



# MZAPO GOLF USER MANUAL

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# 1 General

## 1.1 About

This is manual for 2D golf simulation game coded in plain C for course APO 2022.

## 1.2 Structure

Header files are separated from the source files in order to keep thing organised.

There was intention to use as little of in-code comments as possible. This way there was more work put into making descriptive variable and function names.

## 1.3 Makefile

Original makefile from mzapov template was edited, but works the same way. If you don't know how to upload the game on the board please read the: "Compile and run" part of README.md, technical information about the application found inside of program folder.

# 2 How to play

## 2.1 Title

When you first upload this game onto a mzapov board you will land on title screen. Here you can select one of three maps by pressing corresponding button. This will load the game view.

## 2.2 Game

On screen you can see arrow and number in top-left corner. That is information about wind direction and speed. On the map you can see golf ball with arrow showing strength and direction of your swing.

Use red knob to change the direction and green to change the strength. Notice when you move green knob to certain point the arrow turns red. This indicates that instead of rolling on the ground the ball will fly up. This means it will cover greater distance, but will be affected by wind.

Pressing the red button will confirm your input and the ball will start moving. If you at any moment press the blue button, the game will go to pause mode. After one successful swing you will see number in top-right corner indicating count of your swings.

Your goal is to hit the ball into the hole, indicated by the red flag. The field contains main four ground types, sand, water, field grass and tall grass. Hit the ball in water and you lose. If the

ball touches sand it will stop moving, but you still have chance to recover it. Tall grass slows the ball movement. You want to stay on the light green field grass for as long as possible.

Lastly, if you use the blue knob you can zoom in on the ball and make fine adjustments to your swing.

## 2.3 Pause

Here you can decide if you want to continue with the game or if you want to return to the title screen.

## 2.4 Gameover

If you hit water or if you manage to hit the ball into the hole you will be shown this screen. There will be message commenting your score in golf slang.

Then you can decide if you want to return to the title screen or if you want to exit and end the golf application. Note that exiting is permanent and you will have to run the game again.

## 2.5 Tips

- If possible use the wind to your advantage.
- Use sand to make sure the ball doesn't roll away.
- Use the ground swing only near the hole.