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, 15 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. Plays theme music.

Game

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

Sprites:

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. I took the picture of the hole while playing a round.

Golf balls: random speed falls from top to bottom. I took a picture of the ball from my golf bag.

Bunker moves at rand speed from right to left and at rand height. Picture of sand is an edit I did of sand from a picture I took on the beach.

Water moves from left to right, and also is rand speed and height. Water picture is also an edit from a picture I took.

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(You said we could use it!!!)

drip.wav for water. Originated from Drip1.wav by Neotone -- https://freesound.org/s/75343/ -- License: Creative Commons 0

sand.wav for sand. Shake by qubodup -- https://freesound.org/s/442892/ -- License: Creative Commons 0

theme.wav for instructions screen. 8 Bit Game Theme.wav by Mrthenoronha -- https://freesound.org/s/515615/ -- License: Attribution NonCommercial 4.0