Editor and give key is UP ARROW by pressing on keyboard after selecting key option AND add motion actuator and set loc x=0.05 to move forward and set L visible. And connect the sensor and actuator each other.



# Player A Controls; Move Backward

- To move Player A backward add keyboard sensor in Logic Editor and give key is DOWN ARROW by pressing on keyboard after selecting key option and add motion actuator and set loc x=-0.05 to move BACKWARD and set L visible. And connect the sensor and actuator each other.

# Player A Controls; Turn Right

- To Turn right add keyboard sensor in Logic Editor and give key is RIGHT ARROW by pressing on keyboard after selecting key option and add motion actuator and set Rot Z=-5 to TURN RIGHT and set L visible. And connect the sensor and actuator each other.

# Player A Controls; Turn Left

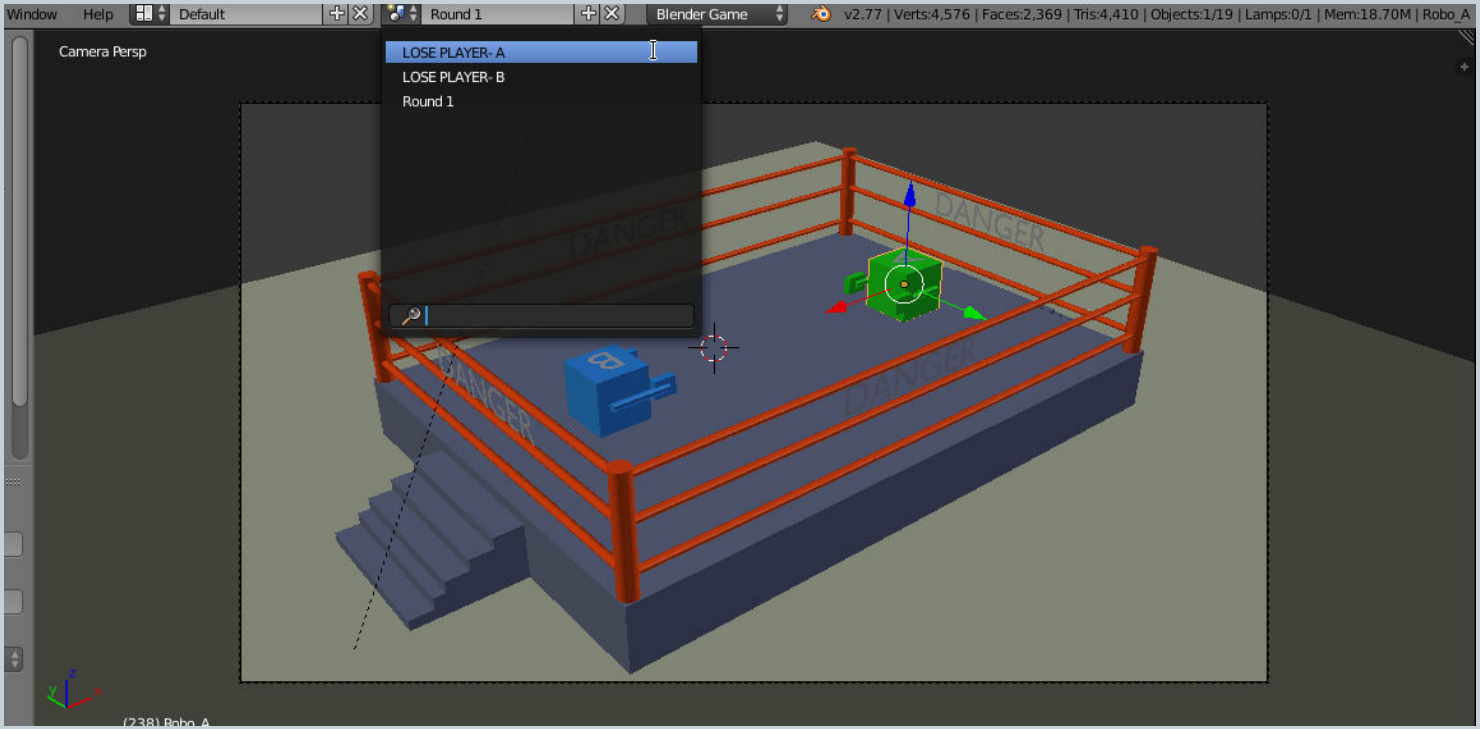
- To Turn left add keyboard sensor in Logic Editor and give key is LEFT ARROW by pressing on keyboard after selecting key option and add motion actuator and set Rot Z=5 to TURN LEFT and set L visible. And connect the sensor and actuator each other.

# Player B Controls

- To give controls to Player B follow same steps as Player A controls like Move forward(W), Move backward(S), Turn right(D) and Turn left(A) but difference is to set different keyboard keys(W, S, D, A) to Player B.

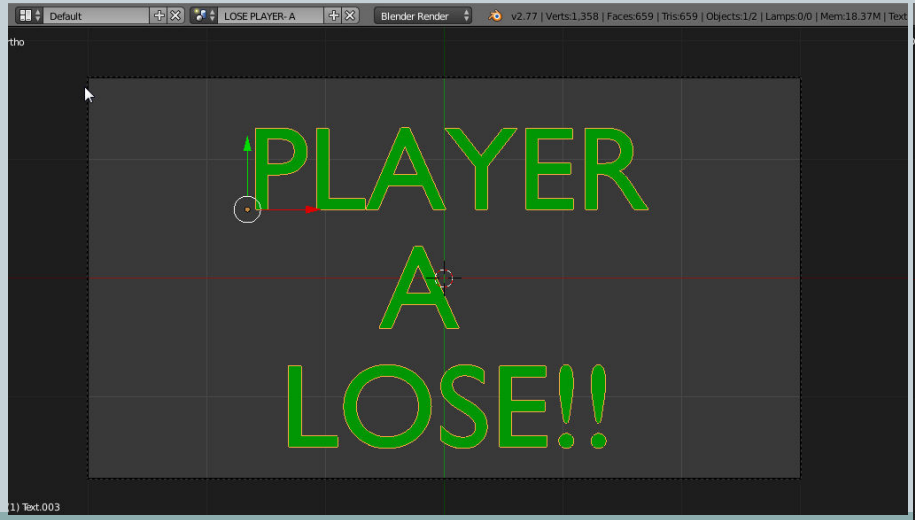
# Adding lose scene in game

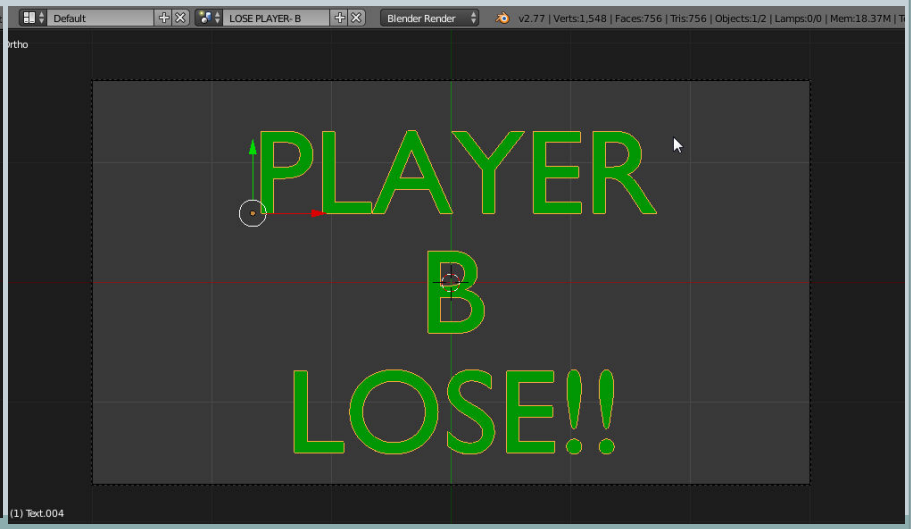
- To add lose scene create new scene. See below image has three scene one is Round 1 is main scene of game and other two are LOSE PLAYER- A and LOSE PLAYER- B.



# Adding lose scene in game

- To add lose scene create new scene and name as LOSE PLAYER- A.
- In this scene add text as PLAYER A LOSE!! And set camera for it.
- Same as 2nd Scene i.e LOSE PLAYER- B. Create new scene and mane as LOSE PLAYER- B!! And set camera for it.



# Adding collisions: Player A

- Now adding collisions screen(lose screens) when player touch the ring and go outside the floor.
- To SET collision screen to Player A select the player and add collision sensor set MP as a Don't cross(this is material name of ring) and add scene actuator and set the scene is LOSE PLAYER- A. and connect the sensor and actuator to each other.

# Adding collisions: Player B

- Now adding collisions screen(lose screens) when player touch the ring and go outside the floor.
- To SET collision screen to Player B select the player and add collision sensor set MP as a Don't cross(this is material name of ring) and add scene actuator and set the scene is LOSE PLAYER- B. and connect the sensor and actuator to each other.

# Thank you!