Practical Gaming 2024

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# Big Adventure

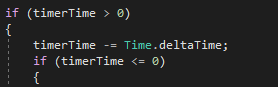
# Gameplay

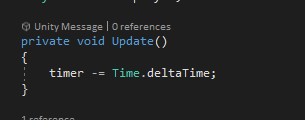
Describe how to play the game here, specify keys/mouse etc. what needs to be done to unlock further features etc.. i.e. a walkthrough which covers all of what is to be seen to be marked.

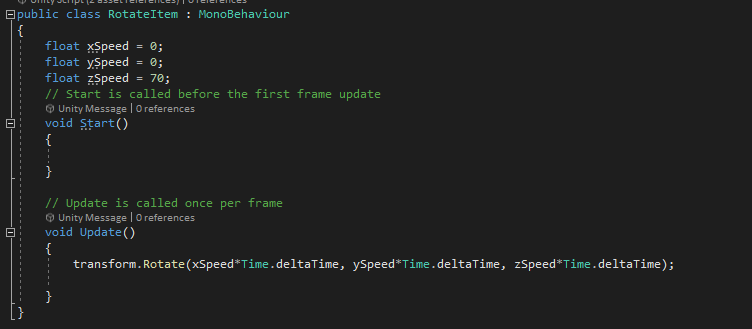
# Coding

Under each of the following headings, please describe the concept, why is it or isn’t it useful/needed, where do you implement in your project, you may provide screenshots or cut and past code segments etc..

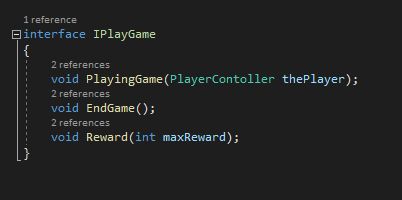
* Frame Rate Independence

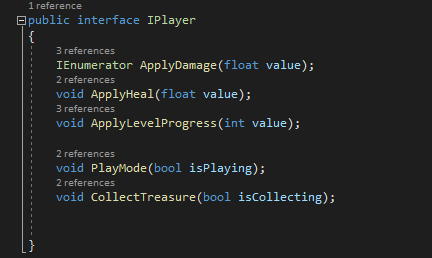






* Interfaces





* Inheritance(Teloports scrips modificate)
* Case pattern //(swich/case)
* Observer Pattern //Spawning all items
* Polymorphism
* Communication between scripts/game objects
* Instantiation and Prefabs
* Magic Numbers
* Model Animation
* Self made models and or animations
* Interactions between objects/scripts
* Propper code placement
* Code repetition
* Feature 1
* Feature 2
* Feature 3