

How to play

Our project doesn't only revolve around a website. We're also developing a small game that isn't too extraordinary, but compliments well the subject we are talking about. For this game, we are using Unity, a game engine that revolves around C#/CSharp since the programmers of the team are mostly used to this coding language. The game will be about swimming, obviously, but how we'll be able to play it is by pressing the different keys on the keyboard to use the different muscles an athlete would use to swim, like for example, pressing the W key would make the swimmer use his legs to paddle in the water and A or D would be used to redirect the player towards a different direction with his arms. We'll be using scripts which will contain the movement of the player, how water flows, the different sex you can choose the player to be, and some more information about the muscles that will be shown at the start of the game. The point of the game is to win, like in competitive swimming of course, so what you'll have to do is to go back and forth in the swimming pool using the W, A, and D key to reach one side, turn, and come back where you came from. We will have NPCs (non-playable characters) that will serve as opponents which you'll have to beat in the race. Of course, it should be easy to win against them, but we will add a difficulty selection which will make the enemies harder to beat so it poses a real challenge. So, this game will be a little activity to stimulate our viewers to listen and be on board with our subject matter.