Mike Auda, Matt Beauchamp, Nirav Sampat, Tyler Welsh

June 11, 2013

We will be developing a mini-golf game. In this program, the player will venture through the exclusive and luscious SchoolBoyz Putt-Putt, a rare and creative nine-hole mini golf course. The player will have the ability to control power through a line stretching from the back of the ball, the length of which a player can control. The longer the line is, the greater the power that is exerted on the ball. With this system a player will have the ability to control direction in order to sink the ball in the hole. Obstacles will force the player to bounce the ball off walls and perform other unconventional shots. These obstacles may include multiple holes, on-course obstructions, and moving parts.

As the player strokes the ball a counter will keep track of the players score and at the end give the player his or her total strokes, comparing that value with the “par” of the course. Once a player completes a particular hole by sinking the ball in the hole the player will advance to the next hole. Holes themselves will be crazy shapes that force the player to think about angles, direction, and force. These shapes can be awkward and unusual polygons. The idea for this game came from various other mini golf games. This type of game-style lends itself to programming therefore it seemed appropriate to use.

This game’s audience is anyone other than toddlers who have a basic understanding of angles. This style is also designed for a player who enjoys playing to beat their own high score because one of the most difficult opponents in the game of golf is oneself.

Roles:

Programmer – M. Auda

UI/Graphics – M. Beauchamp

QA – N. Sampat

Project Management – T. Welsh