

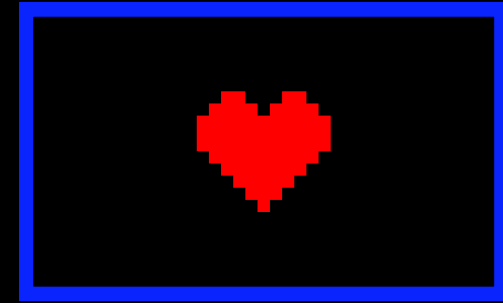
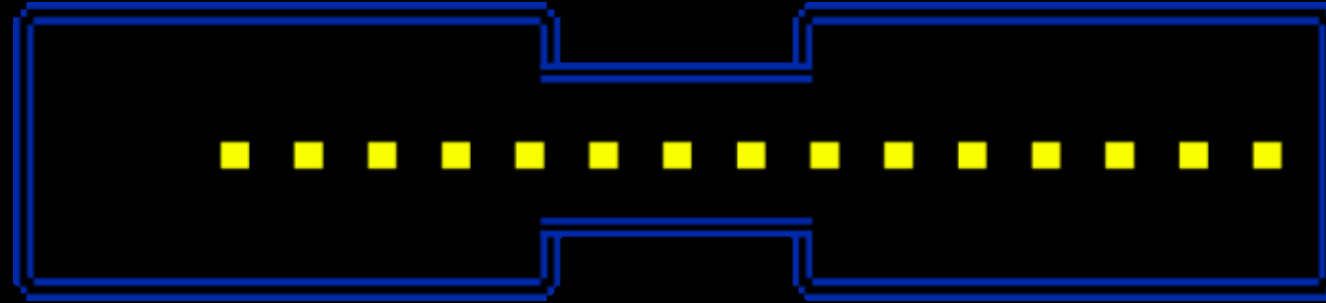
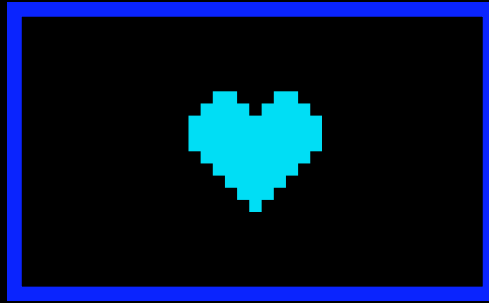
# CLASSIC VERSION

Video Instruction

Time Countdown

Score Based

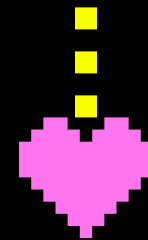
Single Player



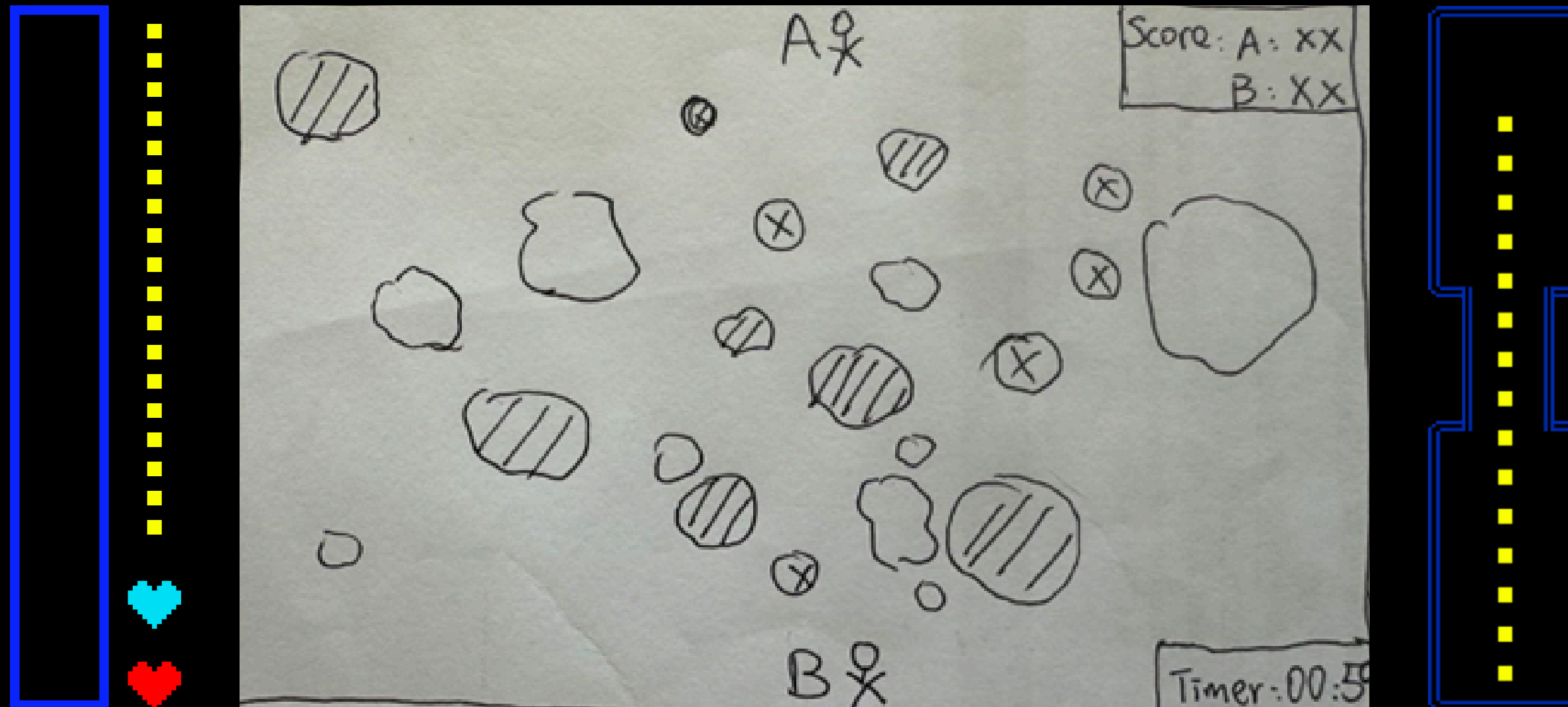
# GOLD MINER 2.0



PvP



UNTraditional



## Classic

Catch Gold & Skip Rock  
Time countdown  
Scoreboard

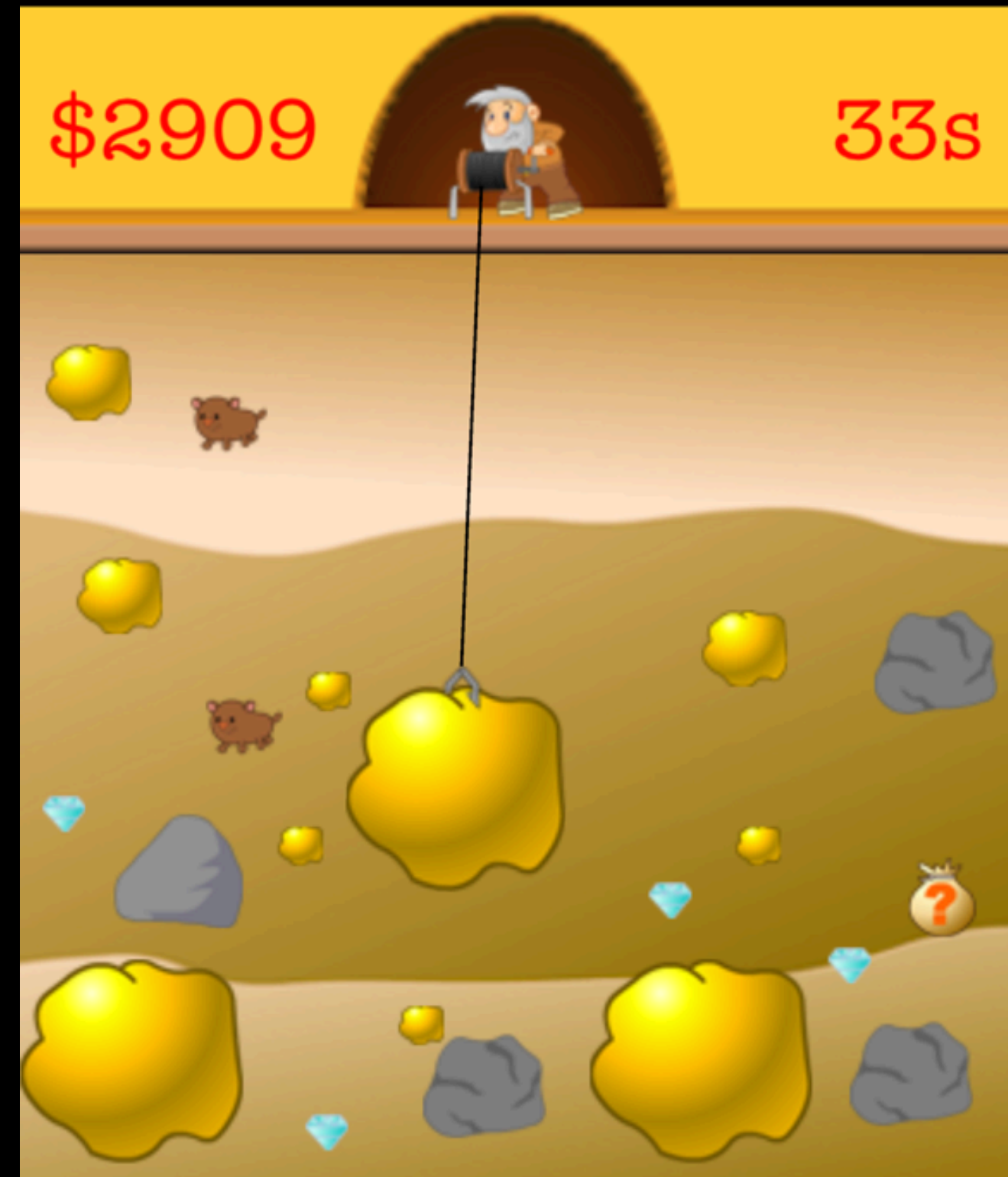
## New

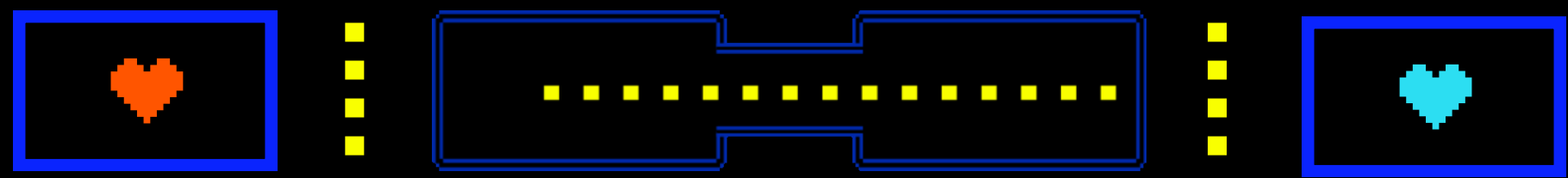
2 Self-Moving Players  
Catch competitor/Higher score = Win  
Get Bombed = Die  
Place Bombs to Defend and Attack

## Our 2.0 Version of Goldminer

### List of Game Features:

1. Initialize Board and Randomize Objects (Yinan)
2. Collision Detection (Yinan)
  - a. Rock and Gold
  - b. Bomb
  - c. Player
3. Swing of the string and hook (Jingjing)
4. Extension of the string (Jingjing)
5. Set Bomb (Yinan)
6. Scoreboard (Jingjing)
7. Timer (Jingjing)
8. Graphics (Yinan)
9. Sound Effects (jingjing)





THANK  
YOU

QUESTIONS?