CECS 590 – Game Development
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Book Project

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The project was completed as detailed in the textbook for this course. The features it includes are the volcano island and appropriate sound effects, the cabin, fireplace, coconut-throwing minigame, and the behavior linking these features together (i.e. batteries, scripts, etc). The project also contains a user-added feature to enhance gameplay.

Existing Gameplay Tweaks

The gameplay of the original project was slightly modified to account for difficulty and playability issues. The maximum step height for the player controller was slightly increased, due to the fact that it could not always make the step from the ground to the cabin ramp, thus necessitating a jump. With the tweak, this was easily fixed. Also, the timer on the coconut-throwing game was decreased in order to increase difficulty to what is considered a "normal" level.

Added Gameplay Feature

In this project, an extra feature that was added is a minigame in which the player must hit a button and then navigate several tall poles above the ground, hopping to each one and reaching a battery before a timer expires. The player is able to reset the timer by hitting the button another time. Part of the purpose of this is to exercise the jumping feature, which is underused by the rest of the game. Another reason for doing this is to increase the reward the player feels because he or she must accomplish another goal in order to complete the overall game. The poles were constructed out of a cylinder with a wood bark texture applied, and a small rectangular prism with a wood texture applied as a landing platform. The two textures used are:

http://www.flickr.com/photos/31288116@N02/3752674533/sizes/o/in/photostream/
http://designm.ag/images/0709/wood/72.jpg

The 3D animated model for the button was created specifically for this game using Wings3D for the original mesh, then animated in Blender to give the button a more realistic interaction.
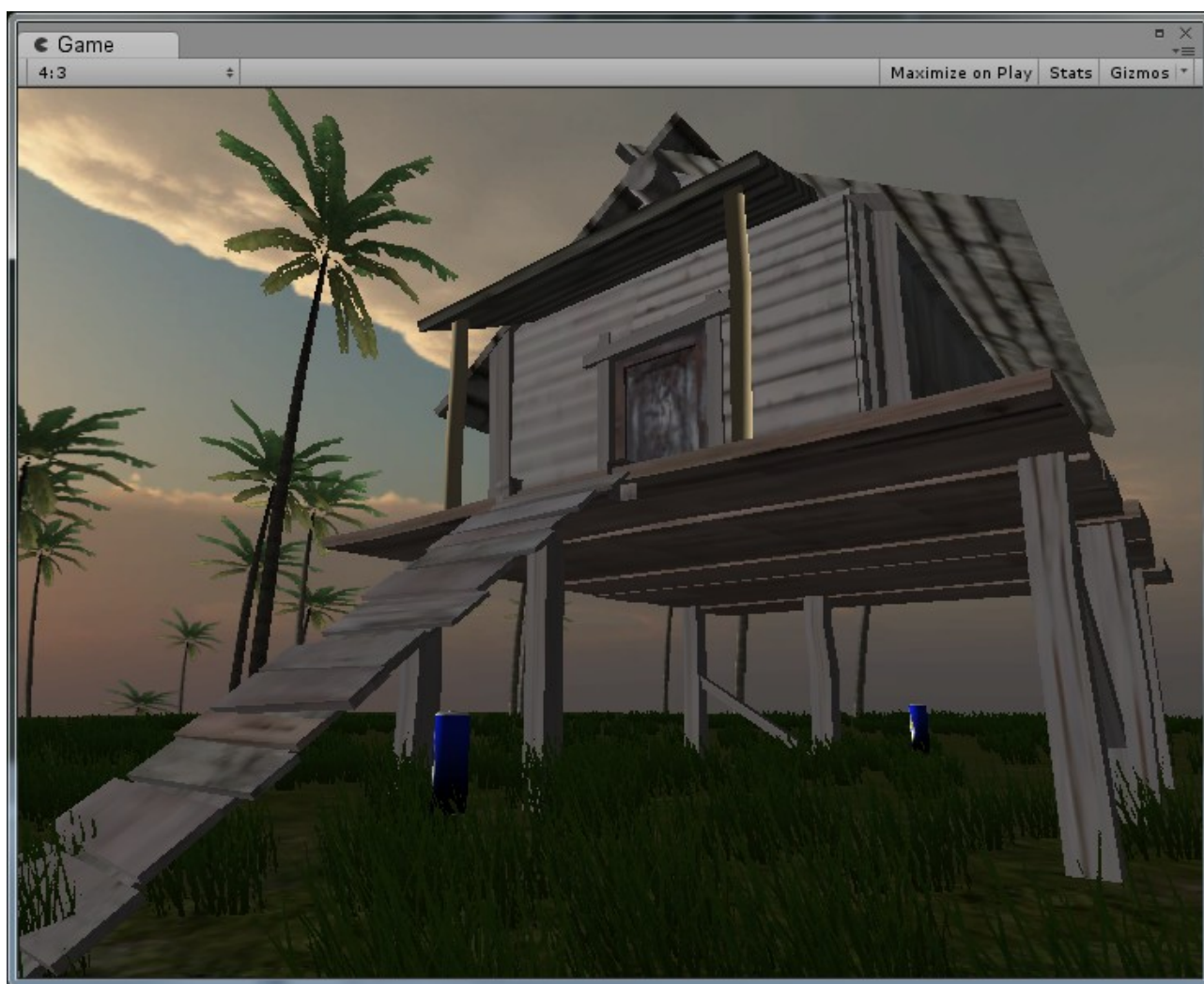
Screenshots

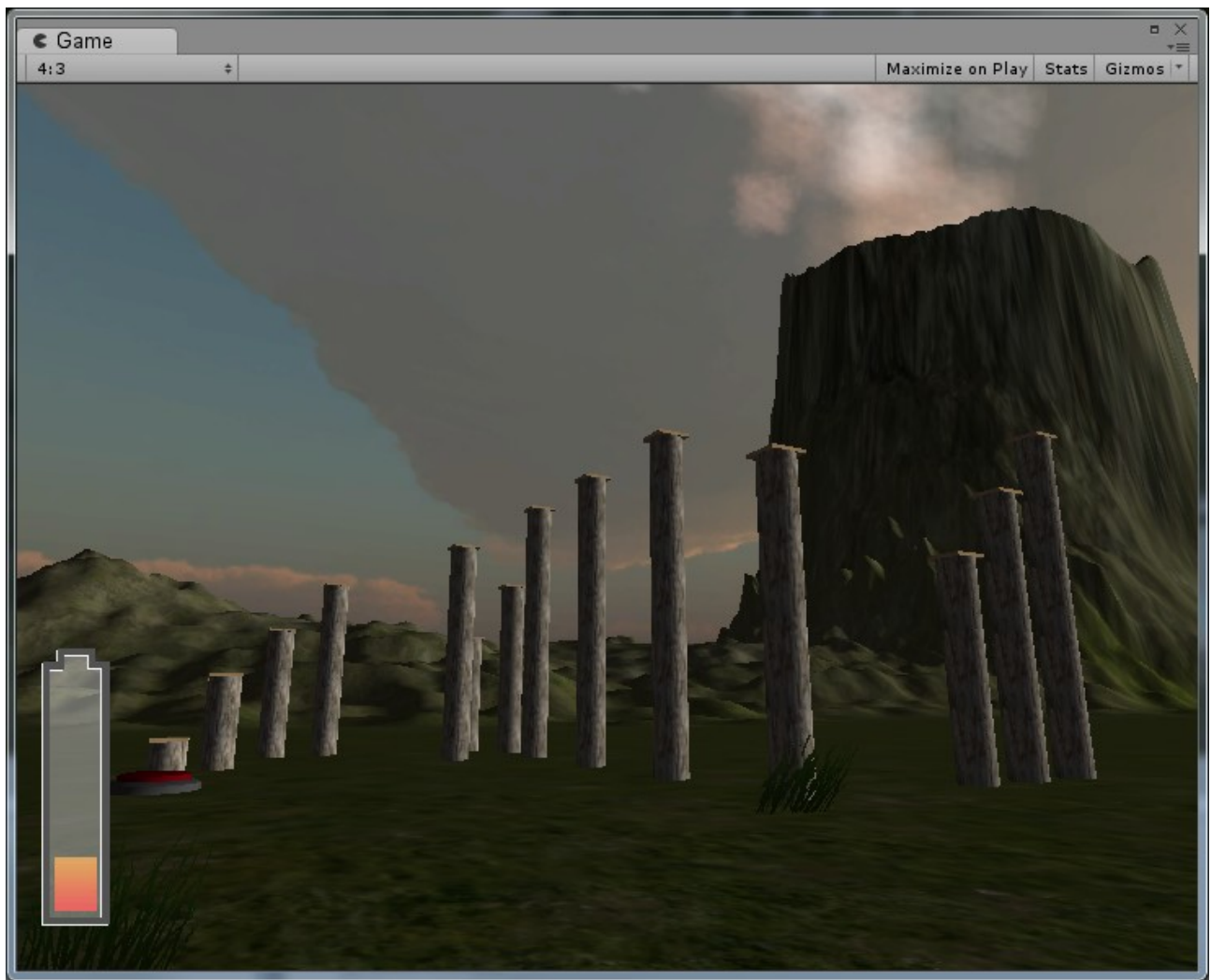*Illustration 1: Hut with batteries*

Illustration 2: Volcano

Illustration 3: Coconut-throwing minigame

Illustration 4: Peg-jumping minigame