Project 2
ADAM FAUST

2nd version : all improvements are highlighted in orange
How to play:

The game plays mostly similar to the minigolf game in the textbook with some differences. You now control a hockey puck that is always aimed towards the hole of the current level pointing forward in a 180° area that you can shoot out of in anyway (in the 180° area). You click to start the shoot, the power meter goes up and down and you pick the desired power level you want to hit the puckl with. An additional feature I added (that i don't think counts as a "change"?) is that you can now press the spacebar to halt the puck immediately. You can play with and without this, up to you, if you press the space bar.

The game is a two player competition. There are 3 levels and both players get a chance at each level. Player one starts first, gets to the hole, then you are playing level 1 again but as player 2 and when you reach the goal, it goes to level 2 starting with player 1 in control. The shots are reset to zero whenever you reach a goal then added to that player's shot counter (example: In level 2 , player 1 got 5 shots on the currently level so its ((player 1's current shot count) += 5). The game ends when both players finish level 3 and then it calculates who wins by who has the lowest number of shots, and ties if that happens.

Results of playtesting:
I enjoy playing the game and I think it works well for what I wanted to achieve. I opted for a "Player One completeles the level, then Player two gets to play" style to make it less clunky with the pucks hitting each other and fighting over the hole. I don't believe there are any bugs currently. I'm glad I added the space bar as it definitely speeds up the game because sometimes the puck takes a while to stop.

4 changes made between phase 1 and phase 2:
(from the projects 1-3 d2l pdf I did…)

  1. **(Change the theme of the game)**
We are allowed to make a sequel to a game we made with an entirely different theme/mechanics so I changed the usually green and orange golf course into a hockey ring. The walls are blue with the floor being the ice at a hockey ring and I made the ball a black hockey puck. Changing the ball into a puck was quite difficult because there were major collision issues with the floor and walls so some of the levels were changed and I found a work around for the floor and holes. There are also new snow themed sound effects for hitting the puck and stopping it. And a new sound effect for when you get in the hole.

  2. **(Make a 2 Player game)**
The game is now a two player competition as described in the "How to Play" section. This was done with a series of collision boxes that teleport the puck, final hole, and camera accordingly.

3. **(Creating a secondary game experience for a single level)**

So the two players compete against each other to beat the course with the lowest number of hits. On a tie, a message appears telling that there is a tie. But if one player beats another, it is displayed that the player with the least hits has won and they are teleported to a secret level. The secret level messages messages to the player that you can only use 2 hits. If you get to the goal within 2 hits, you are awarded the title of the ultimate hockey champion. If you fail to hit it into the goal in 2 hits, you lose and fail gaining the title of ultimate hockey champion. I also added 2 giant hockey sticks I made to make the level more special. They have collision so they frame the goal.

4. **(Give meaning to leveling - Difficulty)**

I made each level harder than the last by making the later levels either longer, or having more obstacles in the way to bring up the shot count. This should help add some skill expression to the game and make sure the end shot counts aren't tied because there a numerous ways to finish the level and not just one best way.