Steve Wills Golf Game Doc

You are a golf hole… you are trying to get a hole in one… but in the weirdest way possible. You have to catch the ball. There will be things to get in your way though… watch out for Bunkers and water…

Timer, 10 seconds.

Score

Game States

Golf balls fall from the top and wrap if the hole doesn’t collide. They reset if they collide. 1 point for every “hole in one” Water and bunkers come from side to side and wrap. -1 for bunker -2 for water collisions with golf hole. All arrow keys move the hole.

Instructions > Game > Instructions can quit from instructions screen

Instructions

Explains game, shows prev score shows play or quit buttons

Game

Score in top left, time in top right. All sprites shown, quit with X in corner goes to instruction state

Sprtes:

Golf hole: user controlled all arrows move on screen. Can wrap from top to bottom and left to right and vice versa. When hits ball add 1 point, when hits bunker -1 when hits water, -2.

Golf balls: random speed falls from top to bottom.

Bunker moves at rand speed from right to left and at rand height

Water moves from left to right, and also is rand speed and height.

UI:

Background: picture I took from Barbados Golf Club.

Timer in top right count down from 10.

Score in top right

Prev score in instruction screen

Sound effects: Coin.wav for ball in hole