

## Project 2 Write-up

### How to Play the Game

This is a two-player minigolf game where each player will compete to finish the level faster than the other person. In this minigolf game there are blackholes which will either aid the player or send the player back to the beginning. Who ever completes the four levels faster will be the winner of SpaceGolf.

### Results of Playtesting

This game was very tricky when playtesting. I wanted originally for the game to be played back and forth style but I could not implement everything without tons of bugs so I reverted those changes and made it so it's played one at a time, which I think works better for this type of game. I made several tweaks to the maps, the lights, the balls, and different locations with the blackholes

### Changes made

Compared to our first demo game of minigolf it feels like a completely different game. I implemented not only 3 new levels, and I also added a second player. I created custom music for my game made in FLStudio. I added a space theme to the background as well as different planets in the background for each different hole played. I implemented the blackholes which will teleport the user to different places. I also changed the balls for player 1 and 2. Player 1 is the earth and player 2 is the moon. As well as changing the colors of the default tiles.

