Report

I made a 3D car game. The theme is "to save the ghosts and escape the ghost world". Player is driving car in the "ghost world", player's task is to "save" the ghosts. I used the galaxy image as the background (the size is very large). There are 7 ghosts (colorful spheres) that keep landing from the air, the position that they appear and the size of them are random. Player shouldn't let the car touch the ghost, they should avoid them by controlling the car's moving direction, otherwise they will lose the game, if they lose, they will become the ghost (colorful sphere) and unfortunately be trapped in the ghost world forever. Players use the "LEFT" and "RIGHT" keys to control the car's 'moving direction and use the "UP" and "DOWN" keys to control the speed of the car and ghosts. In addition, the gift which is the beautiful colorful cube will randomly appear on the road, the position that they appear is random. Gifts do not appear all the time, the interval time between gifts appearing increases as the number of ghosts the player saves increases, and one gift can only exist five loop times, then it disappears. Players should let the car to touch the gift, then they will add the gift, if they add one gift, they can use the "saving light" one time by press the "CONTROL" key, "saving light" is a golden sphere, if it touches the ghost, it can save it, if players use "saving light" to save all the ghosts, they will win. Which must be mentioned is that because the position that gift appears is random, so sometimes the gift can randomly appear under the car, players may can't see it, but at that time, it can be automatically added to players. And I added audio effect when player adds the gift, saves the ghost, loses the game and wins the game. I use minim library to add them(The below one), so players should add it firstly when they play the game.

Minim | An audio library that provides easy to use classes for play... Damien Di Fede and Anderson Mills

This are the videos that I recorded when I played the game, which can help players understand the game better:

https://drive.google.com/file/d/1tWLMOKtzxHoEpNHcWBgmcbLzOq9AimcI/view?usp=sh aring (lose the game)

https://drive.google.com/file/d/1deJOXq9Q4SXYzOEVUPQhw7Nah2n0I9OH/view?usp=sh aring (game process)

https://drive.google.com/file/d/1q6OJjXVWxdmlZ21fmNT-xdnLMZUNBgnr/view?usp=sharing (win the game)