

CSC8503 Coursework 2019/20

KeyList

B -> Block input

F2 -> Free camera in the level

Arrow keys: UP and DOWN -> move the goose towards the forward direction or in the opposite direction.

Arrow keys: RIGHT and LEFT -> move the goose in the selected direction

Mouse movement: change the rotation of the goose

Screenshots



Active Enemy based on a pushdown automata to handle their behaviours in order to follow the player, patrol the area or shot at the goose.



In the level is present a bridge based on constraint that can interact with the objects in the world.



The movement of the goose in the water is handled in a different way from the normal physics collision resolution. It is implemented using spring resolution.



The movement of the goose is made by applying forces to the game object itself.



The apples that are taken by the player start follow the goose until they will be dropped on the starting island. This is achieved by using Pathfinding with A*.