

VG GAMES



Q*Bert

Version #.03

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1. OVERVIEW

All the requirements of the milestone 3 have been met:

1. A successful **win condition** with appropriate **SFX and VFX (victory music and pyramid flashing colors)** with 1000 bonus points awarded. If high score is there, the player will be prompted for initials in the **next scene**
2. A **Game Over scene** is implemented when the level is completed, or player's lives are over. If in game over state, the player has achieved high score, then the player will be prompted for the initials, else just a Game Over with continue button is displayed.
3. In case the player beats any of the top 10 scores of **Qbert's Leaderboard**, the player will be prompted to **enter high score** regardless of win/loss of the gameplay.
4. Qbert will die with **swear cloud** in case of **collision** with **coily, purple ball or red ball**.
In case the player dies due to **jumping off the pyramid**, appropriate SFX is played (without swear cloud)
5. **Player lives with icons** are displayed on the left side of the screen. The player has three chances (current and 2 more as per the lives icons). If the player dies without any player icon left, it will trigger gameover.
6. If Qbert **jumps of the pyramid**, he will **spawn** on the **topmost block** of the pyramid. If Qbert dies due to **collision of enemy**, Qbert will **spawn on the same block** where he died.
7. Coily can be defeated by taking the elevator at appropriate time. This will fool coily and he will **stop chasing Qbert** and attempt to **jump off the pyramid before Qbert lands on the top block**.
 - a. Note: In case Coily has **not yet jumped** off the pyramid and Qbert lands on the top of the pyramid, Coily will **start chasing Qbert again**
 - b. Note: In case **Coily** does **jump off the pyramid**, all the **enemies** (red balls) will **disappear** for **5 seconds**.
8. Appropriate SFX as stated in the Milestone requirement pdf have been implemented with additional **SFX and VFX for green ball**.
9. **Appropriate scoring** of change of cube color, green ball, coily defeat, clearing a level with number of elevators remaining has been implemented.
10. In case the player catches **a green ball**, it will **freeze** the **enemies** and there will be music and background VFX played (as per original Qbert game)
11. **UI functionality is perfectly done**.
12. **Leaderboard functionality is implemented correctly** where the player can view **the top 10** scores **SORTED** appropriately. The **topmost score is highlighted**. The leaderboard is **saved offline**, meaning, quitting the game will not remove the leaderboard data. It will still be reflected when player restarts the game later.