

Assignment B0: ReadMe

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Website to Play the game: <https://vickyprakash.itch.io/a-two-player-ball-game>

(Please Copy and paste the URL in your itch account to play the game)

Project Zip File: Roll A Ball.zip

Web Deployed Version of Game Zip File: Build web.zip

Instructions to play:

- To start the game, player needs to click the Space Bar.
- On the Game Scene:
The Player movement controls are:

Player 1 controls:

To move left: Key 'a'

To move right: Key 'd'

To move up: Key 'w'

To move down: 's'

Player 2 controls:

To move left: Left Arrow Key

To move right: Right Arrow Key

To move up: Up Arrow Key

To move down: Down Arrow Key

- Points:
 - Cube Pickup: Adds 3 points
 - Wall Collision: Decucts 1 point

- Time Constraint: The game automatically gets over after 2 minutes declaring the winner (if any).
- Message Display: The game displays messages on following occasions:
 - WallCollision : for 2 seconds
 - Cube Pickup: 2 seconds
 - Game Over: 10 seconds
- Buttons: The Reset button resets the entire game (all player data gets lost in this process).
- When the game gets over, either by picking up all the cubes or by end of the stipulated game time, the players vanish from the scene.
- Scores: Scores of both the players gets updated and displayed with every event. Player 1's score is displayed on the top left while that of Player 2 is on top right.