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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 bar on the bottom of the screen that moves back and forth and the player will have to click and stop the bar to determine power) and direction 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 windmills, water hazards, sand traps, and more fun surprises.

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. 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 stars, trapezoids, and peculiar quadrilaterals. The idea for his 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