Minigolf3D 2

The sequel to the original godot Minigolf3D game introduces 3 new items. First lets go over the boost pads. The yellow boost send the ball soaring in the direction of the boost pad arrows. Not all boost pads apply the same amount of force so boost speeds vary depending on where they’re located on the map. Next is the jump pads. The jump pads introduce the ability to take shortcuts throughout the map and add multiple levels to the map. Jump pads pared with boost pads adds from a more dynamic and possibilities to each map in the game. The last new item introduced is the spinning obstacle. This obstacle is a thin triangular shaped pillar and has the ability to knock you off course, or even can push you further down the course if used properly. As you progress through the three courses each course progressively gets more complex with the implementation of these new items. Some other changes that have been made are sound effects for the speed boost and jump pad and a new background music.