

## Game Features

### Difficulty

- The changes that happen based upon difficulty is
  - weights for each spawn type
  - time between indicator activating and pillar attack
  - time between pillars spawning
  - number of orbs that spawn
- easy mode
  - has warnings on where a pillar will be
- easy and medium mode will have bigger orbs
- hard mode has slightly smaller orbs compared to easy and medium

### Indicators

- They let the player know where the pillar is coming from as well as the spawn type. They indicate the player through sight and sound.

### Pillar spawn types

Each spawn type is weighted

This allows for favoritism in the random generator

Six different types of pillar attacks

- Row – spawns a row of columns from a wall
- Quick – has a shorter time between the indicator activating and pillar spawning as well as the pillar moves quicker
- Mass – spawns multiple pillars on a single wall
- Point – spawns a pillar from every wall that converge upon a single point
- Slow – spawns a pillar that moves slower than the regular pillar
- default – spawns a single pillar that moves a decent speed

### Settings

Game Volume – able to change the volume of the game

Music Volume – able to change the volume of the music

### Round-based

Orbs

- Set amount for each round
- Spawn randomly in the arena
- Are picked up by the player

As the rounds go on

- The spawn rates for each pillar type changes
- The number of orbs increases

### UI

#### Player canvas

- contains the round
- how many orbs are left in the round
- game over text
- what round the player died on
- a new round indicator

#### Main menu

- play
  - selection of difficulties for the player to choose from
- settings
  - controls for the game volume
  - controls for the music volume
- exit
  - exits the game

#### Sounds when

- pillar has collided with object
- pillar is moving
- indicator has activated
- player thrusts
- game over
- new round
- orb is picked up
- button is pressed on UI

Link to video and project files:

[https://drive.google.com/drive/folders/1s7VU6HDa46G9Uv5FGiBT2LocxE23\\_owk?usp=sharing](https://drive.google.com/drive/folders/1s7VU6HDa46G9Uv5FGiBT2LocxE23_owk?usp=sharing)