Game Project Commentary

The game contains one game character called spring man, when it moves, it plays sawtooth oscillator sound according to the y position. The live of game character is counted by the giftscore and lives, when it touches the fire or fall into the canyons, lives – 1, and if it gets a gift, the giftscore and lives +1.

The flagpole only can be reached when the game character collects more then 10 coins and have more than 1 life, then it could jump into the canyon and drop from top to reach the flag. When it's reached, it turns into red.
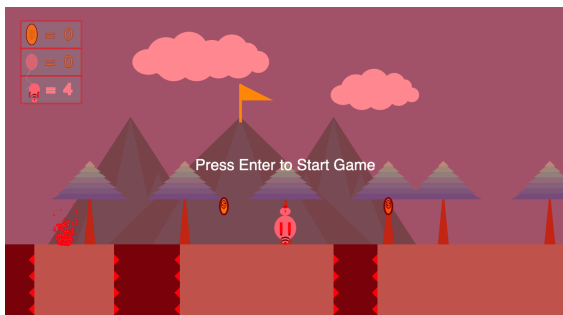
The gift only shows when the square box with "?" is touched by game character. It becomes a balloon and fly away. If lives < 1 the game is over. It will show the body parts of the spring man drawing randomly on the screen.

The fire function is written in a separate file, when the fire is touched, lives -1, so if the player has two lives but touches a fire on the canyon and fall into the canyon then game over.

The scene of game includes moving clouds, rain, fire, mountains, trees and canyons, they're all written by random parameters.

All the sound is original made, there're sound for collecting gifts and balloons, falling Sound, background sound, and game over sound.

Press key 'A', 'D', 'W' to move the game character, and when the game is over or the player wins, press enter key can restart the game.

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