

Roll A Ball

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Game Link - <https://romantic-goodall-06a256.netlify.com>

Please Start with Scene Name – “Start Screen”

Controls:

Player1 - Arrow Buttons on Keyboard. Space Bar for Jump.

Player2 – WASD keys on Keyboard where A and D are for horizontal movement while W and S for Vertical. Left Ctrl button for Jump.

- a) Game was able to respond on rapid press of Jump Button.
- b) Start Button is provided on Start Screen of Game. Reset Button is provided on Game Screen. It resets the time and scores to zero.
- c) Screen is divided into 2 parts horizontally. Score of each player keeps on updating continuously on screen after detecting all different types of collisions.
- d) Screen displays Name of Player who won last collision. In the last 20 seconds “Time Almost Up” message is shown. Player with greater count is the winner. Winner is displayed when all the cubes are Picked Up or if time is completed.
- e) I experimented multiple control interfaces but found Keyboard as a better option for both players as compared to mouse and keyboard. Ball control becomes difficult in mouse as compared to keyboard. The movement of mouse moves the ball in the direction we move the mouse. This becomes a bit difficult to collect points as the ball is very sensitive to the movement. Jump of ball in mouse can be done using mouse click. On the other side keyboard gives us much better controls of the ball movement. It is easy to slowdown as well increase the speed of ball according to our need.