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## Roll A Ball How to

In the rollaball.zip Assets has all of the c# scripts and scenes. WEB VERSION has the html offline version of the program.

When my game loads the users is prompted with 3 choices. Play which allows the user to play the most basic stripped down version of the game. Here, the user will play as a single sphere and can use either the arrow keys to move with the right shift key to jump, or WASD to move and E to jump. In this game mode, the goal of the game is just to collect the 12 pickup objects around the map. The user will not lose points for hitting walls or colliding with other players (as there is only one player). When the player touches every one of the 12 pickups, the game will end and tell the user that “you won”.

Multiplayer will load the more intricate game version. Here 2 players will battle it out in a split screen version of the game. Each player will spawn on opposite sides of the map. Player 1 shown on top will control the sphere with the arrow keys and right shift to jump. Player 2 shown on the bottom will control the sphere with WASD and E to jump. Players will have to collect the 12 pickup items to gain points. If either player hits a wall 1 point will be subtracted from their score. If a player jumps on another player the player with the lower altitude will lose a point. At the end of 2 minutes, whoever is left with the most amount of points will win the game.

Exit will open up an exit menu. Upon clicking exit, a box opens up saying “ARE YOU SURE YOU WANT TO QUIT?” Yes will quit the game (for the pc version) and No will bring you back to the main menu.

For extra credit I implemented a split screen version of the multiplayer game instead of the traditional single camera game. I added a text box on the right hand side to display who wins the collisions or if a player touches a wall. I added a time is almost up text box that shows when there is 30 seconds left. I also added a text box that shows up at the end of the game saying who won the game.